

STAR WARS

ROLEPLAYING GAME

SAGA EDITION WEB ARTICLES

V1.0 2011-01-23

A collection of SAGA Edition articles, including:

25 to Rescue: A *Star Wars* Roleplaying Game Encounter
Behind the Threat: The Sith 1-5
Power Beyond Belief: Using Ultra-Powerful Sith Lords in Saga Edition
Bounty Postings 1-7
Customizing *Star Wars* Minis 1-13
Jedi Counseling 98-115
Knights of the Old Republic Creatures of KOTOR 1-3
Message to Spacers 1-10
Mythmaking in *Star Wars* 1-5
Planet Hoppers 1-4
Point Blank RPG: A *Star Wars* Roleplaying Game Clone Wars Battle
Saga Edition Conversion Guide
Saga Edition Preview
Star Wars: The Musical Experience 1-3
Tips & Tactics Vol. 3 1-3
Web Enhancements 1-5 (Including The Nazren)
Web Enhancements: Knights of the Old Republic 1-9
Web Enhancements: Clone Wars

All *Star Wars* Miniatures Previews

All released Errata

Force Power Cards

Character Sheet



INTRODUCTION

In the SAGA Index (complete index over all 15 books) we used to hotlink to articles published on wizards.com. When their license ran out, they closed down the website and the articles were lost. Many players and GM's had been sure to collect and save the articles which were floating around on the web. My issue was that they were sometimes difficult to find. This is my effort to collect and rerelease all articles in *one single document*, making sure everything follow the same look as the original books.

Granted, I am not entirely sure about what copyrights I will breach with this document, but as I see it I have both made sure that the original authors are properly credited, take no credit on my work and finally; all information in this document have been released on the web anyway. So to the authors, copyright holders etc... forgive my geekiness!

Here's some notes on changes and considerations I have taken;

- The "book" is produced with the A4 papersize standard (21x29,7cm/8.26"x11,69"), not the American 8,5"x11" standard, nor the SAGA standard (23x23cm/9"x9").
- The "book" does not use 2 columns as the original books/pdf documents.
- Some dead links might still be present in the articles
- Exact layout of statblocks was difficult to follow, there's no indentation and CL isn't aligned to the right
- Deleted release date for miniature articles
- Deleted "coming next" comments
- Deleted *Star Wars* Miniature cards (to save space)
- Used the blue-box as background for new and custom rules (feats, weapons etc)
- Added/updated some photos, such as Mykal, Captain Dallan Morvis, Elbee (T1-LB), Arknianian Legacy, Shasa, The Last Resort & Moomo Williwaw
- Customizing *Star Wars* Minis is added for completion, it have nothing to do with the RPG. The large images were cut down for space and the formatting might not look as good as it should.
- I did not listen to the Order 66 podcast, it's not true, it's bs, I did not listen, I did not, oh hi Mark

Good luck out there, and keep those dice rolling.

Staffan "JemyM" Bengtsson

Note: For changes, contact me on the Wizards board, the Order 66 board or e-mail me at jemy@home.se

Wizards.com, The Mess Hall

http://community.wizards.com/go/forum/view/75862/135538/The_Mess_Hall

Order 66 podcast

<http://www.d20radio.com/forums/viewforum.php?f=1>

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ABOUT THE AUTHORS

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Matthew Grau has been a professional writer and intellectual property developer since the age of 17. He began his career in the adventure games industry, writing books and designing game rules for such popular titles and licenses as **Dungeons & Dragons**, *Marvel Super Heroes*, *Frank Herbert's Dune*, and *Star Trek*. In the late 90s, Matthew moved into the film and television arena. He has written scripts and directed productions for clients such as Microsoft and Nintendo, and he created and wrote the Curiosity Cafe television show and kick-off feature film on a first-look agreement with the Jim Henson Company. He is an award-winning screenwriter with projects currently in the Hollywood studio system.

Sterling Hershey is an architect and freelance game designer. He regularly creates *Star Wars Miniatures* and *Starship Battles* scenarios and previews for the Wizards of the Coast **website**. He also wrote the *Scenario Book* for the *Attack on Endor* Scenario Pack. Previously, he authored and contributed to many *Star Wars The Roleplaying Game* products from West End Games, as well as *Star Wars Gamer Magazine*. Gaming in a galaxy far, far away is the focus of his starwars.com blog, [Delusions of Grandeur](#). Sterling lives in the Midwest with his wife, Mary.

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[Owen Kirker Clifford Stephens](#) was born in 1970 in Norman, Oklahoma. He was introduced to gaming by his uncle in 1978 and was instantly hooked. He later enrolled in creative writing courses taught by **Forgotten Realms** novel author Mel Odom. In 1997, he attended a TSR Writer's Workshop, and later that year, his first professional work saw the light of day: an article on elven names in issue 251 of *Dragon* magazine.

In 2000, Owen moved to the Seattle area with his wife and three cats after accepting a job as a Game Designer at Wizards of the Coast. There, he worked on numerous **Star Wars Roleplaying Game** products and the *Wheel of Time Roleplaying Game*. Fourteen months later, he returned to Oklahoma and picked up his freelance career, writing for numerous companies, including Green Ronin, Paizo, White Wolf, and Steve Jackson Games. Owen co-authored the **Star Wars Roleplaying Game Saga Edition Core Rulebook** and has contributed to numerous licensed RPG products, including *The Wheel of Time*, *EverQuest*, *Black Company*, and *Thieves' World*.

Patrick Stutzman is a freelance game designer whose credits include *Threats of the Galaxy* and the upcoming *The Clone Wars Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. He also maintains his Web site, [Star Wars: The Forgotten Tales](#), and works on [SWRPGNetwork](#) under the name of Jan Tolbara. Currently, he lives in Kansas City with his wife, two children, and an annoying Force spirit that follows him wherever he goes. If you have any tips on how to get rid of this spirit, let him know.

25 TO RESCUE: A STAR WARS ROLEPLAYING GAME ENCOUNTER

By Sterling Hershey

In the midst of the Clone Wars, Separatist invaders lay siege to the planet Christophsis, pounding Republic defenders throughout the planet's crystalline cities. During the fighting, clone forces learn that the enemy has captured 25 technicians and other civilians. In a hastily arranged rescue mission, nearby heroes must rush to save as many prisoners as possible before a starship arrives to transport them offworld. With the majority of clone troops and Jedi engaged elsewhere, it's up to the heroes to carry the day on their own.

Using This Encounter

This is a single Saga Edition CL 6 encounter that Gamemasters may drop into a recreation of the Battle of Christophsis or a different battle or adventure of their own choosing. The invasion of Christophsis occurs during the events of the animated movie *Star Wars: The Clone Wars*. However, this encounter takes place in the midst of the fighting, far from the activities of the Anakin, Obi-Wan, and other major characters.

In this encounter, the heroes must rescue captured technicians and civilians from battle droids intent on shipping them to a processing and work facility offworld. The heroes are assumed to be members of, or at least associated with, the Republic armed forces. This encounter uses the Christophsis map from the *Star Wars Miniatures Clone Wars Starter Set*. A similar map may also be found in the *Clone Wars Scenario Pack*.

Although this encounter is specifically designed for use in the Clone Wars battle of the planet Christophsis, it can be readily adapted to other battles, eras, and locations. The GM may replace the unit and character stats in this encounter or simply rename the ones provided, if they are similar enough. Suggestions for different eras include:

Old Republic: Replace the Separatists with Sith or Mandalorian military units, and replace the clones with Republic troops or Jedi. The encounter could be on Taris or an Outer Rim world invaded by the Mandalorians.

Dark Times or Rebellion Era: Replace the Separatists with Imperial stormtroopers, slavers, or bounty hunters, and replace the clones with Rebel troops or operatives. Outer Rim worlds under Imperial martial law or the control of an outlaw/warlord are suitable locations.

New Jedi Order: Replace the Separatists with Yuuzhan Vong and Peace Brigade characters, and replace the clones with New Republic, CorSec, Jedi, or similar groups. Any planet invaded by the Yuuzhan Vong is an appropriate location.

Legacy Era: Replace the Separatists with Imperial troops and Sith from Darth Krayt's Empire, and replace the clones with Jedi, Imperial Knights, or Galactic Alliance personnel. Dac (Mon Calamari) or any other world suffering Krayt's oppression is an appropriate location.

Followers and Squads

This encounter uses rules and GM characters from *The Clone Wars Campaign Guide (CWCG)*, including a variation on squads and followers. During this encounter, each of the heroes gains the use of a temporary follower (without the normally required talents). One hero commands a squad of Clone Troopers (see below), which he or she controls as a follower, using the Follower Actions on page 35 of *CWCG*.

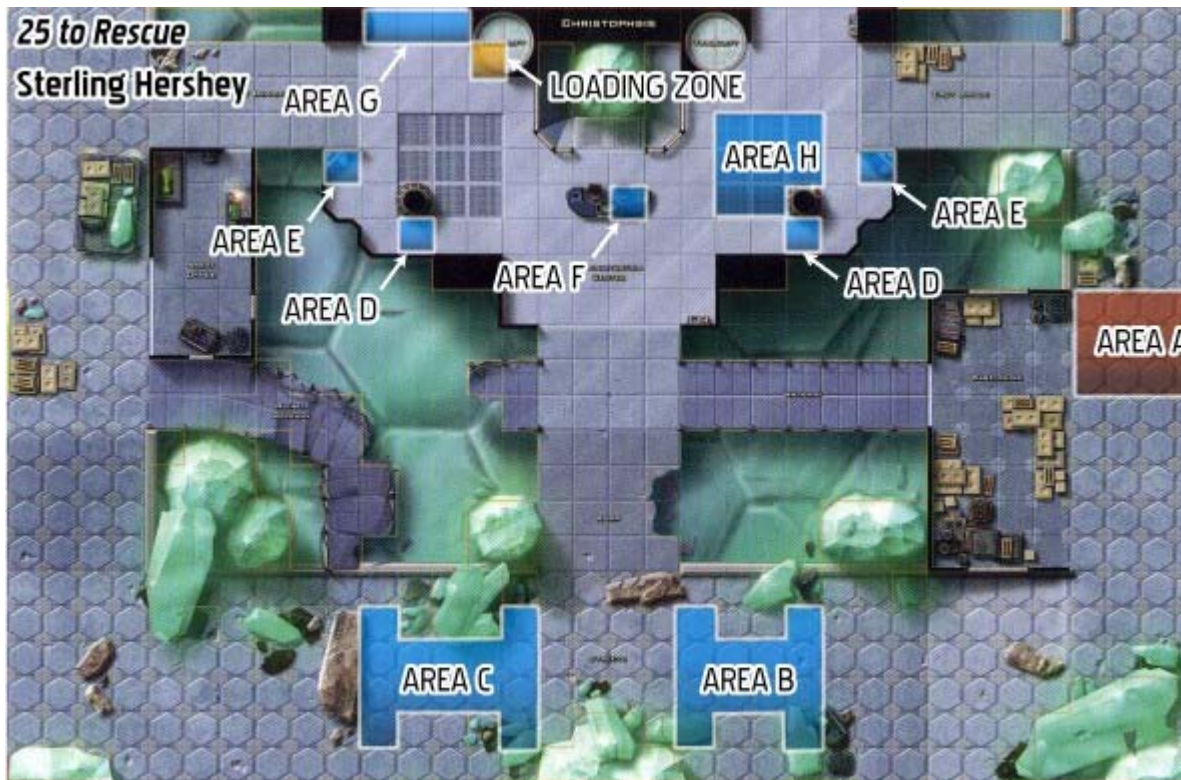
During the course of the encounter, the other heroes will gain the opportunity to direct groups of prisoners as they rescue captives from the droids. Each of these groups also acts as a follower, once under the hero's control. A hero may direct only one squad at a time, though the hero may exchange or hand off a group to another character at the start of their own turn.

Setup

The heroes are already on or near the battlefield when they observe or receive reports of droids escorting prisoners to an embarkation area. If the heroes are members of the Republic armed forces or are Jedi, they are ordered to attempt a rescue immediately. If the heroes are operating on their own, they receive a request from Republic forces for aid in rescuing prisoners. The heroes are provided directions, if necessary. By the time they see the prisoners, they are just outside the embarkation area. See the encounter map for hero and GM character setup locations.

The droids cannot begin embarking the prisoners until the starship arrives at the start of the third round of combat. The ship docks at the top of the tall building; the embarkation zone is at the base of the structure. Once prisoners are moved into the loading zone, they are immediately transported up to the ship via a rapid repulsorlift system and out of the heroes' influence. The loading zone may be put out of commission by overriding the control computer from any station with a DC 25 Use Computer check (the computer's attitude is hostile), or by dealing 50 points of damage to the zone.

One of the heroes is in command of a squad of clone troopers.



Read-Aloud Text

When the heroes reach the exterior of the embarkation area, read the following aloud.

Turning the corner, you catch sight of two large groups of prisoners moving toward the massive doors of the embarkation facility. They are escorted by a number of battle droids. The doors lie across a bridge that spans a depression filled with massive green crystals. Smoke billows up from below, often obscuring the bridges and ramps.

The prisoners do not seem injured, though they are dirty and tired and show the signs of having marched through the battle-damaged streets. Debris is scattered throughout the area, with crystal shards ranging from boulder-sized to building-sized blocking portions of the streets.

Have the heroes make a Perception check. If they make DC 15, they determined that not all 25 prisoners are within view. If they make DC 20, they realize that there is a mix of B1 battle droid types escorting the prisoners, including standard B1 droids, security B1 droids, and rocket-equipped B1 droids.

Clone Trooper Squad

This squad of standard clone troopers is ready to fight for the Republic and destroy the clanker menace.

Clone Trooper Squad CL 4

Large Human nonheroic 6

Init +9 (acts on same initiative number as controller); **Senses** Perception +9

Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 13, Will 9

hp 42; **Threshold** 23

Speed 6 squares

Melee by weapon +9

Ranged blaster rifle +9 (3d8, 1-square splash) or

Ranged blaster rifle +10 (3d8, 1-square splash) with Careful Shot

Fighting Space 2x2; **Reach** 1 square

Base Atk +4; **Grp** +10

Atk Options Careful Shot

Special Actions Point Blank Shot

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Special Qualities squad traits

Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +9, Perception +9

Possessions clone trooper armor (+6 armor, +2 equipment), blaster rifle, comlink

Squad Traits -- The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Clone Trooper Squad Tactics

This squad is under the control of one of the heroes and acts on the hero's turn using a Follower Action (see page 35 of *CWCG*). Control of the squad may be transferred to another hero as long as the hero appears worthy of the squad's obedience or is in the chain of command, but the squad does not gain additional actions if transferred during a combat round.

B1-Series Battle Droid (5)

Three B1 battle droids are escorting one set of prisoners (see map). The other two are on duty within the embarkation facility. For stats, see page 199 of the Saga Edition core rulebook.

B1-Series Battle Droid Tactics

The three escorts continue to direct the prisoners toward the embarkation zone and attempt to stun any who try to escape. The battle droids also defend themselves but will not fire through the prisoners, since they are under strict orders to avoid injuring the prisoners. The two on duty within the facility take up defensive positions and coordinate their attacks with other droids once combat reaches the embarkation facility.

B1-Series Battle Droid, Rocket Pack Equipped (3)

These standard B1 battle droids come equipped with their own rocket pack and head-mounted spotlight (range 6 squares, similar to glowrod). For stats, see page 199 of the Saga Edition core rulebook, and add the following to each droid:

Speed fly 6

Systems B1 rocket pack (per jet pack; see page 138 of the core rulebook)

B1-Series Battle Droid, Rocket Pack Equipped Tactics

The rocket-equipped droids are escorting one set of prisoners (see map). Once combat begins, one of the droids aids the security droid in corralling the prisoners and directing them toward the embarkation zone. The other two rocket droids use their rocket packs to attack the heroes from high above the street or otherwise move to more advantageous positions.

OOM-Series Battle Droid (4)

Four red-striped OOM-Series security battle droids oversee prisoner operations. One droid leads each of the two groups of prisoners toward the embarkation area. The other two guard the prisoners already within the embarkation zone. For stats, see the security model on page 196 of *CWCG*.

OOM-Series Battle Droid Tactics

The two security battle droids escorting prisoners do everything they can to direct the prisoners to the embarkation area. They do not engage the heroes unless confronted directly or they have an opportunity that is too good to pass up. The two security battle droids within the embarkation zone attack any heroes entering the area. If any prisoners escape, the droids attempt to stun them.

B2-Series Heavy Super Battle Droid Squad

Heavy super battle droids are upgraded B2 super battle droids, with improved defenses and the inclusion of a dedicated missile launcher as its left arm. The launcher carries a payload of four missiles.

The combined firepower of four heavy super battle droids is impressive. They swivel to target you with arm-mounted twin lasers and a hulking missile launcher.

B2-Series Heavy Super Battle Droid Squad **CL 5**

Large droid (4th-degree) squad nonheroic 6/soldier 1

Init +4; **Senses** Perception +8

Languages Basic, Binary

Defenses Ref 13 (flat-footed 12), Fort 15, Will 11

hp 84; **Threshold** 25

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +11 (1d3+2)

Ranged wrist blasters +10 (3d8, 1-square splash) or

Ranged wrist blasters +8 (4d8, 1-square splash) with Rapid Shot or

Ranged missile launcher +10 (6d6, 1-square splash)

Fighting Space 2x2; **Reach** 1 square
Base Atk +5; **Grp** +12
Atk Options autofire (wrist blasters), Charging Fire, Rapid Shot
Special Actions Keep Them at Bay*

Abilities Str 14, Dex 12, Con —, Int 11, Wis 11, Cha 7
Special Qualities droid traits, squad traits
Talents Keep Them at Bay*
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Perception +8
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle), missile launcher arm (as missile launcher) with 4 missiles

Squad Traits -- The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

* See *The Clone Wars Campaign Guide*.

B2-Series Heavy Super Battle Droid Squad Tactics

The squad immediately advances to engage the heroes, targeting the most obviously threatening characters first. The droids avoid making attacks that would damage any of the prisoners. If their initial attacks are ineffective, the squad uses Keep Them at Bay as often as possible.

B2-Series Super Battle Droid Commander

The Super Battle Droid commander is a further upgraded Heavy Super Battle Droid. It is enabled with built-in command functions and limited operational autonomy in case it becomes disconnected from the droid control system.

A droid very similar to the heavy super battle droids is clearly in charge here. Although it is issuing orders to subordinate droids, is also clearly not afraid to participate in the battle. The droid swings its guns toward you.

B2-Series Super Battle Droid Commander CL 4

Medium droid (4th-degree) nonheroic 6/soldier 1/droid commander 1
Init +5; **Senses** Perception +9
Languages Basic, Binary

Defenses Ref 15 (flat-footed 14), Fort 16, Will 14
hp 50; **Threshold** 16
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +8 (1d3+3)
Ranged wrist blasters +7 (3d8+1) or
Ranged wrist blasters +5 (4d8+1) with Rapid Shot or
Ranged missile launcher +7 (6d6+1)
Base Atk +6; **Grp** +8
Atk Options autofire (wrist blasters), Charging Fire, Rapid Shot
Special Actions Droid Defense, Keep Them at Bay*

Abilities Str 14, Dex 12, Con —, Int 14, Wis 11, Cha 7
Talents Droid Defense, Keep Them at Bay*
Feats Armor Proficiency (light), Charging Fire, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Knowledge (tactics) +11, Perception +9, Use Computer +11
Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, plasteel shell (+2 armor)
Possessions wrist blasters (as blaster rifle), missile launcher arm (as missile launcher), 2 unguided missiles, 2 guided missiles
Availability Military; **Cost** 6,000 credits
* See *The Clone Wars Campaign Guide*.

B2-Series Super Battle Droid Commander Tactics

The commander positions itself so that it can see as many droids as possible, thereby maximizing the use of Droid Defense. It uses its missiles as much as possible, but it avoids making attacks that would damage the prisoners.

Prisoners

The prisoners are a diverse group of nonheroic technicians, civilians, and other personnel that the Separatists find useful as labor or sources of information. Although the droids are under orders to avoid injuring the prisoners, they will not hesitate to stun or incapacitate the captives to prevent them from escaping. Prisoner squads typically have four prisoners each but may be adjusted by the GM as circumstances warrant, such as if some prisoners are already lost to the transport ship.

Prisoner Squad CL 3

Large non-Human nonheroic 3

Init +1; **Senses** Perception +2

Languages Basic, native language

Defenses Ref 9 (flat-footed 9), Fort 10, Will 11

hp 6; **Threshold** 20

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged by weapon +2

Base Atk +2; **Grp** +7

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 13

Special Qualities squad traits

Feats Skill Focus (Mechanics, Use Computer), Skill Training (Knowledge [technology], Use Computer), Weapon Proficiency (simple weapons)

Skills Gather Information +7, Knowledge (technology) +7, Mechanics +12, Use Computer +12

Possessions none

Squad Traits -- The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Prisoner Tactics

The prisoners move on the initiative of the battle droids or the hero they are currently following, but they may not take more than one turn in a round simply by switching between heroes. The prisoners follow all instructions from the droids until their escorts are destroyed, or until one of the heroes moves adjacent to a squad of prisoners and no droids are adjacent. Squads that are adjacent to both droids and heroes will not move. Squads adjacent only to a hero will follow that hero's instructions and become that hero's follower until escorted out of danger (typically the map edge). The prisoners move on the hero's turn, using Follower Actions (see page 35 of *CWCG*).

Conclusion

The encounter concludes once all of the prisoners have been moved either into the loading zone and off the map (by the Separatists) or off the map edge and out of danger (by the heroes). If the heroes have access to starships, the GM may wish to give them the opportunity to chase down the transport to free the remaining prisoners.

Features of the Area

Streets: The debris-strewn streets provide cover and difficult terrain as indicated on the map.

Light Smoke: At the start of each round, roll 1d20. On a result of 1 to 10, continue play normally. On a result of 11 to 20, smoke billows up from below, granting concealment to characters on the map areas marked bridge, ramp, and walkway for the duration of the round. Characters exposed to the light smoke are attacked (1d20+5) against their Fortitude Defense. If an attack succeeds, the character takes 1d3 points of damage and moves -1 step on the condition track.

BEHIND THE THREAT: THE SITH 1-5

By Matthew Grau

PART 1: PORTRAYAL

The Sith. The very name has haunted the Jedi Order for millennia. This cult of Force practitioners has known both absolute power and unconscionable self-destruction. Indeed, they are something of an enigma -- nightmares to all, but to themselves, a natural expression of the Force.

It is no surprise that many players are drawn to the idea of exploring the dark side and creating Sith characters. Although [Threats of the Galaxy](#) examines the Sith as enemies, this series of articles will explore the different aspects involved in developing, portraying, and using compelling and unique Sith characters in five eras of the *Star Wars* saga.

The Sith Code

Peace is a lie, there is only passion.

Through passion, I gain strength.

Through strength, I gain power.

Through power, I gain victory.

Through victory, my chains are broken.

The Force shall free me.

The Sith are creatures of passion and lust. The dark side has its allure because it calls to the things we crave most in life, seducing those whose desires outstrip their sanity.

Selflessness is not a concept inherent in the Sith way of being. Those who choose to serve the dark side out of devotion to a philosophical or religious ideal are rare. The exploration of passion inevitably leads to desire, and delving deeply into desire inevitably leads to greed. Power corrupts, and the Sith are no exception. Though one may begin on the path intending balance or even commanding the dark side for altruistic purposes, all fall prey to greed and vanity. This is why groups of Sith, left to their own devices, eventually turn on each other. They are predators, and sooner or later, Sith regard their bretheren as threats.

You might say the key difference between the Jedi and the Sith is that the Jedi contemplate and master inner space to serve others, whereas the Sith dominate and master outer space to serve themselves.

Eras of the Sith

The Sith figure into five important eras of the *Star Wars* saga. The area you choose in which to play greatly determines the kind of Sith you'll be designing and how they fit in with the galaxy. It's important that you choose an era that works with the kind of Sith game you'd like to play.

The Knights of the Old Republic Era

Four thousand years before the Galactic Empire, Darth Revan brought the Sith into the light after visiting Sith worlds and basking in the power of the dark side. Revan and his apprentice, Darth Malak, brought about the bloody Jedi Civil War. They established the new Sith Empire and nearly wiped out the Jedi.

Since the Sith are prevalent and operate openly in this era, it is easy to play games involving Sith characters.

The Rise of the Empire Era

The Rule of Two characterized this era, as Darth Sidious completed his apprenticeship under the tutelage of Darth Plagueis the Wise, and killed his master while he slept. Sidious first took Darth Maul as his apprentice, and after the vicious Zabrak was slain by Obi- Wan Kenobi, Darth Tyranus slipped under his wing. Tyranus was, in turn, killed by Anakin Skywalker, who took Tyranus' place and became one of the most dreaded Lords of the Sith, Darth Vader.

During this era, Darth Sidious' schemes required obfuscation and no lesser amount of treachery. His plans hinged on the Jedi's belief that the Sith were extinct. Although Sidious may have sheltered and dispatched Dark Jedi to satisfy his plans, he would not train them in the ways of the Sith.

Under canon, it is difficult to justify characters during this era who are true Sith. Dark Jedi characters, on the other hand, fit easily into the growing Sith menace. However, you could create a splinter sect of the Sith that has remained hidden in other parts of the galaxy, like that of Darth Millennial and his Dark Force religion.

The Rebellion Era

After Darth Sidious created the Galactic Empire, dissolved the Senate, and usurped control of the galaxy, he eased the Rule of Two a bit. He created the Secret Order of the Empire and brought dark side Force practitioners into the fold to be his prophets. He and Vader trained many dark side Adepts, using Dark Jedi as their most trusted and dangerous of servants, including the Emperor's Hand. However, the Rule of Two is kept intact in its strictest sense as neither Sidious or Vader passed on the true legacy and ways of the Sith.



As in the Rise of the Empire era, true Sith are rare. Dark Jedi, however, are even more prevalent and can operate openly in the service of the Emperor. Again, other Sith with different views might exist in the shadows of the galaxy, but they would have to remain concealed. Most likely, Darth Sidious would view them as a threat to be extinguished (an interesting plot device in its own right). However, Darth Vader did have at least one secret apprentice . . .

The New Jedi Order Era

Although the Rule of Two prevented Vader from taking on a true apprentice, he did pass his teachings to pupils, notably the Dark Lady of the Sith, Lumiya. She trained several apprentices during this era, but they are not truly Sith because Lumiya herself does not become full-fledged Sith until her training by Vergere in the Legacy era.

In The New Jedi Order era, the Sith are all but extinct. It is only through the training of Vergere that Lumiya becomes a true Dark Lady of the Sith. Dark Jedi characters would be more appropriate.

The Legacy Era

During the Confederation-Galactic Alliance War, the Dark Lady Lumiya resurrected the Rule of Two and found herself the perfect apprentice -- the grandson of Darth Vader. Jacen Solo followed in his ancestor's footsteps and became Darth Caedus.

While Caedus was busy trying to gather power, he drew all the attention of the Jedi to him. Meanwhile, hidden on the ancient Sith planet Korriban, Darth Kratt gathered other Dark Jedi to his cause and once again founded an Order of the Sith. This time, however, it was based on Kratt's Rule of One -- there would be only one Order, under which there would be many Sith. Eventually, the Sith returned in numbers and brought the galaxy to its knees.

During the time of Darth Caedus, Sith are even more rare than they were in the Rebellion era. Again, Dark Jedi would be more appropriate as characters. However, after Darth Kratt emerges with his new Sith Order, the Sith once again become plentiful in the galaxy, more so than in any other era but those of the ancient past.

Crafting the Sith

To create a compelling Sith character, you must consider several important factors, including his reason for falling to the dark side, his personal interpretation of Sith beliefs, and his torturous apprenticeship.

Falling to the Dark Side

Though each Sith is unique, they share things in common. The most obvious is the presence of a person or event that pulled them to the dark side. Many fall in pursuit of power; their desire for personal gain draws them to a philosophy of absolutes. Many others fall prey through their inability to resolve deep hurt, anger, fear, or hatred. These emotions consume their sanity and draw them into a spiral of suffering, transforming them into a potential Sith.

But these are not the only reasons. Some begin with a desire to discover balance in the Force, believing that a true understanding of existence is possible only by examining the light and dark facets of all beings. Others begin with an altruistic desire to help others by rapidly increasing their power or gaining access to mythical abilities that only the dark side can offer. Some are drawn through a misguided hunger for curiosity, a deep desire simply to know. Most often, it is a combination of these factors, but they all lead down the same path.

This crucial event is the foundation in Sith character design. It helps determine who he is on a core level, as well as what might redeem him (if the opportunity arises).

It might be helpful to sketch out a basic story of how your character first encountered the power of the dark side. What made him curious enough to play with fire and ultimately become baptized by it, reborn as a creature of darkness?

While the most obvious class progression is from the Jedi heroic class to the Sith Apprentice prestige class (and eventually to the Sith Lord prestige class), there are many other ways of arriving that might better fit your character's background. For example, Darth Sidious was never officially trained as a Jedi, instead spreading his web of intrigue as a noble. The greatest restriction to entering the Sith Apprentice prestige class is learning Use the Force as a trained skill, but there are several methods to obtaining said skill.

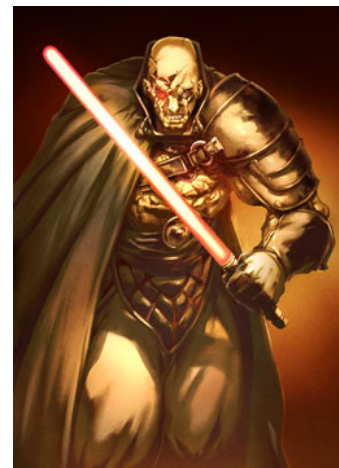
As long as you have Force Sensitivity, you can train in Use the Force by any of the traditional skill training methods, including the Skill Training feat, increasing your Intelligence to the point where you get a new trained skill, or taking Force Sensitivity at 1st level and spending one of your starting trained skills on Use the Force.

Another method is, of course, taking levels in the Jedi heroic class, the only class that has Force Sensitivity as a starting feat, which can also be taken as a bonus feat when multiclassing into Jedi. Remember that levels in the Jedi class do not necessarily mean training in the Jedi Order. Instead, they could indicate training from a Force-using tradition or simply the first steps of training by a Sith master.

A character must have seven levels (in any combination of classes) to be eligible for the Sith Apprentice prestige class.

Beliefs

The philosophy of the Sith is unique. It is a cult dedicated to the most dangerous of emotions, yet it rises to galaxy-shaking power again and again. One of the primary reasons for this is the Sith's absolute devotion to the law of the jungle -- only the strong survive, and it is the right of the strong to prey on the weak. Through perpetual conflict, the strong are pushed down the path of perfection. This is the reason the Sith have pressed the galaxy into war and oppression time and again, some for reasons of personal strength and gain, and others through a philosophy of forcing change and evolution. Morality and peace are only obstructions to this ultimate goal.



The Sith also believe that the path to power is to attain a more holistic view of the Force by embracing their passions. Whereas the Jedi seek to overcome "negative" emotions such as pain, anger, and hate, the Sith welcome them as natural -- and as fuel in their quest for power.

These are the fundamental beliefs of the Sith, but each one internalizes and acts on them differently. Take a moment to determine which of these beliefs are most important to your character and how he works to enforce them on others and on the galaxy as a whole.

Apprenticeship

When developing a Sith character, consider his schooling in the dark side. How did he slip under the wing of his master? What was his apprenticeship like? Every Sith apprentice stirs in the shadows of his master for many years as he is instructed in the dark side. The nature of this apprenticeship varies, but it relies on cruelty and manipulation. The lessons are designed to nurture the consuming passions of the apprentice while cultivating things that lead to aggression, such as pain, malice, and revenge.

In addition, Sith training works to eradicate fear and compassion -- two emotions that cripple the strong. That which a Sith Lord fears or finds compassion for has power over him, something which he must not abide. Thus, he is forced to confront and conquer his fears, usually in traumatic ways, and the things he loves are stolen from him, one by one, until he is no longer tethered to anything but his devotion to the Sith.

Apprenticeship is extreme, requiring tireless years of training. During the period when the Rule of Two prevailed, one Sith apprentice must be more than a match for several Jedi since the Sith do not have the luxury of numbers. Like most great predators, a single Sith Lord, even an apprentice, is something to be feared.

Most apprenticeships conclude the day the student is willing and able to commit the ultimate act of "selflessness" and devotion to the Sith -- killing or destroying someone that he loves. This action demonstrates his embodiment of unattached strength, power, and mercilessness. For example, Darth Vader sacrificed Mace Windu and, ultimately, the Jedi Order. Darth Caedus murdered his aunt, Mara Jade Skywalker. Once this act is complete, the apprentice may take on the title of Sith Lord and his new name.

Nothing is more formative in a Sith's life than his apprenticeship. When he becomes a Sith Lord, it is the Sith Lord that his master crafted him to be.

If you haven't already done so, consider who your character's master was and how he trained your character. What were his harshest lessons? What did your character have to do to conquer his fears? Who was the beloved person in your character's life that he murdered to finally join the ranks of the Sith?

In addition, apprenticeship is the time when a Sith begins to hone and direct his abilities. What are your character's first talents? Do they come from the Armor Specialist talent tree, reflecting a Sith who appreciates a striking suit of armor (such as Darth Revan or Darth Krayt)? Do they come from the Duelist or Lightsaber Combat trees, reflecting a Sith who appreciates the elegance of his lightsaber (such as Darth Tyranus or Darth Vader)? Do they come from the Alter, Control, or Sense trees, reflecting a Sith who deeply connects with the power of the Force (again, such as Darth Tyranus or Darth Vader)? Do they come from the Dark Side or Sith trees, reflecting an apprentice who strongly embraces the power of the dark side (such as Darth Sidious)?



PART 2: THE BECOMING

To symbolize the giving up of his old life, a Sith apprentice takes on a new name. In all eras after Darth Bane, the Sith take on the honorific Darth, a title that caused jealousy and infighting in ancient times. Darth is often thought to be a contraction of Dark Lord of the Sith, the first recorded use of which was in the ancient times of Darth Revan and Darth Malak. Some believe it derives from the Rakata, an ancient race of corrupt creatures whose horrifying Infinite Empire was a tool of the dark side, possibly meaning "emperor" or "immortal." The name given to a Sith Lord by his master is often something associated with the dark passions he or she revels. Bane, Kratt (as in the terrifying dragons of Tatooine), Maul, Plagueis (as in plague), Sidious (as in insidious), and Tyrannus (as in tyranny) are examples of things that appeal to the Sith.

In the days of the Rule of Two, the relationship of apprentice and Master can end only one way -- with the death of the Master. Few apprentices are content to wait for their master to die of natural causes to take on the mantle of power, and, as in the Sith legend of Darth Plagueis the Wise, many Masters are killed by their apprentices once they have taught everything they know. Sith Masters are hardly fools and know that death at the hands of their pupils is a very real possibility, but they view this as a necessary danger to keep the Sith lineage strong.



Now is the time to create your character's Sith name. Most likely you'll be using the honorific Darth, but what sort of dark, poetic name did your character's Master gift him with? The examples here should provide a good baseline from which to work.

It is also time to determine the current state of your character's relationship with his Master. Is he still in your character's life, or is he dead? If he's in your character's life, what is their relationship? How does he guide and use your character as his apprentice? If he's dead, did he die by incident, or did your character kill him to seize his power?

All Sith share a deep hatred of the Jedi. They view the light side order as their ancient enemies, the one force that has stood in their way time and time again and the one thing capable of defeating them. The Sith look forward to a day when they can truly wipe the Jedi from the galaxy once and for all, something Darth Sidious and Darth Vader thought they had accomplished.

Contemplate your character's attitude toward the Jedi. Does he actively seek to destroy them, or does he follow other pursuits (while remaining happy to rain down suffering on any Jedi who cross his path)?

General Appearance

Typically, the Sith have a distinctive appearance. Because of their obsessions and their views, they most often choose to stand out. Whether it be in their style of dress (such as the common choice of intimidating black robes or battle dress), in their personal affectation (such as wearing the bones of their victims or simply a wild style of hair or makeup), or just in the way they comport themselves, the Sith do not blend in.

Then there are the eyes. The flooding power of the dark side often changes the eyes of the Sith to a sickly yellow, sometimes rimmed with red. The more dark side power that a Sith wields, the more likely it is that the change to his eyes is permanent. The eyes of a Sith are unnerving and can become difficult to conceal.

Many Sith Lords tattoo themselves in accordance with ancient custom, with black or alternating red and black markings covering their entire body. Some choose to decorate only part of their body, but since the tattoos are a symbol of their devotion to the order, the markings must be visible to all. Therefore, facial tattoos are common. Tattooing according to Sith tradition is, unsurprisingly, a very painful process.

Those forced to hide in plain sight are the exception, pretending to be as normal, upstanding, and even kindly as possible (such as Darth Sidious or Darth Tyrannus). Of course, their true nature stirs unseen, always plotting. A dark side practitioner may relish in the shadow play, building his lies and illusions, until it reaches just the right pitch to drop the pretense and reveal his allegiance. Ultimately, Sith do not prefer to hide what they are.



There are many facets to creating a unique look for your Sith character. The first question to answer: Does he choose to fit in, or has he fully embraced the ways of the Sith? If he chooses to fit in, he will look just like everyone else most of the time. But like most Sith, he will have another face that he wears when among his own kind.

Six Categories

The next question to consider: How does your character stand out? Though unique, most Sith fall into one of six categories:

(1) Some Sith inspire fear from inside a suit of dreadful armor, such as the faceless Darth Revan or the Yuuzhan Vong encasement of Darth Kratt. Though they are certainly awe-inspiring on their own, the armor of these Sith is a recognizable symbol of their might.

(2) Some Sith (such as Darth Maul or Darth Talon) undergo the painful process of extensive Sith tattooing, wearing the markings as a badge of pride to inspire terror. Although few who encounter the Sith may remember the details of his face or manner of dress, the tattoos will forever be burned in their minds.

(3) Some choose to (or are forced to) embrace a deathlike visage, such as Darth Sidious or Darth Nihil. Nearly every culture has a taboo about death, and most maintain some fear of it, so these Sith are instantly associated with that fear.

(4) Some Sith choose to (or are forced to) embrace the otherworldly in their appearance, such as the ghostly Darth Nihilus or the undead Darth Sion. Many people fear the unknown, and stories of ghosts and monsters are carried in cultures across the galaxy -- a fact that these Sith prey upon.

(5) Some (such as Darth Caedus or Darth Vader before his defeat on Mustafar) choose simply to let the power and bearing of the Sith ooze from their every action and are marked only by sickly yellow eyes. Their predatory movements and ways are typically enough to inspire awe and dread in those who encounter them.

(6) The appearance of some Sith is a function of tragedy, such as the cybernetic Darth Vader or the undead Darth Sion. Vader was nearly killed on Mustafar by Obi-Wan Kenobi and is sustained by extensive cybernetic augmentation; his frightening appearance is a function of his life-support system. Sion's body is broken, and he should be dead, but his hatred and powerful connection to the dark side keep his body intact. The Sith of this category wear their wounds with pride, boasting that they have cheated death.

These categories are an excellent place to start. Once you have determined the basic thrust of your character's Sith appearance, you can play with the particulars and even mix and match.

However, as they say, the devil is in the details. What kind of clothes does he wear? In what state are his eyes? Do they sometimes appear normal, or has the power of the dark side taken them for all time? If he has chosen to undergo the painful process of tattooing, what do the markings look like, and how does he display them? Does he have any unusual eccentricities in manner or habit? These questions are merely a start, limited only by your imagination.

As inspiration, you might wish to take a look at the famous Sith found in *Threats of the Galaxy*: Darth Bane (pages 84-85), Darth Maul (pages 80-81), and the Dark Lady Lumiya (pages 83-84).



New Feat

You can use the following new feat to represent the powerful presence of many Sith Lords.

Dreadful Countenance

Marked as Sith, your appearance inspires awe, dread, and fear in all who view it.

Prerequisite: Charisma 13, must be a member of the Sith tradition

Benefit: Whenever you make a Persuasion check or a Use the Force check to activate a fear effect, you may reroll the check, but you must keep the second result, even if it is worse.

PART 3: DESIGN

Design

The last two installments of "Behind the Threat: The Sith" talked mostly about the fact and flavor of the Sith. This article digs into the game mechanics of designing appropriately savage dark side characters.

Not all Sith are fallen Jedi. There are as many paths to darkness as there are paths in life. One of the most infamous and powerful Sith was Darth Sidious, a man named Palpatine who was a noble and a politician (growing out of the Noble heroic class). Some were warriors or survivors of one sort or another, whose prowess and/or Force-sensitivity drew the attention of a Sith lord (growing out of the Soldier or Scout heroic classes). Those who live in the shadows of society may already be inclined to the obsessions of the Sith simply due to the nature of their lifestyle, especially if they are Force-sensitive (growing out of the Scoundrel heroic class).

Others are Jedi who fell or those whose control of the Force was developed outside the Jedi tradition. Darth Vader, the scourge of the Jedi, was in fact a powerful and respected one himself until the lure of the dark side claimed him. Perhaps the easiest explanation for a Force-using character to have strayed down the path of the Sith is that he lived in a world where falling to the dark side was a regular concern.



Meeting the Requirements

The first threshold on the path of the Sith is to gain access to the Sith apprentice prestige class. To do so, your character must be at least 7th level, have Use the Force as a trained skill, and have the Force Sensitivity and Weapon Proficiency (lightsaber) feats. He must also have acquired a Dark Side Score equal to his Wisdom and be a member of the Sith tradition, but these are both accomplished through roleplaying. The Force Sensitivity feat (which provides access to the Use the Force skill) and the Weapon Proficiency (lightsaber) feat are available only as starting feats to the Jedi heroic class.

An easy way to speed you along your path is to have your character acquire at least one level in the Jedi class. Remember that this Jedi training does not have to be as a part of the Order; it can be from a variety of traditions similar to the Jedi Order or simply be the first step of training by a Sith master.

Don't want your character to have been a Jedi or to have had Jedi-like training? You can meet the requirements using your non-class dependent feats, which are gained at 1st level, 3rd level, 6th level, and every three levels thereafter. At 1st level, by purchasing the Force Sensitivity feat, you are allowed to treat Use the Force as a class skill, which you can then choose as one of your starting trained skills. Later, choose Weapon Proficiency (lightsaber), and you now have a character eligible for the Sith apprentice prestige class, regardless of his background.

If your character is Human, it's even easier because he receives one bonus feat and one bonus trained skill at creation. For example, you can choose Force Sensitivity and Weapon Proficiency (lightsaber) as your character's starting feats and make Use the Force your bonus trained skill (which he has access to through the former feat).

The simplest option is to simply declare your character's first class to be Jedi, in which case you gain everything you need to eventually become Sith.

To develop Force powers during this time, your character needs to meet two of the same requirements -- having the Force Sensitivity feat and being trained in Use the Force. Once you meet those requirements, you can select the Force Training feat. This feat is not offered as a bonus feat in any heroic class, so the only way to get it is through the feats your character acquires as a result of character level, not class level.



Choosing a Class

Once you figure out how to meet the requirements for the Sith apprentice prestige class, you have room to play. You have at least six, if not seven, levels.

- If you wish your Sith to be manipulative and deceitful, the Noble class is the way to go. Starting in the Noble heroic class nets you more trained skills than any other heroic class, among which are Deception, Gather Information, and Persuasion.
- Starting in the Scout heroic class nets you the second largest number of trained skills, among which are those that make a fiercely independent Sith, such as Climb, Endurance, Jump, Survival, and Swim, as well as the Shake It Off feat.
- The Scoundrel heroic class, as a starting class, nets you the manipulative ways of the Noble (though with fewer trained skills), adding the benefits of Acrobatics and Stealth for those Sith wishing to be shadow warriors.
- For those on the path of a deadly predator, starting in the Soldier heroic class is the way to go. Though your character won't have many trained skills, he will be geared toward aspects of combat, and the sheer number of starting weapon proficiencies makes up for it.

These guidelines are appropriate for choosing the heroic class in which to begin your character's path towards the Sith. Once you begin to multiclass, it becomes more about the feats and talents. We'll discuss those more in the next section.

Choosing a Species

Some species are predisposed to the Sith or have natural advantages that lend themselves well to the darker path.

- Bothans can make dangerous Sith, but only when the Rule of Two is in place. Their manipulative and crafty natures make them vicious in a world of stealth and guile. If they have Gather Information as a trained skill, they gain Skill Focus (Gather Information) as a bonus feat, and they have access to the Bothan SpyNet.
- Some Quarren who endured the devastation of their homeworld during the Galactic Civil War live with so much pain and hate that they might be drawn naturally to the ways of the dark side.
- Natural hunters, Force-sensitive Rodians can find their aggression and tenacity bringing them toward the world of a Sith warrior. Their Heightened Awareness and low-light vision can be of great benefit to the Rodian Sith warrior, giving them the ability to notice danger before many others and to strike more effectively under cover of darkness. However, they are poor deceivers (thanks to their -2 Charisma) and are better suited for more violent pursuits.
- Sullustans are a race whose curiosity can easily lead to recklessness, and it is those same traits that can bring about the downfall of the Sullustan Jedi who finds himself fascinated by the ways of the dark side. Like Rodians, their darkvision and Heightened Awareness can be an advantage for the Sith warrior, giving them the ability to notice danger in advance and even more utility for striking from the shadows.
- The violent and driven nature of the Trandoshans lends itself well to the path of the Sith, as do their natural combative abilities. They make deadly Sith warriors, with their darkvision, Limb Regeneration, and Natural Armor abilities, plus the bonus Toughness feat. They can take more punishment than most.
- Though Twi'leks often try to avoid open conflict, their tendency to live in the shadows can bring those who master the Force to the stealth and guile of the Sith who live in the ages of the Rule of Two. Their +2 Charisma and Deceptive ability make them masters of manipulation.
- The adventurous nature of the Zabrak likewise can be drawn to explore the mysteries of the dark side, and their adaptation to living in a tough environment serves them well as Sith warriors (as evidenced by Darth Maul). Their Heightened Awareness and Superior Defenses abilities are of particular use.
- Still, Humans make up the bulk of the Sith. The natural chaos of their emotions is capable of producing the warping passion necessary to create a Sith Lord. Many of the most powerful, terrifying, and notorious Sith Lords through history have been Human or near-Human, including Exar Kun, Darth Malak, Darth Bane, Darth Sidious, Darth Vader, and Darth Krayt. Furthermore, their bonus feat and bonus trained skill give them more room to play when developing on their way to the dark side.

Possible Paths

Although there are many ways to craft a Sith, this section covers three main paths: the Sith Manipulator, the Sith Warrior, and the Fallen Jedi. Let's walk through the start of each kind of character through the final step of becoming a Sith apprentice at 7th level in terms of skills, feats, talents, and powers.

The Sith Manipulator

At 1st level, this character begins in the Noble heroic class. He begins with Linguist, Weapon Proficiency (pistols), and Weapon Proficiency (simple weapons) as starting feats, plus the Force Sensitivity feat. For talents, he begins with Wealth from the Lineage tree. He also begins with Deception, Gather Information, Knowledge (Bureaucracy), Perception, Persuasion, and Use the Force as trained skills (plus any additional based on his Intelligence bonus). The corruption destiny is his path.

By the time he reaches 3rd level, he has added the Strong in the Force and Weapon Proficiency (lightsaber) feats, as well as the Presence talent from the Influence tree.

By 5th level, he has increased both his Wisdom and Charisma attributes by one point each. He also adds the Force Training feat and the Weaken Resolve talent from the Influence tree. The Force Training feat confers one Force power, *mind trick* (plus, most likely, a few extra based on the character's Wisdom bonus).

At 7th level, he completes the Noble heroic class and enters the Sith apprentice prestige class, finally reaching his goal. He either has behaved in such a way to garner the appropriate number of Dark Side Points or will automatically get them by falling to the corruption of the Sith and completing his destiny. He has added the Force Deception talent from the Sith tree and the Force Training feat twice more, giving him *Force lightning* and *rebuke* (plus possible others based on his Wisdom bonus). He also chooses a new destiny, either destruction or discovery.



The Sith Warrior

At 1st level, this character begins in the Soldier heroic class. He begins with Armor Proficiency (light), Armor Proficiency (medium), Weapon Proficiency (pistols), Weapon Proficiency (rifles), and Weapon Proficiency (simple weapons) as starting feats, plus the Force Sensitivity feat. For talents, he begins with the Armored Defense from the Armor Specialist tree. He also begins with the Initiative, Perception, and Use the Force as trained skills (plus any additional skills based on his Intelligence bonus). The corruption destiny is his path.

By the time he reaches 3rd level, he has added the Weapon Focus (lightsaber) and Weapon Proficiency (lightsaber) feats, as well as the Penetrating Attack talent from the Weapon Specialist tree.

By 5th level, he has increased both his Strength and Dexterity attributes by one point each. He also adds the Force Training feat and the Power of the Dark Side talent from the Dark Side force talent tree. The Force Training feat confers one Force power, *dark rage* (plus possible others based on the character's Wisdom bonus).

At 7th level, he completes the Soldier heroic class and enters the Sith apprentice prestige class, finally reaching his goal. Like the Manipulator, he either has behaved in such a way to garner the appropriate number of Dark Side Points or will automatically get them by falling to the corruption of the Sith and completing his destiny. He also adds the Deflect talent from the Lightsaber Combat tree, either the Dual Weapon Mastery I or Power Attack feat (depending on whether his Dexterity or Strength qualifies), and the Force Training feat, which gives him the *Force slam* power. He also chooses a new corruption or destruction destiny.



The Fallen Jedi

At 1st level, this character begins in the Jedi heroic class. He begins with Force Sensitivity, Weapon Proficiency (lightsabers), and Weapon Proficiency (simple weapons) as starting feats, plus the Force Training feat, which yields him the Force power *surge* (plus possible others based on his Wisdom bonus). For talents, he begins with the Deflect talent from the Lightsaber Combat tree. He also begins with Acrobatics and Use the Force as trained skills (plus any additional skills based on his Intelligence bonus). The corruption destiny is his path.

By the time he reaches 3rd level, he has added the Force Training feat twice, which gives him the Force powers *mind trick* and *move object* (plus possible others based on his Wisdom modifier) and the Force Perception talent from the Sense talent tree.

By 5th level, he has increased both his Strength and his Wisdom attributes by one point each. He has also added the Force Training feat, giving him the Force power *farseeing*, as well as the Visions talent from the Sense talent tree.

At 7th level, he completes the Jedi heroic class and enters the Sith apprentice prestige class, finally reaching his goal. Like the Sith Manipulator, he either has behaved in such a way to garner the appropriate number of Dark Side Points or will automatically get them by falling to the corruption of the Sith and completing his destiny. He has also added the Dark Scourge talent from the Sith talent tree as well as the Force Training feat twice, which gives him the Force powers *Force grip* and *negate energy* (plus any additional powers based on his Wisdom bonus). He also chooses a new corruption or destruction destiny.



PART 4: THE TEETH IN THE DARKNESS

Previous installments of "Behind the Threat: The Sith" looked at the essence of the Sith, choosing an appropriate name and appearance for your Sith character, and the game mechanics of designing that character. In this article, we delve into the technology used by Sith, the kinds of characters that best fit in the different eras, and ways to advance beyond the Sith apprentice prestige class.

Technology

The most notable piece of technology associated with a Sith is the lightsaber. This ancient and elegant weapon is the tool of both the Jedi and the Sith.

To the Jedi, the crafting of a lightsaber is a sacred task. Apprentices are taken to the ritual caves that hold the crystals necessary to create the focused core of the Jedi's weapon. The assembly is part technical, part manipulation of the Force. When it is done, the color of a lightsaber depends on the type of crystal used in its creation. Yellow, blue, and green are common. Some instead hunt far and wide for their crystal, with results (such as Mace Windu's violet lightsaber) that are the stuff of legends.

To the Sith, this is needlessly ritualistic. A lightsaber is a tool like any other, and all that matters is its wielder. For this reason, the Sith artificially grow the crystals for their lightsabers. The outcome of such is consistent and distinct -- all Sith lightsabers are red.

The double-bladed lightsaber is the notorious weapon wielded by Darth Maul during the Rise of the Empire era. These tricky weapons take time to master, but they can make one man fight as two. Some mistakenly believe that Darth Maul created the weapon, when in fact it was first unleashed under the fury of the Sith Lord Exar Kun in ancient times. Those Sith Lords who lean toward the savagery of physical violence may find themselves drawn to the artistry and deadliness of the double-bladed lightsaber.



Normally, attacking with both ends of a double-bladed lightsaber incurs a -10 penalty to both attacks. The Dual Weapon Mastery feats will dramatically reduce that penalty. The first level, which reduces the penalty to -5, can be taken during character creation. Dual Weapon Mastery II and III require higher Dexterity scores and advanced levels to acquire. Unless your character has a high Strength modifier or the Weapon Focus feat, Dual Weapon Mastery II is what's needed to be truly deadly. Since this feat requires a high Dexterity, the Weapon Finesse feat can offset these penalties nicely. The Force power *dark rage* also helps.

The Sith lanvarok is a wrist-mounted projectile weapon from ancient times, exceedingly rare by the days of the Clone Wars. Inaccurate and with a long reload time, the lanvarok hurled a spray of metal discs to distract an enemy or as a weapon of first attack. However, Sith could use the Force to guide the discs, making them far more dangerous than the weapon would be in the hands of a normal wielder. (For details on the lanvarok, see pages 68-69 of the *Knights of the Old Republic Campaign Guide*.)

The Sith, like the Jedi, travel light. As long as they have robes, a cloak (probably all-temperature), and a lightsaber, they are content. Some also travel with currency and a utility belt that might contain three days' worth of food capsules, a medpac, a tool kit, a spare power pack, a spare energy cell, a glow rod, a liquid cable dispenser with grappling hook, an aquata breather, electrobinoculars, or a few specialized tools with which to do one's dark will. The Sith are happy to rely on their wits and their exceptional power.

Certain starfighters might appeal to a Sith Lord. Those who were once Jedi may prefer a Jedi fighter to other craft. Those who served before the days of the Clone Wars would pilot the *Aethersprite* Interceptor, whereas those who fought in the Clone Wars would prefer the Eta-2 *Actis* Interceptor. Those in the favor of Count Dooku might also receive one of the rare and exotic *Ginivex*-class starfighters. During the Knights of the Old Republic era, the Sith had their own starfighters, known as Sith Interceptors. Only one craft was designed for the Sith in the Rise of the Empire, Rebellion, and The New Jedi Order eras -- a prototype that is owned by Darth Sidious and carefully guarded. The Sith Infiltrator is truly a craft worthy of the tradition of the Sith Lords. (All these craft are found in *Starships of the Galaxy*: the *Aethersprite* Interceptor on p. 60, the Eta-2 *Actis* Interceptor on p. 82, the *Ginivex* on p. 87, the Sith Interceptor on p. 130, and the Sith Infiltrator on p. 128.)



Planet-side, Sith Lords prefer speeder bikes for their speed and maneuverability.

The reflexes of a Force-user also make the bikes far less dangerous and more effective than they might be for the average person. For similar reasons, when bikes are impractical, Sith instead might choose racing or military speeders.

Eras

The era in which you choose to play has great bearing on what kind of Sith your character can be.

The Knights of the Old Republic era can call for any kind of Sith because they are prevalent in the universe. There will be more warriors than any other kind; the strongest of the Sith are those who rule. Characters with strong backgrounds in the Jedi, Soldier, and perhaps Scout heroic classes will be the most common, favoring skills and feats designed to enhance combat ability and Force powers.

The Rise of the Empire, the Rebellion, and The New Jedi Order eras call for the Rule of Two, which requires the ways of stealth and guile. However, all Sith are trained as warriors as well, since one Sith must be a match for several Jedi. Characters with backgrounds in

either Noble or Scoundrel heroic classes, balanced with Jedi and either Soldier or Scout, are more the order of the day, favoring skills of manipulation and intimidation as well as those of combat.

The Legacy era begins with the Rule of Two and follows the same maxims as the previous three eras. However, once Darth Krayt takes his rightful place in the universe, the Sith flood out again. Warriors again are common, as they were in the Knights of the Old Republic era.

Advancement Paths

Once you have arrived at the Sith apprentice prestige class, your character is now true Sith. It's been a bit of a journey so far, but where do you go from here?

Unless you have chosen a diverse array of classes (either prestige or heroic) as your character's background, you have only a few directions in which to grow. The four talent trees from which a Sith apprentice draws are the Armor Specialist tree (from the Soldier heroic class), the Duelist tree (from the Jedi Knight prestige class), the Lightsaber Combat trees (from the Jedi heroic class), and the Sith tree, the only unique tree in this class. Your character's abilities will now aim toward vicious combat and growing in the dark side of the Force.

If you have chosen a diversity of classes as your character's background, you'll have more room to play. You can continue to develop your character in other classes that can support his growth as a Sith, using the guidelines presented in the last article.

One unique way your character can develop is with the Dreadful Countenance feat, as presented in "Behind the Threat: The Sith (Part 2)." It is a feat solely devoted to the way Sith change in appearance and the effect it has on them. The requirements for the feat are a Charisma of 13 and membership in the Sith tradition, the latter accomplished by reaching the Sith apprentice prestige class.

Upon becoming a member of the Sith apprentice prestige class, your character will have access to Force techniques, which represent a deeper understanding of the Force. Starting at 2nd level, he gains a new Force technique every other level, improving and extending other mechanical uses of the Force.



As your Sith apprentice grows in levels, he gains access to the more advanced prestige classes. The most obvious place to go is the Sith Lord prestige class. There are only two requirements that differ from the Sith apprentice: your character must be at least 12th level and must know at least one Force technique. At this point, your character is purged of fear and begins to learn the secrets of the Force, which allow him to start using Force powers in new and powerful ways, but, unlike Force techniques, they cost Force Points to use. At 2nd level and every level of Sith Lord thereafter, your character gains one Force secret. Levels in the Sith Lord prestige class do not offer access to new talent trees, instead continuing to develop in the Sith tree and the



Force trees. However, your character becomes adept at using the dread tradition known as Dun Möch, which lets him tempt others to the dark side.

The Force disciple is another advanced prestige class that might be an option for a growing Sith. This class represents a Sith who wishes to delve more deeply into the mysteries of the dark side, becoming a prophet. Your character becomes immune to mind-affecting effects, gains prophetic visions, and gains access to Force secrets. His talents come from those available to a Force adept and from the Force trees. In addition to the requirements of the Sith apprentice prestige class, the Force disciple prestige class requires that your character is 12th level and has the Force power *farseeing*. Also, it requires at least three levels of the Force adept prestige class, since there is no other way to acquire two talents from the trees offered there.

Another interesting option, if you are willing to take the extra time, is to have your character work his way up through the Jedi ranks to reach the Jedi Master prestige class. The only requirements beyond those needed to reach Sith apprentice are that your character is 12th level, has one Force technique (easily gained through two levels of Jedi Knight), and is a member of the Jedi tradition. He becomes fearless, gains meditative focus, and learns Force secrets. The Jedi Master prestige class confers no new talent trees, instead focusing on the Duelist tree and the Force trees. In general, if your character follows this path to Sith Lord, it will take longer, but he will have access to a variety of Force-related powers and abilities to make up for it. Just imagine the power of a Jedi Master who has advanced through the ranks of the Jedi and Jedi Knight classes -- he will be very dangerous when he finally falls to the dark side.

If your character has already fulfilled his destiny and taken on the mantle of Sith master, the education destiny might be in order. Perhaps he will play an important part in training a dreadful Sith who has his own destiny to wreak upon the galaxy. The bonus for fulfilling this destiny is a +5 bonus to one class skill of your choice, which is particularly useful when applied to Use the Force.

PART 5: ANTIHEROES

In the last several articles (see the archive below), we examined how to create a Sith character from the ground up using Saga Edition mechanics. But what if you're a Gamemaster and you want to include Sith characters in your playing group?

Your first consideration involves how many Sith you'll have in the group. Some groups might be composed of all Sith, and others might feature only one or a few Sith while the rest are characters who complement them. There are advantages and challenges to both.

All-Sith Groups

The advantage to creating all-Sith groups is they are cut from the same cloth. They are adherents to the dark side of the Force and share solidarity of philosophy and purpose. However, the danger with all-Sith groups is obvious -- in-fighting. The strongest Sith rules, and those under him will no doubt test him. Some Sith are satisfied with their place, while others constantly strive for authority.

You could agree with your group that one of them is in charge so that dissent doesn't percolate within the ranks, though such an approach is hardly realistic given Sith nature. Another option is to have the characters be equals who are under the thumb of a significantly stronger Sith. But what happens if the alpha dog is vanquished? Try to work out such concerns in advance unless you desire a group of duplicitous characters who are at each others' throats. Whether or not you like this dynamic, you should steer your players toward such behavior, even if they don't gravitate toward it themselves. It isn't optional; it's the nature of the Sith.

Perhaps the best way to deal with this problem is simply to strike an understanding among your players and build such competition into the plot. If your players intentionally create rivalries, with an agreement not to let them get in the way of broader gameplay, they can portray their Sith characters appropriately without obstructing the game or creating bad blood. In short, work it out and turn it into part of the story instead of leaving it to whims.

Groups With One Sith

On the other hand, the advantage to creating groups with only one or a few Sith characters is that the other characters won't typically care about whether the strongest is leading. These kind of groups can create a more harmonious dynamic, but remember, the Sith are selfish and serve themselves above all others. Because of their belief in strength and superiority, the Sith might begin to treat the other characters as lackeys and playthings. Of course, this can prove tremendously entertaining for the Gamemaster, and even the players, if the other characters would not normally choose to be in league with a Sith. How will they react once they unravel the identity of their new friend? How will they react once they come to understand that they've struck a deal with the devil in order to succeed in a mission?



Again, the best solution to these problems is to work things out ahead of time. Depending on the type of game, some characters might not mind being lackeys of the Sith -- especially if the rewards for service are significant. The Sith can promise many things that appeal to many morally questionable individuals. If the rest of the characters are unaware that they've struck a bargain with a Sith, determine how that might play out before you get there. Otherwise, it is almost guaranteed to disrupt your group and the long-term goals of the game. Building this kind of plot twist into your story will create drama instead of chaos.

The type of group you create also depends upon the era in which you choose to play. In eras where the Sith are plentiful (like the Knights of the Old Republic or Legacy eras), all-Sith groups are the order of the day and capable of operating openly. In eras dominated by the Rule of Two (like the Rise of the Empire, Rebellion, or The New Jedi Order eras), it makes sense to have one Sith in a group of characters who work within his or her plans. For example, in the Rise of the Empire or Rebellion eras, a group might consist of one Sith and several Dark Jedi or dark side Force adepts.

Group Origins

The next quandary to solve is how the character group came to be. Why are they working together? Maybe they have common goals or common enemies. How did they come together? Perhaps they had masters who were comrades, or maybe they stumbled across one another during a mission.

Adventure Hooks

Once you have your group figured out, it's time to play. In games revolving around the Sith, even more so than in other games, it's important to give the characters challenges and goals. It might be tempting to give Sith space to mess around as the dark terrors that they are, but without serious challenges and plans, they will eventually turn on each other in boredom.

In eras where the Rule of Two is predominant, you will have to create adventures in which the Sith play it safe and have long-reaching goals. The other trick here is to create such adventures in a way that does not violate *Star Wars* canon. In eras where the Sith dominate, you can easily create adventures in such a way that the characters float from confrontation to confrontation without worry of stealth or canon.

On that note, here are a few adventure hooks to give you guidelines. The hooks are categorized by era, but some might be able to be modified to work in other eras.

Knights of the Old Republic Era

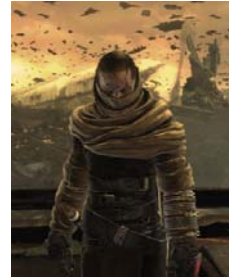
In an era dominated by the Sith, one kind of adventure revolves around the quest for the legacy of the Sith. This involves hunting down hidden places of Sith power long abandoned by the rest of the galaxy, chasing down legends to uncover lost secrets, and experimenting with forgotten and perhaps even forbidden power and alchemy.

As a specific example, your Sith characters might stumble across an ancient holocron after taking a Jedi outpost or vessel. The Jedi did not open the holocron because doing so requires opening oneself up to the dark side; instead, they hoped to bury it in their archives forever. However, your group opens the holocron and discovers the secrets within, which speak of an insignificant moon named Oricon lost now in the Outer Rim. An ancient Sith named Darth Vitus used the moon as a place to experiment with and expand his already-significant knowledge of Sith alchemy. The holocron provides hints on how to find Oricon, and the hunt is an adventure on its own. Once the moon is found, the characters face the descendents of Darth Vitus's experiments -- horrible monsters, many of which are strong in the power of the dark side. The characters might eventually find Darth Vitus's compound, in which they could uncover powerful secrets to aid them in their war against the Jedi.

Rise of the Empire Era

In an era exemplified by the Rule of Two, it will be challenging to create adventures that don't violate canon. As we know from the *Star Wars* films, Darth Sidious rules the Sith in this era, with only three apprentices that we know of -- first Darth Maul, then Darth Tyranus, then Darth Vader. However, we also know that Darth Vader had a secret apprentice, and it's possible for Sith groups in different parts of the galaxy to have reason to keep their existence a secret, even from other Sith.

As a specific example, your group could be composed of a secret Sith apprentice trained by Darth Vader to hunt the last of the remaining Jedi (effectively using the basis for the *Star Wars: The Force Unleashed* video game). This kind of adventure would take place after Order 66 had been executed and the Empire had been born. Underneath the secret Sith apprentice could be a group of Dark Jedi, finally able to be out in the open under the Emperor's reign, or a group of clone troopers trained to fight such a worthy prey. This hunt begins on the trail of Sarn Vals, a Quarren Jedi Knight, whose presence was implicated after a mysterious disturbance in the Corporate Sector.



Rebellion Era

Again, this era suffers the restrictions of canon and the Rule of Two. However, a situation similar to the one proposed in the Rise of the Empire era would work just as well. The Jedi are all but gone, so a secret Sith apprentice might lead special strike teams against the Rebel Alliance. Most likely, such teams will be composed of Dark Jedi or elite Stormtroopers. You still have the option of creating groups in the fringes of the Empire that want nothing to do with the plans of Darth Sidious.

As a specific example, your group might be one of Darth Vader's pet teams, led by his secret apprentice. Since the Jedi are no longer a threat, Vader has given the group the most sensitive and distasteful missions in the Empire. Through the capture and interrogation of a Bothan spy, he has learned that the Rebellion is being aided on the distant planet of Rentean in the Outer Rim. The Human inhabitants of the planet are secretly building starfighters for the Alliance. The group is sent in to infiltrate the secret shipbuilding facility, destroy it, and teach the locals what it means to aid the enemies of the Empire -- a lesson they won't soon forget.

The New Jedi Order Era

You need clever ideas to create workable Sith adventures for this era, since canon limits it greatly. Any Sith would have to have been hidden for some time or Dark Jedi who stumbled across holocrons or something similar. Their activities must remain secret; canon shows that the Dark Lady Lumiya is the closest thing to Sith encountered in this era by the New Republic. However, Lumiya herself encounters Sith on Korriban during the Legacy era, and they most certainly would be active during the Yuuzhan Vong war.

As a specific example, your group could consist of several Sith who never subscribed to the Rule of Two but were unable to operate openly due to the enormous power and long reach of Darth Sidious. Now that he's gone, these Sith grow in power on the Outer Rim, recruiting new apprentices from among the Force-sensitive. Stealth and guile still prevail, but under the auspices of building an army that can go out into the galaxy to carve out a piece of the New Republic for a new Sith Empire.



Legacy Era

Once again, the Sith emerge *en masse* under Darth Krayt. Groups can occupy any number of roles in the new Empire and can operate openly and with authority. There is resistance to be crushed and old secrets to be unearthed.

As a specific example, your group could repeat history and be Jedi Hunters during the Sith-Imperial War. This time, however, instead of being one Sith and a group of Dark Jedi (or troopers), your group consists only of Sith characters. A Jedi conclave has been striking out against the forces of Emperor Fel and Darth Krayt from a secret hiding place, which your characters have been tasked with finding. Once they have been located, the Jedi are to be wiped out. Of course, things are rarely what they seem -- the Jedi are setting a trap.

POWER BEYOND BELIEF: USING ULTRA-POWERFUL SITH LORDS IN SAGA EDITION

By Sterling Hershey

Amazingly dark and devastating powers are the purview of some of the greatest Sith Lords of the Knights of the Old Republic era. They cheat death repeatedly. They devastate and consume entire worlds with a thought. They bend and twist the Force to their needs and desires as the dark side warps them into tools of its own. Average beings stand no chance of stopping these ultra-powerful monsters of the dark side. Only the greatest heroes may ultimately defeat them.

In the *Star Wars Roleplaying Game* Saga Edition, using such powerful characters presents many challenges to the Gamemaster and game system itself. This is especially true when balancing story issues with game mechanics. As a GM, how do you handle characters with powers that are far beyond those that the heroes possess?

In the [Knights of the Old Republic Campaign Guide](#), the approach taken to adjudicating these powers uses a combination of story devices, Destiny Points, and existing talents, feats, and powers. In this article, we discuss this method. We also provide alternative ideas for GM who wish to apply similar abilities to their own villains by creating specialized mechanics.

Using Powers as Story Devices

The true function of some ultra-powerful abilities is as a story device. Each Sith Lord's power is specific to that character, created through his or her unique circumstances and developed to suit specific plot points. They are unique powers, with no expectation of duplication by other Sith Lords. They are also not powers likely (or able) to be shared or taught to an apprentice.

Using a power as a story device gives GMs maximum flexibility in creating and using their own powerful Sith Lords. The power simply operates as required to fit the plot. However, it is important to realize that while these dark abilities are devastatingly powerful, they are also limited in scope. They generally do not provide a great variety of powers; instead, they dramatically boost a single power or a limited number of related abilities.

Powers used as story devices should be more cinematic in nature and rarely used directly against the heroes. They are best used to shock, frighten, or horrify the heroes and drive the plot forward. If this type of power is used directly against the heroes, be prepared to allow them to make skill checks, make attacks, or use other abilities to escape or mitigate its effects. It should not be easy, requiring high skill DCs or even the use of a Force Point or Destiny Point.

Using Destiny Points

A second way to emulate an ultra-powerful ability is through the creative use of Destiny Points. This encourages creative descriptions that relate to the ability's main use. Since there are a limited number of Destiny Points, this automatically restricts the number of uses a given power has. This implementation works best with characters that fight against or otherwise interact with the heroes, where tighter integration with familiar mechanics may appeal to a player's sense of fair play.

Using Destiny Points is a great way to account for powerful abilities in combat. Scoring an automatic critical hit could be described as channeling a unique power instead of making a simple blaster shot or lightsaber strike. An automatic miss could be described as the absorption of a vast amount of power or deflecting an attack miraculously through the Force, rather than the simple avoidance of an attack. The ability to act out of turn could emulate a character's amazing quickness on the battlefield or his ability to strike the heroes at an unexpected moment. Even using a Destiny Point to immediately gain 3 Force Points could be described in a manner that makes a character seem like he is rejuvenating himself in a mystical fashion, even though he may not use the actual Force Points until later in the encounter. The GM is under no obligation to specify the mechanics behind the effects during the game. However, she should consider doing so after the fact so that the players understand what is happening -- even if their characters do not.

Gamemasters may find it useful to combine this option with the story device method. The Sith Lord might gain the regular Destiny Point benefits or alternative benefits as dictated by the GM. While the story device provides the overall special ability and justifications for the existence of a power, using Destiny Points allows for limitations on that power. This can be especially useful for new GM characters that the heroes must ultimately defeat. After all, just because an ability is extremely powerful, that doesn't mean its use is unlimited. Over a long adventure or campaign, the heroes might battle an enemy many times, whittling away at his supply of Destiny Points until it is exhausted -- and the enemy is finally defeated.

Examples in Play

Here are a few examples using these techniques, as applied in the [Knights of the Old Republic Campaign Guide](#). Spoiler warning: If you have not completed the video game **Knights of the Old Republic II: The Sith Lords**, you might wish to skip these examples, since they contain some spoilers.

Darth Nihilus is literally a destroyer of worlds, powered by an insatiable hunger that drives him to consume greater and greater populations. While one may reasonably expect someone fallen to the dark side to employ Force lightning against a foe, no one expects a fleet of starships commanded by Sith Lords consuming entire planets. Nor would Nihilus tolerate such a rival and competitor for his sustenance. Given the Sith Lord's unique background, it is not the type of ability that would be taught to an apprentice.

From a game mechanics point of view, there is little need to spend time developing rules and restrictions for such a unique power. It is a story device. From the GM's perspective, Darth Nihilus consumes a world when the plot requires it.



However, lesser aspects of his terrible hunger might be used directly against the heroes. These abilities are better emulated by the use of Force talents, powers, secrets, and techniques. In this case, the GM should describe the use of such a talent, like Drain Force, in a manner that suggests that it is powered by his unnatural hunger.

As another example, Darth Sion embodies the unbeatable enemy. He's a Sith so vile that he channels his own anger through the Force to keep himself alive even though he should be dead. Thanks to his intense anger and pain, he literally holds his decaying body together through the dark side of the Force.

Darth Sion's continued existence is best described as a story device, rather than as a specialized Force power that requires constant rolls to keep Sion whole. However, even though the character may believe that his ability to escape death is nearly infinite, it is actually limited by his Destiny Points in an unusual way. When taking a final hit that would normally kill him, he spends a Destiny Point to cause the attack to miss, and his story device background returns him to full hit points and the top of the condition track. Darth Sion cannot be defeated until his Destiny Points are exhausted. Once they are gone, he feels the loss of power, loses the will to fight, and begins to question his existence. From this point, he is susceptible to the Exile's attempts to persuade him to give up his life as a much-desired escape from his painful existence.

Alternative Mechanics

In their home games, some GMs might wish to use mechanics that emulate a story device or unusual power beyond what regular Force powers, feats, talents, and class abilities already provide. A GM could create a new Force power, but that implies that the ability could be learned by other Force users, including the heroes. If that works for your campaign, and the limitations of using it in the Force power suite works for your character concept, it is an acceptable option.

However, these ideas usually involve abilities that are beyond the scope of a single Force power. In this case, the Special Quality comes into play. Special Qualities are normally reserved for special class features from prestige classes or for unusual abilities used by certain beasts that are not connected to a feat.

In this case, the GM could define the new powerful ability as a Special Quality and write a specific rule that dictates how the power operates every time. This is best used for a power that does not evolve or change over time. It is also expected that this is a narrowly defined mechanic. A power with multiple aspects might require several Special Quality descriptions.

For an example of a Special Quality that covers part of Darth Sion's abilities, here is one based on his similar ability in the *Star Wars Miniatures Game*:

Eternal Hatred: Whenever this character would be killed, make a DC 10 Wisdom check; if successful, this character is restored to full hit points and returned to the top of the condition track instead of being defeated



Heroes and Powerful Abilities

Inevitably, some Knights of the Old Republic fans and players will want to turn their PCs into ultra-powerful Force-using characters. While the official products assume that the heroes act heroically, some GMs and players may wish to try a campaign or adventure based on the dark side or to create a character that requires redemption.

Allowing a player character to gain such powerful abilities poses all of the same difficulties as that of a GM character -- without the GM's direct adjudication of the power's use. Therefore, it is best to clearly define the extent of the power's use before play begins. Powers that function as story devices are probably the most difficult to craft and use. In that case, both the GM and the player must agree when the power could come into play. Powers based on Destiny Points would be the most limiting in terms of the amount of use. They are most easily used to enhance Force powers, talents, or similar abilities that already exist in the game. Special Qualities are easily the most adaptable option, allowing the GM and player to craft a specific power suited to the campaign.

However, there should be a cost to developing dark side abilities. It should be significant and impose a considerable penalty on the character's ability to accomplish other tasks. The severity of the cost and penalty should be proportional to the usefulness and extent of the creative power.

Disfigurement is the most obvious type of cost. Most powerful Sith Lords suffer some kind of major physical deformity or disfigurement. A character who takes on a strong power should suffer a similar fate. It should penalize one or more ability scores, including Charisma. For more on generating the look of a Sith character (whether a player character or a GM character), see the article [Behind the Threat: The Sith, Part 2](#).

Fortunately, handling ultra-powerful characters is a rare occurrence in Saga Edition. Though they are beyond the scope of the average game, they make excellent villains and plot devices. Defeating ultra-powerful characters is also a worthy goal for any long-term campaign. They make effective antagonists for heroes of virtually any level, though only the greatest heroes may ultimately overcome them.

BOUNTY POSTINGS 1-7

By Eric Cagle

Hey, bounty hunter -- need some quick credits? Bounty Postings is a new regular series of articles giving you a variety of targets to use in your *Star Wars* Roleplaying Game Saga Edition adventures. Some of these marks are relatively easy pickings, though a few will definitely test your tracking skills.

- 1: Oorn Noth: Racer on the Run
- 2: Harno: Rogue Big Game Hunter
- 3: Tyrnia Masak: Pit Fighter
- 4: Dool Pundar: Pirate Lord
- 5: Meekah Hozard, Leader of the Blood Tachs
- 6: Regea Girawn, Force Witch
- 7: Eldewn and Elsae Sarvool, Twin Runaways

OORN NOTH: RACER ON THE RUN

History

The youngest son of a powerful nobleman from Iridia, Oorn Noth was often considered a spoiled brat among the tough-minded, practical Zabrak. Despite his upbringing and a bevy of opportunities available to him, Oorn was interested in only two things -- racing and the fame that came with it. Fortunately for Oorn, he was a talented pilot. He used his father's money to purchase his first starship and his winnings to continually upgrade it.

Eventually, Oorn's good graces with his father ran out, and he was on his own. He traveled from system to system, looking for races where he could enter his starship, the *Five Coins*. During one race in an asteroid system in the Sullust system, his ship was struck by an errant rock, knocking out its thrusters. After losing the race, Oorn became desperate and did what he swore he would never do -- seek corporate sponsorship.

Turning to certain unsavory types in the SoroSuub Corporation, Oorn was given money to repair and upgrade his ship to race on behalf of the company in a variety of dangerous runs. Of course, 75% of his winnings went back to the company for "research and maintenance."

For a time, Oorn was satisfied with the arrangement, winning a series of races by huge margins. The money started pouring in, and he gained quite a reputation. However, as his renown grew, so did the caution of his investors, and they kept him out of the most dangerous races more and more frequently. Frustrated, Oorn began to throw races in hopes of getting out of his contract. But his sponsors eventually caught wind of his plan and threatened him with more than simply losing his contract if he didn't start winning again.

That pushed Oorn past the edge. He played the role of the chastised servant and prepared to race once more, all the while planning his escape. Piloting a new, cutting-edge ship -- the equivalent of an Eta-2 *Actis*-class Interceptor -- Oorn rapidly outpaced and outmaneuvered his competition. As he zoomed past the finishing point, winning the race and enthraling the observers, he turned his ship and went into hyperspace, never to return.

Oorn's former patrons became his enemies. They hired several bounty hunters to find the Zabrak and return the stolen vessel, which he has since renamed the *Last Laugh*. Today, Oorn is constantly on the run, bouncing through the seedier systems to find races that will provide enough credits to keep his ship in order -- and, of course, for the sheer thrill of competition. He knows that it's only a matter of time before he gets caught, but he's determined to lead his pursuers on quite a chase first. Oorn supplements his race winnings with a little smuggling on the side, adding to his list of crimes for which a bounty hunter might try to bring him to justice.

Psych Profile

Oorn is young, brash, and arrogant. His privileged upbringing led him to believe that the galaxy exists to serve him. Oorn is a thrill-seeker and lives life on the edge, preferably while going very, very fast. Although estranged from his family's fortune, he remains the heir to its vast wealth and power and could possibly be lured back to defend or reclaim it.

Adventure Seeds

Here are some ways to incorporate Oorn Noth into your adventures.

- If the heroes ever become involved in a starship race, Oorn is sure to be there. Anyone who follows the racing circuit knows that a substantial bounty has been placed on both him and the ship he pilots.
- Desperate for cash, Oorn offers his services as a pilot for the heroes. Once deep in space, however, he sabotages the life-support system of the ship in hopes of killing off the crew, ejecting them out the airlock, and selling their ship for more credits to support his racing addiction.
- Another bounty of sorts is placed on Oorn's head -- this time, by his father, Donloor Noth. The elder Zabrak hires the heroes to find his son and bring him home to Iridia, alive and well, before any other bounty hunters get him first.



Saga Edition Statistics

Oorn Noth CL11

Medium Zabrak scoundrel 4/noble 3/ace pilot 4

Force 2; **Dark Side** 4

Init +13; **Senses** Perception +9

Languages Basic, Durese, Huttese, Quarrenese, Rodese, Sullustese, Zabrak

Defenses Ref 29 (flat-footed 26), Fort 25, Will 23; Dodge, Mobility

hp 68; **Threshold** 25

Speed 6 squares

Melee unarmed +8 (1d4+5)

Ranged blaster pistol +11 (3d6+5) or

Ranged blaster pistol +6/+6 (3d6+5) with Double Attack

Base Atk +8; **Grp** +11

Atk Options Double Attack, Point Blank Shot

Special Actions Vehicular Combat

Abilities Str 10, Dex 17, Con 12, Int 14, Wis 8, Cha 15

Special Qualities Vehicle Dodge +2

Talents Connections, Full Throttle, Hyperdriven, Juke, Spacehound, Wealth

Feats Dodge, Double Attack, Linguist, Mobility, Point Blank Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Deception +12, Gather Information +12, Initiative +13, Knowledge (galactic lore) +7, Perception +9 (may reroll), Persuasion +7, Pilot +18, Use Computer +12

Possessions blaster pistol, stolen starship (see below)

Starship Modifications

If you have a copy of *Starships of the Galaxy*, you can modify Oorn's statistics to take advantage of the feats, talents, and, of course, spaceship designs in that book. Make the following changes:

Feats: Replace Weapon Focus (heavy weapons) with Starship Tactics (and the starship maneuver *afterburn*).

Starship: Replace Oorn's ship with a SoroSuub Patrol Fighter that has the following modifications:

- Remove weapons.
- Replace Hyperdrive x2 with Hyperdrive x3.
- Upgrade Sublight drive to Sublight Drive (Speed 6).
Speed fly 16 squares (max. velocity 1,300 km/h), fly 6 squares (starship scale)

HARNO: ROGUE BIG GAME HUNTER

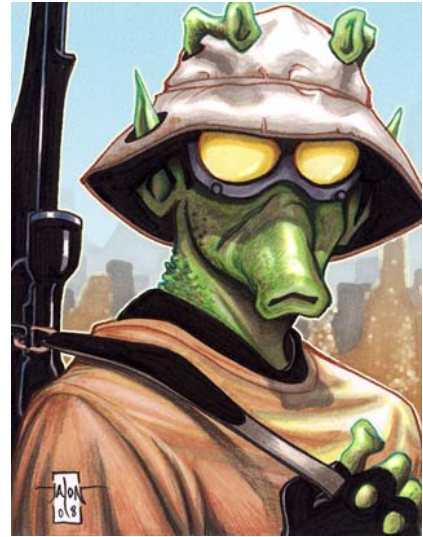
History

Harno came from a prominent clan on Rodia renowned for its large preserves well stocked with huge and dangerous creatures. As he grew, his peers were amazed by his skill with blasters and his utter focus when in the field. They were sure that he would become a legend.

His aspirations were cut short, however, when a rival began spreading rumors that Harno (or his associates) drugged his prey before a hunt, making the kill much easier. Infuriated, Harno confronted the other hunter, a Rodian named Neevat. A fight broke out, and Harno accidentally killed Neevat. He fled the planet, vowing to return with his honor and reputation as a mighty hunter restored.

Harno eventually made his way to Trandosha and quickly discovered that his skills were in demand by Trandosians who prized the pelts and horns of the fierce fauna native to Kashyyyk, the Wookiee homeworld. Harno made dozens of hunting expeditions to Kashyyyk, poaching the rarest species and shipping the remains back to his clients on Trandosha. Eventually, the Wookiees caught wind of what he was doing and placed a bounty on his head to stop the wanton slaughter of their most precious creatures. To avoid being associated with Harno, his clients on Trandosha also placed a bounty on him -- primarily to shut him up and keep their own involvement secret. And so the hunter became the hunted.

Although he's now on the run, Harno wears his fugitive status as a badge of honor. He continues to sneak onto Kashyyyk and other planets in search of dangerous game to poach. He's able to keep finding work because the various animals he hunts are still in high demand. Indeed, some of his clients are drawn to his notorious reputation.



Psych Profile

Harno embodies many of the traits of a Rodian and is utterly dedicated to the concept of the hunt. He stands up to any challenge and takes offense that many of his kin consider hunting "mere animals" to be beneath the station of any self-respecting Rodian.

When actively hunting in the field, Harno is quiet, thoughtful, and focused on the task at hand. However, when back among civilization, he's a loud braggart, itching for a fight and prone to violent outbursts. If he suspects that someone is on his trail, he uses his skills as a hunter to turn the tables on his pursuer, playing a game of cat and mouse to humiliate, then destroy, his opponent.

Harno keeps the best trophies from his hunts for himself so that he can bring them back to Rodia and restore his reputation as a mighty hunter. Constantly drawn to bigger and meaner game, he pushes himself to the edge, feeling that he has a long way to go before his honor and name can be reclaimed.

Adventure Seeds

Here are some ways to incorporate Harno into your adventures.

- Harno can be found on planets that are known for large, dangerous game with a high resale value. When the heroes find themselves in the wilderness of one of these worlds, they could run across Harno out on the prowl.
- If the heroes take up the bounty to find Harno, they're just as likely to run into rivals from Kashyyyk or Trandosha. These other bounty hunters can throw a serious kink in the heroes' plans.
- The heroes, unaware of Harno's renegade status or profession, might be hired by the Rodian to haul some of his prizes to a certain destination. Along the way, they discover that they're transporting illegal cargo. As soon as Harno realizes that the heroes have figured it out, he places them on his list of "fair game."

Saga Edition Statistics

Harno **CL 8**

Medium Rodian scout 5/soldier 2

Force 1; **Dark Side** 6

Init +12; **Senses** low-light vision, Perception +9

Languages Basic, Gamorrean, Rodese, Shyriiwook

Defenses Ref 23 (flat-footed 19), Fort 21, Will 18

hp 70; **Threshold** 21

Speed 6 squares

Melee unarmed +4 (1d4+2) or

Melee bayonet +4 (1d8+2)

Ranged heavy blaster rifle +10 (3d10+5) or

Ranged stun grenade +9 (4d6+3 stun)

Base Atk +5; **Grp** +9

Atk Options Deadeye, Point Blank Shot, Precise Shot, Sniper

Special Actions Shake It Off

Abilities Str 8, Dex 18, Con 14, Int 12, Wis 12, Cha 8

Special Qualities heightened awareness

Talents Expert Tracker, Keen Shot, Improved Stealth, Weapon Specialization (rifles)

Feats Armor Proficiency (light), Deadeye, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Survival), Skill Training (Pilot), Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +2, Endurance +10, Initiative +12, Perception +9 (may reroll), Pilot +12, Stealth +12 (may reroll), Survival +14

Possessions heavy blaster rifle (with standard targeting scope and bayonet), 3 stun grenades

TYRNIA MASAK: PIT FIGHTER

History

In the rough and tumble world of illegal arena combat, Tyrnia Masak has become something of a legend. She grew up in the slums of Nar Shaddaa (of which there are many), and her mother worked as a servant for a small-time crime boss. A big and aggressive child, Tyrnia took on fights for money to help her family.

After her mother fell into severe debt, the crime lord, a vile Quarren named Durrrsk, took the girl as "payment" after witnessing her fighting prowess in the streets. Durrrsk saw the potential of the muscular, ferocious Human girl and handed her over to his fighting master to prepare for life as a gladiator in the dueling pits. The trainer, a Force Adept, also recognized Tyrnia's own potential for utilizing the Force. She honed both her fighting skills and Force powers in record time and became a formidable opponent in the gladiator pits.

Tyrnia grew to love the roar of the crowd and the bloodshed on the floor of the pit. She became well known not so much for her offensive ability but for her sheer stubbornness and seeming indestructibility. Her foes would expend their energy trying to defeat Tyrnia, only to utterly exhaust themselves and succumb to her massive fists.

All of this came to an end when Durrrsk killed Tyrnia's aged mother in a fit of pique. Tyrnia got her revenge the next time that she took to the ring, leaping from the fighting pit and murdering both the Quarren and a young Hutt who was there to watch the bout. With the aid of her mentor, Tyrnia managed to escape. A bounty was quickly placed on her head, both by the Hutts and by Durrrsk's family on Nar Shaddaa.

Tyrnia has kept on the move, traveling from system to system on old freighters and pirate vessels. She has tried to keep a low profile, but her only appreciable talent -- fighting -- means that she is a frequent contestant in the various illegal fighting circuits that abound on the Rim. Tyrnia has just barely managed to tap her Force powers and could easily be swayed even farther toward the dark side by all manner of unsavory Force users. Indeed, several interested parties have gleaned this information from watching her in combat and are hot on her trail, hoping to bring her in for training in the way of the dark side.

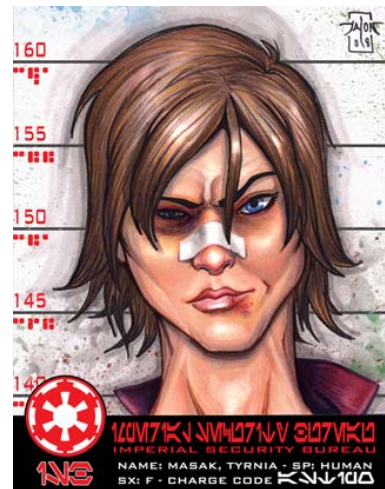
Psych Profile

Quiet and laconic, Tyrnia comes alive only in combat. The roar of the crowd and the excitement of an audience turn her into a berserker of sorts, diving into melee with a relish. She enjoys nothing more than taking and giving hits to show off her toughness. Despite (or because) of this, Tyrnia has a remarkably low self-esteem and loathes what she has become. She offsets her ugliness by being stronger and tougher than anyone around her, which has the effect of causing more trouble and drawing more attention to her than she wishes.

Adventure Seeds

Here are some ways to incorporate Masak into your adventures.

- Anywhere there is an illegal fighting match, there is a good chance that Tyrnia will be one of the participants. Heroes who follow the world of gladiatorial combat are likely to recognize her.
- Lacking work as a gladiator, Tyrnia hires herself out as a bodyguard for a Rodian crime lord on a backwater planet. The heroes are sent to confront the crime lord but find themselves face to face with Tyrnia just as bounty hunters catch up to her.
- Tyrnia has fallen prey to a Sith apprentice or evil Force adept and now is bent on using her fledgling powers for the dark side. Although she is bitter, angry, and dangerous, she has not yet crossed over fully and still could be redeemed.



Saga Edition Statistics

Tyrnia Masak **CL 6**

Medium Human soldier 6

Force 3; Dark Side 10

Init +7; Senses Perception +5

Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 22, Will 18

hp 86; Threshold 27

Speed 6 squares

Melee unarmed +10 (1d6+7)

Ranged blaster pistol +5 (3d6+3)

Base Atk +6; Grp +9

Force Powers Known (Use the Force +7): *battle strike, dark rage* (2)

Abilities Str 16, Dex 8, Con 18, Int 10, Wis 14, Cha 8

Talents Damage Reduction 10, Power of the Dark Side, Tough as Nails

Feats Armor Proficiency (light, medium), Extra Second Wind, Force Sensitivity, Force Training, Improved Damage Threshold, Martial Arts I, Martial Arts II, Weapon Focus (unarmed), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +12, Initiative +7, Jump +11, Use the Force +7

Possessions combat gloves, blaster pistol

DOOL PUNDAR: PIRATE LORD

History

Before the blockade of Naboo that preceded the Clone Wars, Dool Pundar served as a captain for one of the many battleships of the Trade Federation fleet. Unknown to the leaders of that group, Dool's ambition and greed percolated deep within him, and he saw the upcoming conflict as a way to make a grab for power. As ships moved into position around Naboo, Dool and a few key allies among his crew sent out a distress signal to the fleet, then made an unscheduled course correction that dropped their ship deep within a nebula far from Trade Federation control. Using reprogrammed battle droids, the mutineers captured the loyalists and pushed them out the airlock. Armed with a powerful ship, a huge number of smaller vessels, and a veritable army of droids, Dool set out to carve out his own niche as a pirate lord.

After the blockade of Naboo ended, a search went out for Dool's ship, with little success. The Neimoidian laid low for several months and then began to strike, hitting the busiest and best-patrolled hyperspace lanes in lightning raids, capturing other ships and bringing on crew as needed. When word came back to the Trade Federation, a bounty was immediately placed to bring Dool in for the crimes that he had committed.

Numerous bounty hunters and several small fleets -- both Republic forces and those of the Trade Federation -- have tried to capture the pirate lord. All have failed.

Dool commands the equivalent of a Corellian Corvette and has several Corellian YT-1300 Transports and over a hundred Vulture Droid Starfighters in his fleet.



Psych Profile

Dool has a brilliant tactical mind and is a consummate captain and crime lord. Although just as greedy as most Neimoidians, Dool is surprisingly brave and willing to take risks that would cause his kin to blanch in terror. He knows that he can never return to the fold of the Trade Federation and styles himself as true entrepreneur, exemplifying the best traits of his race.

Dool is utterly ruthless in his quest for power and wealth, tempered with a sense of style. In any given situation, he constantly works to find the angle that gives him long-term gain, and his movements and machinations can appear random, even contradictory at times, making him a difficult target to pinpoint.

Adventure Seeds

Here are some ways to incorporate Dool Pundar into your adventures.

- Although battered and beaten, Dool's battleship, the *Profit*, sometimes appears in Trade Federation space for a short time, using stolen ID codes. He uses this ruse to allow ships and personnel to dock, letting them think they're getting on board another Trade Federation vessel.
- The heroes are working on behalf of the Republic when they encounter the *Profit* above a planet that doesn't appear to have any strategic value. They watch in disbelief when the ship ambushes a Trade Federation convoy that enters the system. Do they help destroy the convoy or aid them in bringing the fugitive to justice?

Saga Edition Statistics

Dool Pundar CL 16

Medium Neimoidian noble 7/officer 5/crime lord 4

Force 2; Dark Side 12

Init +18; Senses Perception +21

Languages Basic, Bocce, Bothese, Duresse, High Galactic, Huttese, Neimoidian, Pak Pak, Quarrenese, Shyriiwook, Sullestese, Zabrak

Defenses Ref 28 (flat-footed 28), Fort 27, Will 33

hp 99; Threshold 27

Speed 6 squares

Melee stun baton +12 (1d6+7/2d6+7 stun)

Ranged heavy blaster pistol +14 (3d8+8) or

Ranged heavy blaster pistol +9/+9 (3d8+8) with Double Attack or

Ranged hold-out blaster pistol +14 (3d4+8) or

Ranged hold-out blaster pistol +9/+9 with Double Attack (3d4+8)

Base Atk +13; Grp +13

Atk Options Coordinated Attack, Double Attack, Point Blank Shot

Special Actions Assault Tactics, Born Leader, Demand Surrender, Deployment Tactics, Inspire Fear III, Outmaneuver, Vehicular Combat

Abilities Str 8, Dex 10, Con 12, Int 19, Wis 16, Cha 18

Special Qualities command cover, share talent (assault tactics, outmaneuver)

Talents Assault Tactics, Born Leader, Demand Surrender, Deployment Tactics, Distant Command, Inspire Fear I, Inspire Fear II, Inspire Fear III, Notorious, Outmaneuver, Presence

Feats Linguist, Point Blank Shot, Coordinated Attack, Double Attack (pistols), Skill Focus (Deception, Initiative, Knowledge [tactics], Perception, Persuasion, Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Deception +22, Gather Information +17, Initiative +18, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Knowledge (tactics) +22, Perception +21, Persuasion +22, Pilot +18, Use Computer +17

Possessions heavy blaster pistol, hold-out blaster, stun baton, code cylinder, comlink (encrypted), datapad, concealed holster, small fleet of pirate ships

Starship Modifications

If you have a copy of *Starships of the Galaxy*, you can modify Dool's statistics to take advantage of the feats, talents, and, of course, spaceship designs in that book. Make the following changes:

Feats: Replace Skill Training (Gather Information) with Tactical Genius, and replace Weapon Focus (pistol) with Starship Tactics. In addition, Dool gains the following starship maneuvers: *attack formation zeta nine*, *howrunner formation*, *overwhelming assault*, and *strike formation*.

Starship: Dool commands a Trade Federation Battleship, numerous smaller capital class ships, and over a hundred Vulture Droid Starfighters.

MEEKAH HOZARD, LEADER OF THE BLOOD TACHS

History

Meekah Hozard, a Duros, grew up in the desperate slums of the planet Taris, where daily life was a struggle. The toxic environment, grinding poverty, and roving bands of street thugs meant that only the toughest, smartest, or quickest could survive. Meekah fell into the latter category, with highly tuned reflexes that allowed him to avoid the worst the Undercity could offer. The Humans of Taris were cruel and domineering, and the wealthiest of them would often come to the Undercity to harass, beat, and even murder the other species found there.

Although he avoided such encounters where possible, Meekah was discovered by a pack of rich Human adolescents who chased him through the urban maze on their speeder bikes. Cornered, Meekah feigned being hurt and leaped on the leader of the group, killing him with a makeshift knife that he had kept hidden. The rest of the pack ran, but Meekah grabbed the leader's speeder and chased after the survivors, killing three more. Meekah gathered up the abandoned speeders and created his own gang -- the Blood Tachs -- made up of tough, violent non-Human youths.

Over the years, the Blood Tachs grew in size and notoriety until they were easily the most feared gang around. At first they focused their ire on Humans who dared to enter the Undercity, but eventually they took their banditry to the upper levels, terrorizing civilians, hijacking expensive airspeeders, and stealing parts from workshops. After a while, various authority figures grew tired of the numerous raids and high body count, and a bounty was placed on Meekah's head. If security personnel couldn't bring down the swoop gang leader, then maybe other professional hunters could take him out.



Psych Profile

Meekah is cunning and wily, with a keen predatory instinct for survival. He has a notoriously bad temper that quickly flares into violence when he is provoked, threatened, or even insulted (whether the insult is real or imagined). After years of oppression and abuse at the hands of Humans, Meekah saves the worst of his deprivations for them. His wanton killing and pillaging has put him beyond redemption, and he sees himself as a bandit king, bringing death and destruction down on the rich and/or innocent alike.

Meekah Hozard by Era

Depending on when your campaign takes place, you can include Meekah Hozard in your adventures in a number of ways.

Knights of the Old Republic: Meekah fits right into this era and could come from any planet with a large urban sprawl, such as Coruscant, Nar Shaddaa, or Taris. Although not particularly interested in competing for fame or glory, Meekah could be found working the swoop racing circuit, along with his gang, taking on young blood looking for their break.

Rise of the Empire: The Separatists hire Meekah and the Blood Tachs to raid Republic facilities and supply convoys, murder targets, and otherwise be a thorn in the side of the Republic.

Rebellion Era: In this era, Meekah changes little, attacking members of the Empire or Rebellion at his leisure. For the right price, he'll do dirty work for either group, but he's just as likely to turn on the person making the bribe if he feels that he could get a better deal.

The New Jedi Order: Meekah thrives in the turmoil of this era, and his swoop gang could grow to a veritable army if located on a planet with a weak government or low security presence. On the upside, Meekah probably spends as much time fighting or avoiding the Yuuzhan Vong as the heroes do.

Adventure Seeds

Here are some ways to incorporate Meekah Hozard into your adventures.

Swoop gangs can be found on almost any planet, and so can Meekah. It's not too much of a stretch to have Meekah and his gang living as bandits on a desert planet or scouting the trade lanes of other backwater worlds, looking for easy prey. His hatred of Humans means that he's drawn to cities and planets with large populations of this species -- the more prey, the better.

The heroes are hired as bodyguards for a Human ambassador who must travel into the depths of the Undercity on a mission. They come across a huge accident involving a derailed maglev train. As they try to navigate this hazard, Meekah and his crew attack, having caused the accident to lure unsuspecting victims and block traffic to make their assault easier.

Hired to infiltrate the Blood Tachs, the heroes pose as potential members to gain Meekah's trust. Always cautious, the Duros leader is rarely without an overwhelming number of his gang around, making a straight attack suicide. The heroes must pass several tests to prove their skill on speeder bikes and their willingness to perform violence and thuggery. If they put up a clever ruse and turn a blind eye to the acts they are ordered to perform, they might be able to get Meekah alone just long enough to capture him.

Saga Edition Statistics

Meekah Hozard **CL 10**
Medium Duros scout 3/scoundrel 7
Force 2; **Dark Side** 10
Init +19; **Senses** Perception +10
Languages Basic, Durese, Bothese

Defenses Ref 26 (flat-footed 22), Fort 22, Will 21
hp 74; **Threshold** 22

Speed 6 squares
Melee stun baton +7 (1d6+5)
Ranged heavy blaster pistol +11 (3d8+5)
Base Atk +7; **Grp** +11
Atk Options Point Blank Shot, Skirmisher, Sneak Attack +2d6
Special Actions Fool's Luck

Abilities Str 11, Dex 18, Con 13, Int 13, Wis 10, Cha 15
Talents Acute Senses, Fool's Luck, Improved Initiative, Skirmisher, Sneak Attack +2d6
Feats Dodge, Point Blank Shot, Skill Focus (Initiative, Persuasion, Pilot), Skill Training (Deception, Persuasion, Stealth), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +12, Gather Information +12, Initiative +19, Mechanics +11, Perception +10, Persuasion +17, Pilot +19 (may reroll), Stealth +14, Survival +10
Possessions heavy blaster pistol, stun baton, Aratech 74-Z speeder bike*, comlink (encrypted)
* If you have *Threats of the Galaxy*, you can give Meekah a modified R-2000 Raptor speeder bike (page 98) instead.

REGERA GIRAWN, FORCE WITCH

History

Regera Girawn began life as a noblewoman on the backwater planet of Kruskan, located on the far Outer Rim. Long forgotten by the rest of the Galactic Republic, the inhabitants lived in ignorance of anything beyond their meager little planet. However, three thousand years before the Battle of Yavin, Sith acolytes traveled to Kruskan and hid a powerful Sith holocron in a mountain stronghold not far from what later became the capital city of the planet.

One day, Regera's servants arrived at her palace, presenting a strange artifact -- the holocron -- that they had discovered while unearthing some ruins. When Regera handled the pulsing sphere, it released a terrible blast of purplish light, burning her hands and face and destroying the holocron in the process. The holocron activated her Force potential, filling her mind with visions of the past, present, and future, in which she saw herself leading an army of dark disciples. She became overwhelmed with fits of madness and was quickly deposed by her terrified subjects.

Regera fled her land and traveled to the other side of the planet, where she disguised herself and survived by her wits and blossoming Force powers. Several years later, she received a vision of visitors arriving from the stars and traveled to the location, where a Republic exploration ship made contact with her kind. She used her powers to convince the crew to take her on board, and she quickly dominated them into submission.

Regera roamed the galaxy, heeding her visions, which told her to locate other Force-sensitive people to bring into her flock. She has been to dozens of planets and left a wake of corpses in her search for new blood. Her visions also direct her to dark side locations, where she seems to feed from their power. She has slain two Jedi and their Padawans, marking her a target of the Council. In addition, several local planetary governments and the Galactic Republic seek her capture or elimination.



Psych Profile

Despite the power of the holocron that infused her, Regera does not claim allegiance to the Sith. She has a regal bearing and commanding presence, which can cow most individuals even without her having to use the Force.

She once was a beauty, but the damage from the exploding holocron left both her face and her mind scarred and warped. She is driven by persistent visions granted by the dark side that can overtake her at any time. Every time she receives such prophecy, she is driven to action, single-minded in her desire to achieve her goals.

Although she has been marked as a target by bounty hunters, Regera does not seem to care and takes delight in facing them in combat, often luring them in with clever traps and ruses. She surrounds herself with acolytes and bodyguards who pamper her and tend to her every need.

Regera Girawn by Era

Depending on when your campaign takes place, you can include Regera Girawn in your adventures in a number of ways.

Knights of the Old Republic: Regera Girawn fits right in during this era, when all manner of individuals associated with the dark side roamed the galaxy freely. Most likely, she can be found on planets with a strong tie to the dark side, such as Korriban, seeking ways to take more of the power that she has come to crave.

Rise of the Empire: During this era, Regera has contacts with the Separatists, hoping to spread discontent and discord among the Republic. With the Jedi Order distracted by the Clone Wars, she gathers up Force-sensitive younglings that otherwise would have been accepted into the Order.

Rebellion Era: During the Rebellion Era, Regera works on the fringes, taking advantage of the chaos caused by the war between the Empire and the Rebels. While impressed with the power of the Emperor and Darth Vader, she has a different agenda that often runs up against that of the Empire.

The New Jedi Order Era: During this era, Regera could be the leader of one of the many dark side groups vying for control in the power vacuum left by the disintegration of the Empire and the subsequent rebirth of the Jedi. She actively hunts for the same potential candidates for her own black school of the Force that those of The New Jedi Order seek.

Adventure Seeds

Here are some ways to incorporate Regera Girawn into your adventures.

Regera has received a vision that one of the heroes will become one of her acolytes. She arranges a trap in which the heroes are supposed to collect a bounty on a reclusive hermit (one of her minions in disguise) who lives on the edge of an enormous forest. When they arrive, the trap is sprung with the intention of capturing everyone alive.

The heroes receive a tip that Regera is back on her home planet, where she believes that more holocrons are hidden in the mountain tomb that held the one that initially triggered her power. Though the heroes know where Regera is, she's protected by a large number of minions. They quickly discover that the tomb is a dark side site that fuels her powers and makes her stronger.

Saga Edition Statistics

Regera Girawn CL 14

Medium near-Human noble 2/scoundrel 5/Force adept 5/Force disciple 2

Force 8; Dark Side 16

Init +9; Senses low-light vision, Perception +20

Languages Basic, Bocce, Huttese, Ryl, Sith, Sullustese, Zabrak

Defenses Ref 29 (flat-footed 27), Fort 27, Will 33

hp 85; Threshold 27

Immune mind-affecting effects

Speed 6 squares

Melee lightsaber +11 (2d8+6)

Ranged by weapon +10

Base Atk +8; Grp +10

Atk Options Channel Aggression, Crippling Strike

Special Actions Dark Presence, Presence

Force Powers Known (Use the Force +20): *farseeing*, *Force grip*, *Force lightning* (2), *Force slam*, *mind trick*, *negate energy*, *rebuke*

Force Secrets Devastating Power

Force Techniques Improved Sense Force, Improved Telepathy

Abilities Str 9, Dex 14, Con 10, Int 15, Wis 16, Cha 17

Special Qualities indomitable, prophet

Talents Channel Aggression, Crippling Strike, Dark Presence, Force Perception, Force Talisman, Power of the Dark Side, Presence, Visions

Feats Force Sensitivity, Force Training (2), Linguist, Point Blank Shot, Skill Focus (Deception, Perception, Use the Force), Strong in the Force, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (pistols, lightsabers, simple weapons)

Skills Deception +20, Knowledge (galactic lore) +14, Knowledge (social sciences) +14, Perception +20, Persuasion +15, Ride +14, Treat Injury +15, Use the Force +20 (may substitute for Perception checks)

Possessions lightsaber (Force talisman), dark robes, comlink (encrypted), Corellian corvette (the *Awakened Eye*)*

* If you have *Starships of the Galaxy*, Regera and her acolytes travel in a *Citadel*-class cruiser (p. 70).

ELDEWN AND ELSAE SARVOOL, TWIN RUNAWAYS

BOUNTY NOTICE: This bounty is for "capture without harm" only.

History

Eldewn and Elsaë Sarvool are the children of a wealthy Human merchant who lived on the planet Romin, located in the Mid Rim. The impoverished planet was divided into two parts -- one for the rich who hid behind thick durasteel walls, and one for the rest of the planet. As twins, the Sarvool children showed more than the usual "twin thought" common among those types of siblings.

During a mission to help bring down a crime lord, a Jedi named Ofar Tan-Doov discovered that the children were extremely powerful in the Force. He made an arrangement with their parents to take them back to Coruscant for induction into the Order. Failing to capture the crime lord, Tan-Doov left the system to bring the children back to the temple on Coruscant. As his ship left the planet, an explosion from a hidden thermal detonator rocked the bridge, killing the Jedi. Eldewn and Elsaë managed to get into escape pods, sending them hurtling back to the planet's surface. The twins survived and tried to make their way back home, but they soon discovered that their dwelling had been burned to the ground and their parents killed.

The two quickly realized that the crime lord that the Jedi was sent to bring to justice had instigated the sabotage of the ship and their parents' murder. Knowing that there was no one else to trust, Eldewn and Elsaë hid in the slums of Romin and blended into the populace. Living like street urchins, their anger grew, blaming both the Jedi for taking them away from their parents and the criminal organization that was responsible for their death. Meanwhile, the crime boss created his own bounty to capture the children and use them as weight against other merchants on the planet. However, it's unclear whether he knew that the twins had such a powerful command of the Force.

Now nine years old, Eldewn and Elsaë are surprisingly tough and savvy individuals who constantly keep on the move, both to survive and to keep out of the clutches of anyone looking for them. The Jedi have vowed to find the twins and bring them into the safety of the Order for training. The reports sent back by Tan-Doov before his death made it clear that their powers were truly potent and dangerous if not monitored.



Psych Profile

Although still very young, Eldewn and Elsaë are smart for their age and possess incredible knowledge of the Force. However, their fugitive lifestyle means that they spend most of their time living in the moment and keeping one step ahead of those who hunt them. They are suspicious, distrusting, and manipulative of others, doing what they can to get what they need and then moving on. Although they desperately want to find a safe place to stay, they know that they can't remain still, so they make no close ties. Eldewn and Elsaë have been lying for so long that it's become second nature, and it's difficult to get a true story out of them.

Eldewn and Elsaë by Era

Depending on when your campaign takes place, you can include Eldewn and Elsaë in your adventures in a number of ways.

Knights of the Old Republic: In this era, Eldewn and Elsaë are running from two different groups -- the Jedi who abandoned them and the Sith, who want to bring them back to their academy on Korriban for indoctrination.

Rise of the Empire: Eldewn and Elsaë can be found on any of the numerous planets devastated by war, hiding in the throngs of refugees and war victims fleeing from the conflict between the Separatists and the Republic. Count Dooku (or another Sith Lord) could be one of the many people who have placed a bounty on their heads in hopes of capturing the twins for their own nefarious plans.

Rebellion Era: With the destruction of the Jedi Order, Eldewn and Elsaë are in even more danger, as the Empire scours the galaxy for all kinds of Force-sensitive beings. Their young age makes them especially appealing to adherents of the dark side, who would like to turn the twins into powerful minions.

The New Jedi Order: Left to their own devices, Eldewn and Elsaë could eventually become a destabilizing factor in the delicate reconstruction of the Republic. Their backstory fits nicely with the goals and methods of The New Jedi Order, and Luke Skywalker himself could send bounty hunters (as well as his own students) to bring the children back to safety for training.

Adventure Seeds

Here are some ways to incorporate Eldewn and Elsaë into your adventures.

The twins board a tramp freighter or other starship leaving Romin and catch a ride to another planet. Regardless of where they go, they keep a low profile, blending in as much as possible, stealing food when necessary, and using their powers to stay alive.

The heroes are hired to investigate a Romin uprising of young orphans, street toughs, and other wretches who have banded together to create a huge gang. Someone has put a bounty on the leaders -- a brother and sister who fit the description of Eldewn and Elsaë. However, to collect the bounty, the heroes must bring in the twins unharmed.

Saga Edition Statistics

As twins, Eldewn and Elsaе effectively have the same statistics. They are always found together.

Eldewn and Elsaе Sarvool

CL2

Medium Human nonheroic 3/scoundrel 2

Destiny 1; **Force** 3, Strong in the Force; **Dark Side** 4

Init +5; **Senses** Perception +9

Languages Basic, Bocce

Defenses Ref 17 (flat-footed 14), Fort 12, Will 15

hp 20; **Threshold** 12

Speed 6 squares

Melee knife +1 (1d4-1)

Ranged blaster pistol +6 (3d6+1)

Ranged knife +6 (1d4-1)

Base Atk +3; **Grp** +6

Force Powers Known (Use the Force +15): *Force thrust, mind trick, move object*

Abilities Str 6, Dex 16, Con 10, Int 12, Wis 14, Cha 16

Talents Telekinetic Savant

Feats Force Sensitivity, Force Training, Skill Focus (Use the Force), Skill Training (Deception), Strong in the Force, Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Perception +9, Stealth +10, Use the Force +15

Possessions blaster pistol, knife, stolen and sliced credit chip (300 credits remaining)

CUSTOMIZING STAR WARS MINIS 1-13

By Jack Irons

- 1: Tools and Precautions
- 2: Color and Paint
- 3: Basic Painting Techniques
- 4: Simple Repositioning
- 5: Moderate Repositioning Techniques
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- 11: Snowtrooper on Blizzard Force Speeder Bike (Part 1)
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TOOLS AND PRECAUTIONS

By Jack Irons

Welcome to the first in a series of articles about customizing **Star Wars Miniatures**. In this installment, we'll look at some basic tools that you'll need and some important precautions that you should take. Future articles will cover topics such as painting, simple customizing tricks, advanced techniques, and complete directions on making specific custom figures.

If you're a minor, get your parents' permission or help before you start to customize. It can be very dangerous to misuse some of the tools described below.

Creating a "custom" means taking an existing miniature and using paint and/or tools to turn it into a mini that looks different. People make customs to better represent their **Star Wars Roleplaying Game** characters, to help set figures apart when using more than one of the same kind in a game, or to create small pieces of art.

To create simple customs, you'll need a few basic tools: a hobby knife, a cutting surface, putty or clay, glue, acrylic paint, and brushes. For more advanced customs, you might need additional items, such as sculpting tools, pliers, and even a drill. Let's look at how you can use these materials to work mini magic.

First, a **hobby knife** is needed to trim elements from a figure or cut them off completely. Always make the cuts away from your body; in other words, push the knife away from you, rather than pulling it toward you. Also, be sure that the blade is sharp. It takes more force to use a dull blade, and that can be more dangerous if the knife slips.

Make cuts on a flat **cutting surface**. Self-healing surfaces work best, but you can make a cutting mat by taping several 8.5 x 11-inch sheets of thick corrugated cardboard together. When using the knife, be sure to apply only enough pressure to cut through the mini. If you push too hard, the blade might also cut through the cutting surface and damage the table beneath.

While the hobby knife is used to take things away from a figure, **putty** and **clay** are used to add to a miniature. There are many types of clay materials to choose from. Some putties (such as epoxy putty, or what customizers call "green stuff") require you to mix equal amounts of material together. Another type of filler is contour putty, which is squeezed from a tube and used to fill gaps. Contour putty can be found where model glue is sold and it air dries overnight, just like epoxy putty.

Craft clays that are baked in the oven can also be used to create additive pieces for customs. However, be sure to place the clay on a piece of aluminum foil and not on a cooking sheet. The toxins from the clay will permeate into a cooking sheet and will transfer to any food that is cooked on the sheet later.

To connect miniature pieces together, you'll need **super glue** or **plastic model glue**. It's better to use too little glue than too much. If you use too much glue, the pieces won't hold together as well, you could accidentally glue your fingers together, or you might get glue in your eyes. Be sure to follow the safety precautions that come with the glue.

The only other tools needed for simple customs are **paint** and **brushes**. Hobby stores carry special acrylic paint that's made for use on miniatures, but the acrylic craft paint found in most stores is just as good. Don't use model car paints or other oil-based paints on **Star Wars Miniatures**. (We'll look at paints in more detail in the next article in this series.)

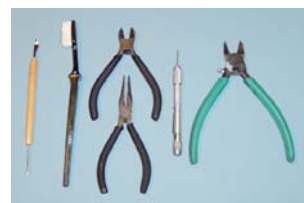
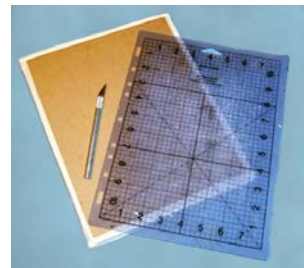
Paint brushes come in a variety of sizes, shapes and quality. I suggest having three brushes of good quality: a large brush for applying large amounts of paint, a small brush that you'll use most of the time to apply paint to the figure, and a very fine small brush for doing detailed work. Since brushes can be very expensive, ask a salesperson at a craft or hobby store for advice on the brands they carry. Don't use brushes with plastic bristles -- they're very poor in quality and will lead to frustration every time.

A well-lit and ventilated work space isn't a tool, but it's still a must. Fumes from glue and other materials can be hazardous, and poor lighting can strain your eyesight. Every 45 minutes to an hour that you work on customs, take a break for a few minutes. During the break, look at objects that are farther than 10 feet away. This will help prevent eye strain.

When you're ready to create more advanced customs, you can use sculpting tools that are made for carving epoxy putty and clay. These tools come in a variety of shapes and sizes, but I recommend using one that has a curved blade at one end and a sharp point at the other.

Old toothbrushes work well to create a spray effect on a figure. Dip the bristles in paint and run your finger across the brush to splatter paint on the mini.

Finally, small needle-nose pliers and a hand drill are useful for "pinning" two pieces so they hold together very tightly. (We'll cover that technique in detail in a later article.) In addition, a pair of snipping pliers makes it safer to cut thick pieces of a figure.



COLOR AND PAINT

By Jack Irons

Welcome to the second in a series of articles about customizing *Star Wars* Miniatures. In this installment, we'll look at the type of paint to use, the basics of the color wheel, and tips for mixing paint.

When choosing paint, different types of miniature and model paint are available, but make sure that you use acrylic paint. It dries quickly, cleans up easily, won't react with the plastic, and is easy to work with. Most miniature paint is formulated to work best on very small areas, but acrylic craft paint works just as well and is less expensive.

Acrylic paint is water based, so you can use water to make the paint thinner in consistency and to clean your brushes. You might want to protect your work area with newspaper and have paper towels handy in case of a spill. If you get paint on your clothes, be sure to rinse it out with water before it dries.

Before you start to paint, set up three small plastic bowls:

1. Fill the first bowl with clean water. You'll use this bowl to wash your brushes so they don't carry paint from one color to the next. Change the water often, or it won't clean your brush.
2. Fill the second bowl with clean water. You'll use this bowl to add water to the paint when you need to make it thinner.
3. Don't add any water to the third bowl. You'll use this one for mixing paint.

You should have at least five different colors of paint: red, blue, yellow, black, and white. With these basic colors, you can mix almost any color you need. You also might want to have silver paint, which can be mixed with a little black and used on blasters and other weapons.

By using color wheels (see below), you can combine the above paints to create almost any color. The primary colors of red, blue, and yellow can be mixed together to create the complimentary colors of orange, purple, and green. By mixing equal amounts of a primary color and its adjacent complementary color, you will create a shade between the two, which is known as a tertiary color. By adding white, you can turn the color into a pastel shade. By adding black, you'll deepen the value of the color.

So how do you create other colors, such as brown? First, look at the color you want to make and figure out what color it is most like. For example, brown is close to orange, so start by mixing equal amounts of red and yellow to make orange. Then add a little yellow and very little black, and you'll end up with brown. You can make the brown lighter by adding more yellow or darker by adding more black.

When mixing paint, always mix in small amounts and use only a few drops of each color at a time. It takes less paint to darken a color than to lighten one, so always start with the lightest color first (such as white or yellow) and add darker colors (such as black or blue) to it.

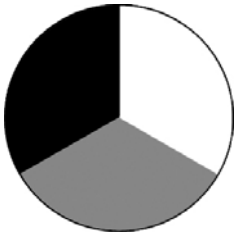
Pay attention to the amount of paint you use when mixing. Acrylic paint dries quickly, and if you mix too much, you'll waste paint. It's better to mix too little and then mix more paint as you need it. If you plan on using a large amount of a certain color, mix a large batch in an old paint container or simply buy that color.

Follow these steps to mix paint:

1. Dip your brush in clean water.
2. Put a few drops of the lightest color in the mixing dish.
3. Clean the brush in water so that it has no paint on it.
4. Put a few drops of the next darkest color in the mixing dish. Place the drops next to the first color, but don't mix them yet.
5. Repeat steps 3 and 4 with each color you want to use. When you have them all in the mixing dish, mix the paint together. Once you see what it looks like, you might have to add more of a certain color to achieve the desired shade.

If you're having trouble getting the color you want, take some drops of the mix you've created and add other colors a little at a time. Don't be frustrated if you can't seem to get the exact color you want right away. A bit of practice (and some trial and error) will help you learn to make the colors you want more quickly. You can also follow the simple guidelines below.





Basic Colors

Black: use black by itself; no mixing
White: use white by itself; no mixing
Gray: mix black and white



Primary Colors

Red: use red by itself; no mixing
Blue: use blue by itself; no mixing
Yellow: use yellow by itself; no mixing



Complimentary Colors

Purple: mix red and blue
Orange: mix red and yellow
Green: mix blue and yellow



Tertiary Colors

Dark purple: mix purple and blue
Aqua blue: mix green and blue
Lime green: mix green and yellow
Golden yellow: mix orange and yellow
Fiery orange: mix orange and red
Cedar red: mix purple and red



Lighter Colors

Add white to the above mixes



Darker Colors

Add a little black to the above mixes

BASIC PAINTING TECHNIQUES

By Jack Irons

Welcome to the third in a series of articles about customizing *Star Wars* Miniatures. In this installment, we'll look at basic techniques for painting your figures. (If you're interested in more advanced painting tips, try searching for "how-to" guides online.)

I prefer having my custom's paint job look like the minis that come out of the Booster Packs so that all the figures match during a game. There are three steps in this process: basic painting, washes, and dry brushing. Some figs need complete repaints, but for others, you can get away with painting only a few sections.

Some people strip the original paint from a figure before repainting, but it's easier to simply paint the whole fig (or whatever sections you want) with black paint. Apply a few even coats of black, and you'll completely cover the original paint without obscuring the major details of the fig. If you're only doing a small touch-up, you might not need to base coat the miniature.

When the black paint is dry, decide which specific colors you'll use on each part of the fig or the section. Mix one color at a time in small amounts, and apply the paint in a thin layer over the area to be colored. If needed, apply a second coat of paint to achieve the intensity of color that you want.

For some parts of the fig, that basic repainting might be enough. But for other parts, you might want to bring out more details, especially if the mini has fur, a cloak, or something similar. By using washes and dry brushing, you can darken and highlight details to make them stand out.

Washes

A wash is when you use a water/paint mix to darken or change the tone of an area. Mix a few drops of black with twice as much water and apply it to the area you wish to darken. The water will help carry the pigment down into the figure's details while generally leaving the color unaffected.

Experiment with washes to see what kind of effects you can achieve. Using a brown wash will give the colors an aged look that can be really effective. Multiple layers of washes can also produce some amazing details. Don't be afraid of making a mistake -- you can always start over again.

Dry Brushing

Another way to pull out details is a method called dry brushing. Mix a color that's lighter than the color you want to highlight. Put a small amount of the mixed color on your brush, and then brush back and forth quickly on a sheet of paper until most of the paint has come off. The bristles will separate and retain only a bit of paint.

Now brush lightly on a section of your figure. A small amount of paint will transfer from the bristles onto the highest section of the area being brushed.

As with washes, you can experiment with dry brushing. By using increasingly lighter shades of the same color and brushing less of the area, you can add more depth. By using different color shades on top of each other, you can create cool effects, such as dirt dusted on clothing.

General Tips

Take your time and be sure to change your rinse water often.

Let one layer (whether it's paint, a wash, or a dry brush coat) dry completely before adding the next layer. Acrylic paint dries quickly, and you can always work on another miniature while the first one dries.

It takes practice to become proficient, but it's easy to learn. There's really no wrong way to paint a miniature, and using techniques that you're comfortable with will help increase your skills until you're ready for more advanced procedures. So don't worry about messing up. Just start with a fig or two that you can spare and that you want to see in a different color. If a custom doesn't turn out the way you wanted, simply repaint it.



SIMPLE REPOSITIONING

By Jack Irons

Welcome to the fourth in a series of articles about customizing *Star Wars* Miniatures. In this installment, we'll look at a simple way to change a miniature's pose.

Do you have a hard time keeping track of miniatures when you have more than one of the same piece in a game? Do you wish you could vary the look of your troop pieces in the *Star Wars Roleplaying Game*? No problem. Just use the hot water method to change the poses of your figures.

The hot water method works best for simple repositions of elements such as arms. For example, sometimes a miniature or its lightsaber is bent during shipping, and it stays bent even after you take it out of the pack. This method works great to fix a bent element or straighten a lightsaber.



You'll need a microwave-safe cup (made of glass or sturdy plastic), a regular cup, a fork, and some water. The cups should be big enough to let you submerge large- and huge-sized figs. Because this process heats up plastic, don't use the cups for drinking afterward. Save them for use only in repositioning miniatures.

First, fill the microwave-safe cup and the regular cup with enough water so that you'll be able to submerge the fig completely. However, try not to use too much water because it will take longer to boil.



WARNING!

Under certain conditions, water that has been microwaved can "explode" after being removed from the microwave, possibly burning your skin. For details on this hazard and possible solutions, please check out [This Thread](#) in the *Star Wars* Miniatures forums. We want you to be safe when customizing your figures!

Add an ice cube to the regular cup of water, and microwave the other cup of water until the water reaches a rapid boil. You can also boil the water on the stove to avoid having it spill over in the microwave. (If needed, have your parents supervise.)

Carefully remove the cup of boiling water from the microwave and drop the fig into the water, base side down. If you want to reposition a huge fig, putting it in the water upside down might allow it to be submerged more easily.

Remove the ice cube from the regular cup of water.

After 30 to 40 seconds, remove the miniature from the hot water using the fork, not your hand. The heat from the water will have softened the plastic. Use caution because any water on the fig will be extremely hot, and the water will heat up the fork, too.

If you're trying to straighten a bent miniature or lightsaber, check to see if the plastic has reverted to the correct shape. The plastic has a "memory" of its original molded shape and should revert back to that form while in the hot water. If it doesn't, just bend it back into the correct shape by hand.

Once you've got the mini in the desired shape, place it base side down in the cup of cold water for 30 seconds. While the fig is in the cold water, its heat will be removed and the miniature will set in its new shape.

If you're trying to make a simple reposition that involves more than just straightening a bent element, begin by following the above method. However, when you remove the mini from the hot water, bend the part you want moved into the desired position. *While holding the part in that position*, submerge the fig in the cup of cold water for 30 seconds. When you remove it, the miniature will retain its new pose.

A few things to keep in mind:

- The hot water method works only for repositioning thin elements.
- Because the plastic has a "memory" of its original molded shape, the fig might revert back to that shape after a long while.
- Minis with thicker elements might need more time in the hot water to soften up before they can be repositioned, and they might need more time in the cold water to set into their new shape.
- Some poses are better suited for this method than others.

This method is great for repositioning multiple pieces of the same miniature, such as Battle Droids, to give them a varied look.



MODERATE REPOSITIONING TECHNIQUES

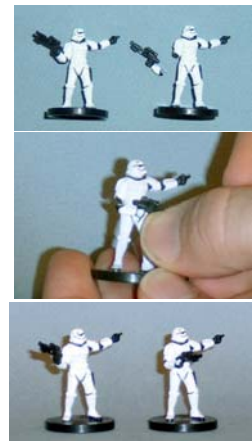
By Jack Irons

Welcome to the fifth in a series of articles about customizing *Star Wars Miniatures*. Last time, we used the hot water method to make simple repositions. Although that trick is easy to do, it won't work for many figures. A more permanent means of repositioning -- and also the most popular method -- is known as the *cut and paste* technique. This method works great on droids (such as super battle droids) and characters in armor (such as stormtroopers).

For this technique, you'll need a hobby knife, super glue, and paints. To reposition an element such as an arm, simply cut the arm off at the joint where you want to make the change. If possible, make the cut in an area between segments of armor or between the plating on droid figures. That will help hide the cut. For figures that aren't droids and that don't have armor, make the cut in as straight a line as possible, keeping in mind how the element will be repositioned.

Before you glue anything, hold the arm in its new position. Check to make sure that the position is one that the arm could actually be in. If it looks wrong, adjust the position until it looks right. You might have to trim a small piece for the two parts to fit together correctly.

Once you've decided on the perfect position, use a small drop of glue and attach the two pieces. Hold them together for 30 seconds to a minute, or until the glue sets. After the glue dries, you might need to add another drop of glue on the area where the two pieces connect to ensure that they hold together. Remember, it's better to use too little glue and have to reglue an element than to use too much and get glue all over the place.



You can use the cut and paste technique to reposition several elements of the same figure, or to combine pieces from different figs to create a whole new pose. When gluing more than one element, it's usually best to glue the largest pieces together first and work your way to the smallest. Before gluing anything in place, make sure that all the repositions look right. Using this method, you can swap the arms of two figs of the same character type and create two completely different looking minis.

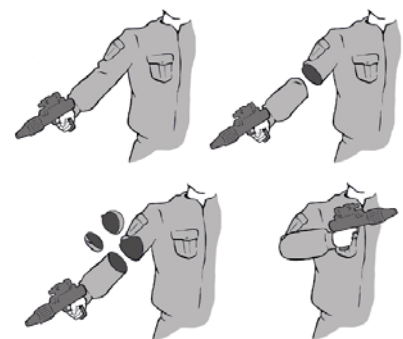


Sometimes, you'll want to reposition something by changing the angle of the position. To do this, first make a cut to separate the pieces.

Next, hold the pieces together at the desired angle. Determine if you need to cut a single wedge from one piece or two smaller wedges from the ends of both pieces. Sometimes, items such as pockets or a piece of armor will help you determine which piece or pieces to cut wedges from.

Next, cut a small wedge shape from the ends you'll be connecting. It's better to cut off too little at first and have to trim a bit more. If you cut off too much, you might not be able to use that piece.

After cutting off the wedge(s), hold the trimmed piece in position and determine where you want to glue it. As before, use a small amount of glue to hold it in place.



When you're finished repositioning the elements, some areas of the figure might need to be repainted. Using the painting techniques we've already covered (see the Customization Archive box for links to previous articles), touch up those spots with the correct color to mask where you made the changes. If you pieced together multiple elements, you might have to repaint several areas or even the whole figure.

The cut and paste method is easy to do and is a nearly permanent way to radically change the poses of your *Star Wars Miniatures*. The main drawback is that the repositioned elements can come apart if the figure is moved around or dropped onto a hard surface. If that happens, however, simply fix it with a drop of super glue.

ADVANCED REPOSITIONING TECHNIQUES I

By Jack Irons

Welcome to the sixth in a series of articles about customizing *Star Wars* Miniatures. So far, we've covered simple and moderate repositioning techniques. In this article, we'll look at an advanced method of repositioning, which can be used to pose an element in any direction imaginable. The method is called **pinning**, after the small metal pin that is used to help hold the pieces together. Pinned connections hold extremely well and are great for custom miniatures that will see a lot of game time. Most steps of the pinning method are similar to the cut-and-paste method and can be used to reinforce those types of repositions.

To begin pinning, you'll need the following tools: super glue, a hobby knife, a sculpting tool with a pointed end (or any tool that will poke a small hole), a hand drill, a pair of needle-nose pliers, and metal wire (I suggest using common staples).

First, determine where to cut the figure's elements apart, such as cutting the arm from the body at the shoulder. As before, determine the best new pose, but don't glue the pieces together yet. Instead, take the pointed end of the sculpting tool and make a guide hole in the center of each flat surface created when you cut the pieces apart. When making the guide holes, be careful not to go all the way through either piece.

Next, use the hand drill to drill out some of the plastic around each guide hole, making them larger. Again, be careful not to drill completely through. When you have some experience with this method, you'll be able to drill the holes without making guide holes first.

Use the metal wire cutter (located in the "mouth" of the pliers) to cut one of the staples so that you have a pin of metal about 1/8 inch to 1/4 inch long. You'll want to use a pin that is appropriate for the size of the elements you're connecting. For larger elements, use a longer pin. You can always trim down the size of the pin if needed.

While holding the pin with the pliers, push one end into the drilled-out hole on the larger piece. Push the pin so that it's halfway into the hole. If the pin is too small, remove it and replace it with a longer pin. For small pieces, you might find it easier to hold the pin steady and push the element onto the pin.

Hold the smaller piece up to the other end of the pin. Does the end of the pin look too long, as if it might push out of the smaller piece when connected? If so, push the pin slightly farther into the hole of the larger piece, or just trim the end of the pin with the pliers' wire cutter.

Line up the pin with the hole on the smaller piece, and push the pin into the hole. Adjust the pin so that it's in the new position, and check to make sure that it looks right. Then remove the pin and place a small drop of super glue at the spot where the pin enters the piece. Reattach the piece, move it into its new position, and hold it there until the glue begins to set.

Once the reposition is completely dried and set, you can reposition other elements of the figure. When you're finished with the whole figure, touch up areas with paint as needed or just repaint the whole miniature.



ADVANCED REPOSITIONING TECHNIQUES II

By Jack Irons

Welcome to the seventh in a series of articles about customizing *Star Wars* Miniatures. Last time, we started to look at advanced repositioning techniques. Now that you understand how pinning works, we'll take it a step further and learn how to reposition elements at angles that can't be achieved using previously described methods. In addition to the tools mentioned in [the last article](#), you'll need contour putty or epoxy putty (aka "green stuff").

By now, you might have realized that there are poses you just can't create by cutting and gluing. Sometimes that process leaves small gaps, and sometimes there's no way to join two pieces so that they look right. To create these advanced poses, you need to use longer pins and a filler material.

As with most repositions, first study the area that will be changed and determine the best spot to make the cut(s). Once you've separated the pieces, make guide holes and drill them out on the newly created flat surfaces. Cut an extra-long pin (1/4 to 3/8 of an inch long) and insert it into the larger piece using the needle-nose pliers. Carefully place the second piece on the other end of the pin.

If necessary, bend the element to achieve the desired angle. Make sure that the angle looks right, but don't worry if there's a gap between the two elements or if you can see the pin between them. Once you have the correct angle, apply a small amount of super glue where the pin meets the plastic on both pieces.

Once the glue is dry, fill in any gaps with a small amount of epoxy putty or contour putty. Put a small bead of putty in the gap, then scrape off the excess and shape the remaining putty to the area around it. To do this, you can use the curved blade of the sculpting tool, the blade of the hobby knife, a toothpick, or even your finger. You might find it easier to shape the putty if you let it air dry for a few minutes first.

Try to match the shape of the filler to the surrounding space. For example, if the area is hair or fur, try to draw lines in the putty with a pointed tool so that it looks more like the hair or fur around it. When the filler is dry, you can carve or sand it further and then paint it to match the area.

Once you are more comfortable with this technique, you can use it on multiple sections of the same miniature. For a complex job, study the figure first and imagine all the cuts and repositions before you even start. You might want to draw a rough sketch or stick figure so you'll know exactly how to position each element.

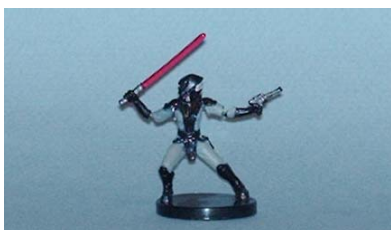
It's usually best to do all the cutting at once. This includes the cuts to separate the elements of the miniature and any cuts needed to achieve the proper angles on wedges. (See article 5, "[Moderate Repositioning Techniques](#)", for information on cutting wedges.) If you're combining parts from two or more different figs, cut all the pieces that you'll need at the same time.

After making all the cuts, prepare all the pins you'll need. This includes drilling the holes, cutting the pins, and checking the angles. Don't start gluing pieces together until you're sure how you want to connect all of them.

When you're ready, use super glue to connect the pieces, starting with the largest pieces first and working toward the smallest. Glue one connection at a time and allow it to dry completely before you connect that piece to the next. Don't rush! You can always work on a second or third miniature while the first one dries.

When a connection is dry, fill in any gaps with putty, allow the putty to dry, and trim or shape it as needed. Keep in mind that it's better to remove too little putty at a time than to remove too much. Once the figure is in its final position, touch up areas with paint or completely repaint the whole thing.

Although this is the most complex repositioning method, it's great for creating dynamic-looking poses. As with the techniques described in previous articles, the more you become familiar with this method, the easier it gets. When you become proficient, you'll even be able to pin without drilling guide holes, using the pliers to simply push the pins into the flat surfaces.



ADDITIONS TO CUSTOMS

By Jack Irons

Welcome to our regular column on customizing *Star Wars* Miniatures. In the last few articles, we've gone over basic and advanced repositioning techniques. Now we'll discuss adding elements to customs. There are several ways to do this, from taking parts off other figures to creating new elements yourself.

The quickest and easiest way to add an element is to take it from another miniature. When customizing, never throw away any pieces that are left over after you cut miniatures apart. You never know when you might need a particular piece to add to a new custom. Blasters, lightsabers, jet packs, armor parts, belt pouches, and other equipment and weapons can be cut from one fig and added to another to change its appearance.

In general, the process is the same as for switching heads or arms between figs. First, cut off the piece that you want to add and hold it in the new position to see if it looks correct. If it does, fix it in place with superglue. (For larger elements such as jet packs, you might want to pin them in place first.) When the glue dries, repaint as needed.

Attaching lightsabers can be tricky because the surface areas being glued together are very small and the connection might not hold. Fortunately, you can fix this in several different ways. First, after the superglue has dried, you can add an extra drop where the pieces meet to help secure the hold. Another idea is to cut off the hand holding the lightsaber, not just the lightsaber itself, and glue the entire piece to the custom's wrist. This provides more surface area, which in turn provides a better hold.

What if you want an extra lightsaber, or one in a color not yet available? There are several items that you can use to make effective-looking lightsabers. Most hobby stores carry 1/16-inch acrylic rods that can be cut to size and come in many different colors. You can also trim colored toothpicks and paper clips.

You can use acrylic rods to create other effects, too. For example, a red rod can work as a line of blaster fire. Just cut off the end of the blaster to make a flat surface, and glue on a small piece of the rod. Or try using clear acrylic rods to make your figure look as if it's flying. To do this, carefully glue the rod to the base, and after it dries, glue on the piece that's supposed to be hovering. Then add an additional drop of glue to secure the connection. You can also use a hand drill to drill a hole in each part to provide a better grip. Clear rods that are thicker (1/8-inch and 1/4-inch) are useful for supporting larger figs.

You can create elements by using putty or two-part epoxy (also called "green stuff"). Both have benefits and drawbacks, but with practice, you'll be able to tell what works best for you. Be sure to read the warnings on the packages and follow all the instructions and safety precautions.

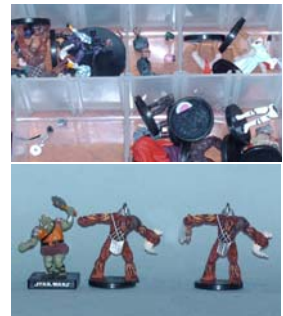
Benefits of putty: Putty is easy to work with, you get a lot for your money, and it stays malleable for a long time. If a piece of putty becomes overly soft while you're working with it, put it in the freezer for a few minutes to let it firm up. Depending on the type of putty, you can bake it in the oven to dry and harden it, or you can just let it dry overnight.

Drawbacks of putty: First, putty tends to shrink slightly when it dries. Second, if the putty is not the kind that air dries, you won't be able to sculpt it directly on the miniature. Most importantly, when putty is baked in the oven, it gives off toxins. Never bake it on a cooking sheet that you plan to use for food. A small piece of aluminum foil works great as a cooking surface and can be used over and over again.

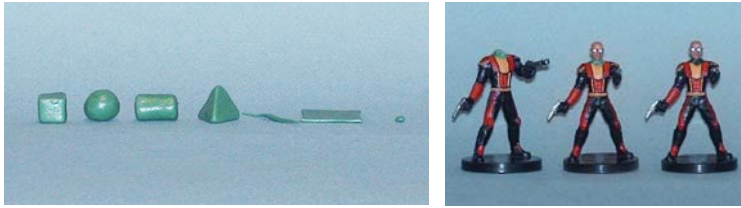
Benefits of epoxy: Epoxy is made by mixing two components together, and it air dries overnight. Since it doesn't need to be baked, you can work with it directly on the miniature. It works better for sculpting details, and it's easier to create smaller elements with epoxy than with putty.

Drawbacks of epoxy: First, epoxy starts to harden about an hour after you mix the two components together. Second, as you work with the epoxy, it will become sticky to the touch. (Dip your fingers in water while working to help avoid this.) Finally, epoxy is more expensive than putty, so mix the components in small amounts at a time.

So how do you use putty and epoxy to create new elements for customs? Most elements are made of basic shapes with a bit of detailing. For example, belt pouches are small cubes, shoulder pads of armor are half spheres, and so on. Practice making basic shapes such as cubes, spheres, cylinders, pyramids, coils, and flat planes. By combining simple shapes, you can create many elements.



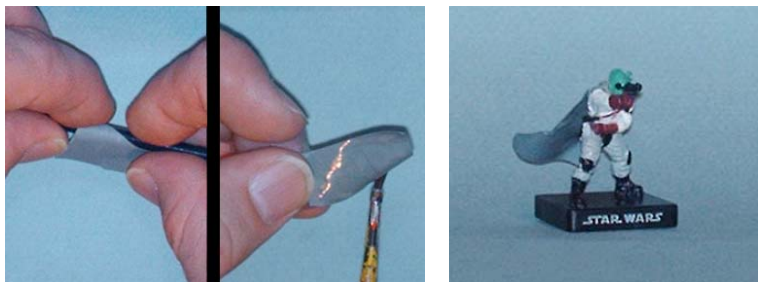
Since epoxy can be used directly on miniatures, it's easy to create missing pieces and fill in gaps on figs. For example, if you have a miniature that's missing a neck, sculpt a short cylinder and attach it directly to the body. Use a carving tool to refine the shape or add details. When the epoxy is dry, glue a head directly onto the new neck and paint as needed.



A common element that's easy to make is a cape. First, sculpt a flat plane and attach it to the figure's shoulders. Bend the plane slightly and curl up the edges to give it some shape. Then attach a small crescent shape and two small dots as buttons. If you want a more dynamic effect, set the figure so the new cape is hanging down as it dries. After it's fully dried, paint it.



Another way to create dynamic capes and banners is to use ordinary typing paper. Cut the paper into a cape shape and paint it. When it's dry, bend the paper into the right shape, using the curved surface of a paintbrush to help make a nice curl. When the cape is in the correct shape, mix a solution that's half water and half white glue, and paint the entire surface. It might take a few coats; when done, be sure to wash the glue out of your brushes. When the glue dries, use superglue to fix the cape into position on the figure.



As with any kind of customizing, the best approach when adding elements is to experiment. The more you create additions, the better you'll become and the easier it will get.

CREATING INQUISITOR VALIN DRACO

By Jack Irons

Welcome to the ninth in a series of articles about customizing *Star Wars* Miniatures. The previous articles have covered basic and advanced techniques. Now we can move on to actual customizing projects. During the course of creating customs, I'll often refer to past techniques and articles, so be sure to dip into the archive as needed.

For our first customizing project, we'll create Imperial Inquisitor Valin Draco, one of the villains from the new *Star Wars: Dawn of Defiance* campaign. (*Dawn of Defiance* is a series of free adventures in a continuous storyline designed to take heroes from 1st level to 20th level and to give players and GMs an iconic *Star Wars* Roleplaying Game Saga Edition experience. For more details, check out the [campaign home page](#).)

Darth Vader . . . the Emperor . . . Darth Maul -- just a few of the memorable villains that help define the *Star Wars* legend. Great villains are key to what makes the setting so interesting and to an engrossing roleplaying game. Inquisitor Draco is a crafty and powerful villain from the *Dawn of Defiance* campaign and can be used as an ongoing threat in your game. A baddie of this stature deserves the recognition of having his own custom.

For this custom, you'll need a Dark Jedi (#7 from the *Champions of the Force* set) and a Bodyguard Droid (#28 from the *Revenge of the Sith* set). Be sure to read all of the instructions before starting.



First, carefully trim the gun out of the left hand of the Dark Jedi. Use small cuts and try to trim so that the hand looks like a closed fist. Then trim the loincloth with two small cuts so that it comes to a point.

Next, hold the body of the Bodyguard Droid firmly with one hand. With your other hand, pull the cape upward so that the cape and head of the droid separate from the body. If you can't pull them off easily, you can cut them from the droid's body, but be sure to include the top of the cape and the head with the main part of the cape.

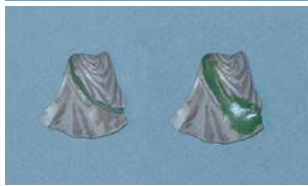


With the cape loose, trim off the large post that was glued to the back of the droid. Hold the cape up to the Dark Jedi and see how it will fit. Carefully trim the head of the droid off the cape, and also trim off the part of the cape that will run into the Dark Jedi's right arm. Hold the cape against the back of the Dark Jedi to see where else you might need to trim to make it fit against the back, along the shoulders. Remember to trim only a small amount at a time, and compare the cape to its final position frequently while you trim.



The next few steps involve using two-part modeling epoxy. We will create a lot of additive elements to make this fig look even more like Inquisitor Draco. After you're finished creating and shaping the elements, remove any fingerprints by rubbing a small amount of water over the epoxy to give it a smooth finish. (For more information about creating additive elements and using two-part epoxy, see [article 8](#).)

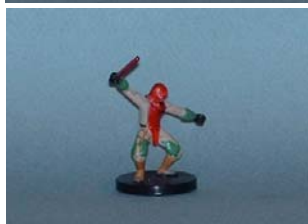
When the cape is completely trimmed, mix a small amount of epoxy. Roll a small, thin coil and lay it on the back of the cape where the two parts meet and create an edge. Push the epoxy into this groove, and smooth it out to make the cape appear to be one solid piece. You might have to add some smaller coils and smooth them out to make the transition even. Set this piece aside to dry overnight.



Next, roll a thin coil of epoxy and encircle the end of the glove of the Dark Jedi with it. Carefully smooth it forward toward the hand so that it tapers down from the back of the glove toward the wrist. This adds mass to the back half of the glove and creates a dramatic effect to the costume. If needed, add a second coil to reach the desired amount of mass. Repeat this step for the other glove.



Create two small teardrop shapes of epoxy and add them to each side of one of the Dark Jedi's knees. Place them with the heavy end of the teardrop just above the top of the boot. Smooth these pieces into the sides of the pants so they taper down from the bottom of the drop to the top. Repeat for the other leg; when finished, the Dark Jedi should look like he's wearing baggier pants.



Next, we'll create Draco's belt. Roll a coil of epoxy and flatten it into an even plane. Trim the edges if necessary, and create a band that is about 1/4-inch tall and a little over 1 inch long. Starting at the center of the Dark Jedi's back, encircle his waist to make a belt. At the spot where the two ends of the belt meet in the back, trim away any extra epoxy. Then, using the tip of your hobby knife, draw an angled line across the front of the belt. Make two small cubes of epoxy and attach them to the belt on the right side of the Dark Jedi.



Roll a coil of epoxy to a point and trim off the end so that you have a piece that is about 1/4-inch long. Repeat to make a second coil that's slightly longer than the first. Add these coils to the front of the Dark Jedi below the bottom of the hood opening, lining up the bottoms of the coil tips. Carefully press these pieces against the torso so they hold in place, trimming and smoothing them near the hood opening if necessary.

If you have some experience in customizing, you can create an even smaller coil of epoxy and trim off the tip so that you have a piece that is 1/8-inch long. Very carefully press the trimmed end onto the top of the shoulder. As you press, pull slightly back so that the end of the epoxy piece rises slightly away from the shoulder. Repeat for the other shoulder.

Next, roll a small ball of epoxy and carefully press it onto the front of one knee to create a piece of armor. Repeat for the other knee. Then set the Dark Jedi aside and allow it to dry completely overnight.



When the epoxy on the cape and the Dark Jedi is completely dry, again hold the cape against the Dark Jedi to check its position. Note where the cape touches the Dark Jedi near the top of his back. Although you can simply glue the cape to the back (see [article 5](#)), I recommend pinning it in place. This miniature will be used quite a lot in roleplaying games, which means that it might get bumped around. Pinning the cape will increase the chances of it staying in place. As described in [articles 6 & 7](#), pin the cape to the middle of the back where it meets the shoulders.



Don't worry about gaps between the hood and the cape. Use epoxy or contour putty to fill the gaps, and sculpt the material so that the folds of the cape and the area of the hood match. Use the handle end of a paint brush to press the filler into shape. Again, let the mini dry completely overnight.



Now the custom is built and just needs to be painted. Start by mixing a deep maroon color by adding purple and black to a large amount of red (see [article 2](#) to learn how to mix paint). This color will be used on the legs, the torso, the upper arms, and the inside of the cape.

Next, use a regular red color to paint the outside of the cape, the hood, the gloves, and the coil tips on his chest and shoulders.

Next, mix a dark red color and paint the belt, the stripes near the bottom of the gloves, and two small circles on the backs of his hands.

Use red paint to color the two boxes on his belt, along with the elements of the clasp. Still using red paint, make two small markings on each of the knee armor pieces, and make two very small marks between the coil tips on the chest, directly below the hood opening. Finally, paint a red "X" on the circles on the backs of his hands, and draw a line through the center of each "X."

Imperial Inquisitor Valin Draco is now ready to wreak havoc on your players in the **Dawn of Defiance** campaign!



"HE DOESN'T LIKE YOU . . ."

By Jack Irons

Welcome to the tenth in a series of articles about customizing *Star Wars Miniatures*. During the course of creating customs, I'll often refer to past techniques and articles, so be sure to dip into the archive as needed.

For our second project, we're going to take a single figure and use the techniques we've covered to give it a more dynamic pose. Ponda Baba became a miniature in the *Universe* set, and his sculpt lends itself well to customizing. All you need for the job is the Ponda Baba fig and the basic tools (see article 1).

We're going to change the Aqualish thug's pose so that instead of looking like he's standing at a bar, he looks like he's about to fire his blaster at Luke Skywalker. The first step is simply cutting the arms. Make the cuts as straight as possible where the arms meet the shoulder.

The next cut is the most difficult step in this customization. On the back of the fig, you'll notice that the jacket hangs over the back of the pants. Carefully cut underneath the jacket about 1/8 of an inch deep. Take care not to cut the jacket. Make the cut at a slight angle and only under the part where the jacket hangs over in the back.



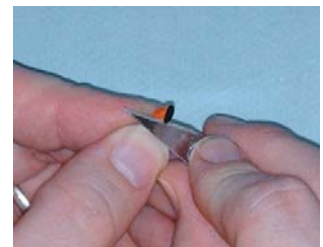
Now on the front of the fig, make a straight cut where the torso meets the pants. Take care not to cut all the way through and accidentally cut the overhang of the jacket. You'll need to make the cut deep enough to reach the previous cut. (Remember, it's always better to cut too little than too much; you can always cut more if needed.) When finished, you should have cut the fig in half. The top half will be flat across with a small bit in the back that hangs down. The bottom half should be completely flat.



Hold the arms in position and check to see how the reposition will work (see article 5). Both arms will need to have a small amount cut away to make the correct angle. Carefully remove a small wedge from each. Again, it's better to remove too little than too much. Afterward, check the reposition of the torso to the legs. It's always best to check this before you glue anything because it helps prevent troubles down the road.



The arms and torso can be simply glued into their new positions, but if you want a better hold, it's best to pin them into place (see articles 6 and 7). Put the pins in the shoulders and bottom of the torso. In each area, place them as close to the center as possible.



Now we'll begin to make Ponda Baba's pose more dynamic. When you connect the torso to the legs, rotate the top half slightly. Don't rotate it too much -- just enough to give the impression that he is turning. Once you settle on the correct amount of rotation, lift the two pieces slightly apart and add glue. Push them back into place and allow them to dry.



After the torso and legs have dried, place the right arm in the pin and bend it into position so that it looks like he's going to fire the blaster at someone straight ahead. Keep adjusting the arm until it looks correct, then pull it slightly apart, add glue, and push the pieces back together. Repeat with his left arm, but position this arm so that it's slightly back.



Depending on how much you cut away from the arms and the angled cut you made under the jacket, you might have some gaps. Fill them in with contour putty or two-part epoxy (see article 8). Be sure to use only enough to fill each gap completely, and allow it to dry.



Once the filler is dry, touch up those parts with paint (see articles 2 and 3). The jacket is a light orange color with a light wash of black and a dry brush of pale yellow. For the pants, you can paint the area black and then dry-brush that area with light brown and dark brown. Ponda Baba is now ready for his meeting with Obi-Wan Kenobi -- and the Jedi master's lightsaber!



SNOWTROOPER ON BLIZZARD FORCE SPEEDER BIKE (PART 1)

By Jack Irons

Welcome to the eleventh in a series of articles about customizing *Star Wars* Miniatures. In this final two-part installment, we'll work on a more advanced project involving a vehicle and its rider. You should have experience customizing before attempting this project.

The Battle of Hoth is one the greatest conflicts in the *Star Wars* universe. The struggling Rebel forces defended the Hoth base against the massive forces of the Empire. General Veers directed the Imperial troops of Blizzard Force from his personal AT-AT *Blizzard 1*. The AT-ATs and ground troops were led into battle by the AT-ST *Blizzard Scout 1*, but who scouted ahead and spearheaded the entire assault in front of all of Blizzard Force? None other than the brave Snowtrooper on the Blizzard Force Speeder Bike.



To make this custom, you'll need two miniatures: a Scout Trooper on Speeder Bike (from the *Rebel Storm* set) and a Snowtrooper with E-Web Blaster (from the *Champions of the Force* set or the *Battle of Hoth* Scenario Pack). It is possible to make this custom using other figs, and at the end of the next article, I'll go over those options as well as other variations.

Because both figures have long pieces, they might be slightly bent. Use the hot water method (see article 4) to straighten them out before you begin cutting. They might become bent again while working, but it's better to start with pieces in the correct positions to ensure true and straight cuts. If the pieces become overly bent again while working, you might have to straighten them again before doing any major cutting or gluing. Having the pieces in the correct shape ensures that they fit correctly and hold together well.

Once the pieces are in the correct positions, you can start to separate them into the elements that you'll need. First, just like a Wookiee, pull off the arms of the Scout Trooper that are holding the speeder bike handles, and pull off the arms of the Snowtrooper that are holding the E-Web handles. In each case, pull the arms completely free of the shoulders. If the arms won't pull out easily, try wiggling them back and forth before trying again. If you still can't pull the arms off, cut them off in a straight line where the shoulders meet the body.



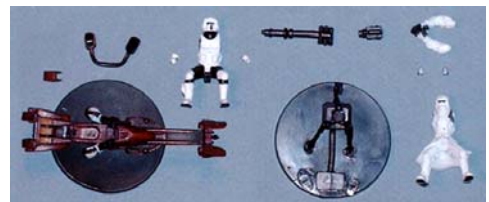
When the arms are free, hold the speeder bike by its main body, and push the Scout Trooper backward until he separates from the seat. With his feet still attached to the foot pedals, slide him off the back of the bike so that he is completely free. Finally, cut the Snowtrooper free with clean, straight cuts where the bottom of his feet meet the base.

Next, trim the pieces so that they will all fit together. First, carefully cut the back half of the seat from the bike to create a flat, smooth surface. Place the Scout Trooper face down, and cut his feet from the foot pedals after noting how the pedals are attached to the feet. Then cut the posts that were holding the arms in place.



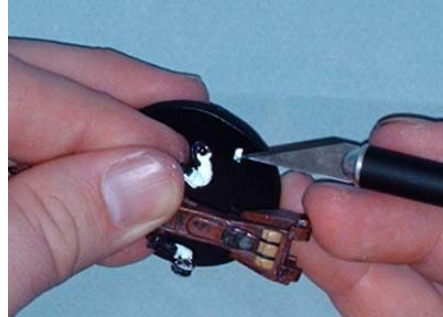
Since this brave trooper will be scouting ahead of the other Imperial forces, we'll have to give him a fighting chance by incorporating the E-Web blaster onto his bike for extra fire power. Cut the main part of the blaster from the tripod, and then cut the E-Web barrel loose where the mount meets the computer fire control. Finally, cut the handles with the arms from the computer fire control, and then cut the posts from the shoulders.

Don't throw away the posts that you just cut off. Instead, carefully glue the posts back into the corresponding slots on each trooper, and trim the posts flat as needed. (You won't need to trim the posts if you cut the arms off instead of pulling them off.) If you have difficulty holding the posts while gluing them back into place, carefully push them onto the very tip of your hobby knife, and use that to glue them into place.

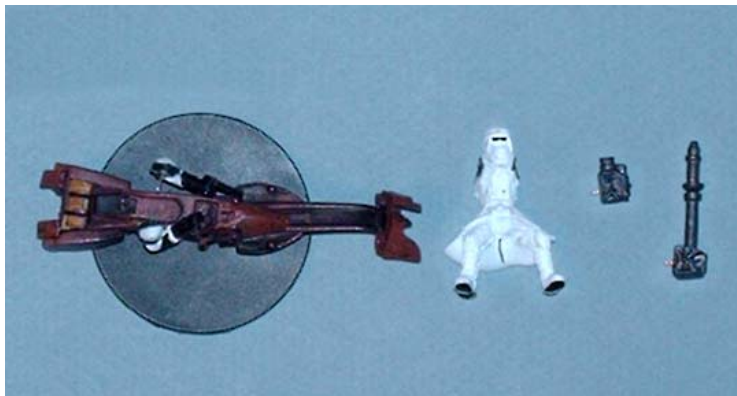


Next, prepare all the pieces for pinning. (See articles 6 and 7 for details. If you don't use the pinning method, skip down to the next step.) You'll need to put pins in the shoulders, the bottom of the Snowtrooper, the mounting bracket of the E-Web barrel, and the computer fire control. Drill corresponding guide holes for the pins in these places:

- the body of the Snowtrooper where the shoulders meet,
- the hole located in the seat of the bike,
- under the body of the bike, about 1/4 of an inch in front of where the transparent post meets the bike, and
- in the left side of the engine section (opposite the air intake).



Be sure to hold the pinned pieces in place first to see where to make your guide holes before you actually drill any holes.



SNOWTROOPER ON BLIZZARD FORCE SPEEDER BIKE (PART 2)

By Jack Irons

Welcome to the twelfth in a series of articles about customizing *Star Wars* Miniatures. In this final installment, we'll finish working on a more advanced customizing project involving both a vehicle and its rider. Be sure to check out article 11 before starting any of the steps below.

In the last article, we began building a custom of a Snowtrooper on the Blizzard Force Speeder Bike that led the Imperial troops in the Battle of Hoth. We started with a Scout Trooper on Speeder Bike and a Snowtrooper with E-Web Blaster and separated them into the pieces needed. Then we trimmed and pinned to prepare the pieces for combining them into one custom. Now, we're ready to start the second half of this project.

Take the pinned barrel of the E-Web and glue it in place on the underside of the bike. Check the barrel's position to make sure that it is aligned between the two bars that make up the front forks of the bike and that it runs parallel to them as well. Once that is securely dried in place, carefully glue the E-Web computer fire control on the side of the engine opposite the air intake. After it has set, add another drop of glue to help secure it even more. Let the glue completely dry before moving to the next step.



We'll paint this custom in sections to make it easier to reach certain areas. For the first step, paint a primer coat of black on the entire bike, including the newly added E-Web parts. Don't forget to paint the handlebars, the foot pedals, and the underside. Take care not to accidentally paint the clear post holding the bike to the base. The bike has many small spaces and varied surfaces, so be sure to check it over to ensure that you've painted every part. This is especially true for the front fin section and the entire back around the thrust flaps. This primer coat of black will help the details stand out when we apply paint in later steps.



When the black primer coat is completely dry, mix a light gray color. Dry-brush this color on the entire engine and the E-Web barrel (see article 3 on painting techniques). Be sure that you dry-brush the engine on the back of the bike but not the thrust flaps or the bike's body. Next, dry-brush the handles on all sides and completely paint the foot pedals. Carefully paint the bars that make up the front forks and the support rods that hold them onto the bike's main body. Be sure to paint the center post between the forks and the mounting that connects the bars to the front fins. Don't forget to paint the front of the front fin mounting as well as the fork bars on the underside of the bike. Take your time and be sure that you get all sides of each element.

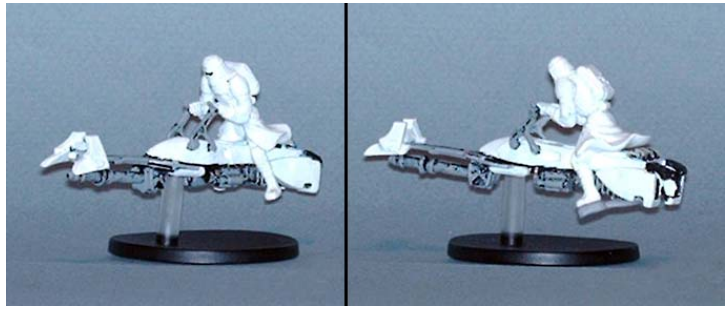


Once all the gray elements are completely dry, it's time to paint the white sections. First, paint the arms holding the handlebars, being sure to paint the hands but not the handles. Next, paint the main section of the body of the bike but not the survival kit or the straps that hold the kit to the main body of the bike. The rear coverings should be painted but not the thrust flaps that are attached to them. Carefully paint the front fins, being sure to get all sides. Use several thin coats of paint as needed until you get a nice, bright white. Don't rush -- be sure that each coat is dry before you start the next coat, and use smooth strokes.



Finally, mix a light tan color, and dry-brush the survival kit but not the straps holding it to the bike.

When the last coat has completely dried, carefully glue the Snowtrooper to the seat while holding the bike securely by the main part of the body. Be sure that the rider is sitting upright in the seat and not at an angle. After that dries, carefully glue the arms on at the shoulders. Once that has set completely, apply white paint where the shoulders meet the body to hide any gaps. Finally, check the foot pedals to make sure they match the feet of the Snowtrooper, and check where the pedal bar angles up to the bottom of the back of the bike. When the correct position is determined, glue the pedals to the bottom of the feet. Once that connection has set, glue the pedal bar to the bottom back section of the bike.



If needed, use the hot water method (see article 4) to straighten out any bending that took place while painting and gluing. Now your Snowtrooper on Blizzard Force Speeder Bike is ready to lead the Imperial forces to victory! You can use this custom in place of any Scout Trooper on Speeder Bike in your miniature games, or if you wish, you can create custom stats to use in friendly games or in a roleplaying adventure.



Variations of This Custom

Variation 1

If you don't want to cut up a Snowtrooper with E-Web Blaster, you can use a regular Snowtrooper instead. Just cut the Scout Trooper and the Snowtrooper in half at their belt lines and cut their arms off at the shoulders. Replace the body of the Scout Trooper with the body of the Snowtrooper. Then make the Snowtrooper's skirt out of two-part epoxy or baked clay (see article 8).

Variation 2

If you don't want to mount the E-Web Blaster to the bottom of the Speeder Bike, you can use it to make an additional custom. Follow all of the directions above, but don't cut the E-Web apart. Instead, glue the arms holding the handles of the E-Web to the body of the Scout Trooper that is removed from the Speeder Bike. When that dries, glue the feet of the Scout Trooper to the base. Paint the arms black to match the other Scout Troopers. You'll end up with a Snowtrooper on Blizzard Force Speeder Bike *and* a Scout Trooper with E-Web Blaster.

Variation 3

The last variation requires only a Scout Trooper on Speeder Bike. Pull the arms from the Scout Trooper, then carefully pull the Scout Trooper from the bike. Paint the bike black including the arms holding the handle bars. Paint the Scout Trooper black and the eyes of the visor bright green. Dry-brush the engine and paint the fork bars and the foot pedals a very dark gray, as described above. Glue the Scout Trooper back into position. Now you have a Storm Commando on Stealth Speeder Bike.

REPAINTING THE 181ST IMPERIAL PILOT

By Jack Irons

Not only did that 181st Imperial Pilot slacker show up in the wrong uniform, he lifted it from a hard-working colleague: the Elite AT-AT Driver. These hardened soldiers are specially selected for the demanding job of piloting the massive walkers in combat.

If you'd rather have the Elite AT-AT Driver in your squad instead of repainting the 181st Imperial Pilot, you can use the alternative start card presented here.

[Updated Stat Card 181st Imperial Pilot Front](#)

[Updated Stat Card 181st Imperial Pilot Back](#)

The reputation of the 181st Imperial Fighter Group is that of an elite unit of the best pilots in the Empire. However, that was not always the case. Before Captain Soontir Fel took over command the reputation of the 181st was not quite so stellar and in fact the unit had the nick-name "One-Eighty-Worst".

Poor discipline was normal for most pilots of the unit before Captain Fel arrived and it seems that one of these slackers has made his appearance in the Imperial Entanglements miniatures set. Not only does he seem to lack discipline but he showed up wearing the wrong pilot uniform. Like Captain Fel, we are going to get him into shape and make him look like a proud member of the elite 181st by using some simple painting steps.

This repaint is not that difficult and can be done even if you haven't painted a miniature before. If you haven't painted a custom before be sure to check out the first three articles of this series for information on the tools, paints and techniques that will be used in this step by step. You will need white, black, red and silver paint for this project. Also before you begin the repaint, be sure to wash the miniature in hot, soapy water, rinse it clean and dry it completely.

By following the below steps you can convert an entire group of figs by painting them all at the same time. Simply complete each of the below steps for the entire batch of miniatures before moving on to the next step.

First, completely paint the the figure from the top of the helmet to the bottom of the boots with black. Be sure to get all the areas around the arms that are close to the torso, the folds in the legs as well as the small spaces behind the gloves. If needed, apply the paint in two thin coats instead of one heavy coat. Allow this layer of paint to completely dry before proceeding.

Next, paint the chest armor using a small brush and white paint. Start by covering the upper back torso, leaving an 1/8 of an inch gap between the bottom of the armor your are now painting and the belt on the waist of the miniature. Continue painting a small section over the shoulders where the hoses come around from the back. Be sure to paint just the section of hose that is on the shoulder and not the entire hose. Continue using white on the front, under the arms and the chest area but not the life support element. If you accidentally paint part of the life support or any other part of the fig, let the paint dry and just retouch the area with black paint.



While the chest armor is drying you can continue using the white paint to create the belts of the uniform. You will be able to use the belts on the miniature as a guide for this part. Start by painting a medium line down from the center front of the chest armor to between his legs. Do not worry about painting the line completely around the fig, instead turn the fig around and starting at the bottom of the back armor make a second medium line straight down the back that continues to the bottom of the torso. Finally make a third line at belt level that completely encircles the waist but leave the buckle unpainted. Do not paint the belts that hang on the sides of his legs.



Using red paint and a small, thin brush, paint a pinstripe line along the back of an arm from the top of the glove to where the shoulder meets the chest armor. Repeat this step for the other arm. Next paint a pinstripe line on the outside of the leg from the top of the boot to just below the the white belt line at his waist. Be sure to have this line follow the bend at the knees. Repeat this step on the other leg. If your lines don't look like they follow the correct path or are too thick then just let the paint dry completely, cover with black paint, let that paint dry and then just repaint the pinstripes.



Using the black and white paint, mix up a small amount of a dark gray color that is a little lighter in color than black. Use this paint on the two hoses that go from the front of the life support element to the bottom front of the helmet being sure not to paint the helmet itself or the life support element. On the front of the helmet, where the hoses meet the mask, is a small section that can also be painted dark grey. Using the last bit of dark gray, and a very fine point brush, add a few dots of paint on the front of the life support element to create a few buttons.



To create the Imperial logo on the shoulders and helmet you will need black and silver paint. On the outside shoulder, about an 1/8 of an inch down from where the shoulder meets the chest armor, paint a small silver circle over the red pinstripe. Repeat this on the other shoulder. On the top, front part of the helmet paint two small, silver circles. When the circles are dry use a small, fine point brush and black paint to make a small "X" across each of the silver circles. Using black, make a small line through the middle of the "X"s. As with the pinstripes, if the logo doesn't look right, simply paint over the part with silver, let dry and retry the lines with black.



The pilot is nearly complete and there are only a few more details to add. Using white paint add a few dots to the front of the life support element to create a few more buttons. Next, use silver to add a couple more buttons and paint the circles located on each side of the life support element. While that dries, paint the front buckle with silver.



For one final added touch of detail, you can use an acrylic gloss finish on the helmet, gloves and boots to give it the shine that an elite pilot would have. Using an acrylic gloss finish, simply apply a coat to the entire helmet, both gloves and all of the boots. Apply the gloss in two or three thin coats instead of one heavy coat. Let each coat completely dry before applying the next one.



Now you have a fig that went from being in the "One-Eighty-Worst" to a member of the elite 181st Imperial Fighter Group!



JEDI COUNSELING 98-115

By Gary M. Sarli

In "Jedi Counseling," Gary M. Sarli answers your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*.

Note that SAGA Edition counseling begins in part 105!

Jedi Counseling 98: Questions

Jedi Counseling 99: Questions on Bounty Hunters

Jedi Counseling 100: Saga Edition overview

Jedi Counseling 101: Saga Edition's New Damage System and More (Saga Edition preview)

Jedi Counseling 102: Saga Edition's Heroic Classes and Q&As on Twin Attack (Saga Edition preview)

Jedi Counseling 103: Defense, Offense, and Rules on Mini Names (Saga Edition preview)

Jedi Counseling 104: The Last Word on Saga Edition, and Lots of Words on Commander Effects

Jedi Counseling 105: Saga Edition Q&A

Jedi Counseling 106: Saga Edition Q&A

Jedi Counseling 107: Trigger Happy

Jedi Counseling 108: Readied Actions and Jedi Spirits

Jedi Counseling 109: Free Actions Aren't Free

Jedi Counseling 110: Dark Side Variant Rules

Jedi Counseling 111: Atonement Ain't Easy

Jedi Counseling 112: Proficient in Proficiencies

Jedi Counseling 113: Jedi Mind Tricks: Let's You and Him Fight!

Jedi Counseling 114: Contextual Healing

Jedi Counseling 115: Dry Docks and Hangar Bays



JEDI COUNSELING 98

By Gary M. Sarli

In this installment of "Jedi Counseling," Gary M. Sarli answers your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question for the counselor, send it in through the link at the end of this column, and then check back here for the official answer!

Star Wars Roleplaying Game Questions

Q: When do you roll for initiative, exactly? Do you roll as soon as two opposing groups see each other? When a character makes a hostile action? Or what?

A: Short answer: You roll for initiative when the Gamemaster calls for it. He can call for it in either of the two situations described above, or any other time that he sees fit. (Some Gamemasters have been known to call for initiative and then have nothing happen, just to keep the players on their toes -- and a little paranoid.)

Long answer: Initiative matters only when the specific sequence of actions becomes important. For example, you would almost never need to roll for initiative if the PCs were just talking to an NPC. It would be easier to simply roleplay the interaction, allowing events to unfold in real time (or close to it).

Of course, there are exceptions to every rule, so there might be a time when the GM *wants* the PCs to talk in turn. For example, during a tense stand-off or negotiation, something just shy of becoming a real fight, it's important to know who says what, and when. If a socially inept soldier wins initiative, for example, should he delay his action to let the noble do the talking? Or should he make a decision about what to say (or do) himself, rather than risk letting his opponent gain the upper hand?

Keep in mind that calling for initiative is virtually the same as saying, "You're being attacked." That's not what it really means, of course, but many players would rightfully interpret it that way. Thus, initiative tends to put the players into a combat mindset right off the bat, so you shouldn't call for it unless you intend for a fight to break out. Consider the difference between saying, "You see a stormtrooper standing guard; roll for initiative," and saying, "You see a stormtrooper standing guard; what do you do?" The first gives the impression that a fight has already started, but the second gives the impression of more possibilities: Maybe the PCs can talk, sneak, or lie their way past him.

That said, the Gamemaster is entitled to call for initiative as a way of making the PCs re-evaluate threats (and possibly hesitate at the wrong time). Imagine a party of Rebel commandos trying to make their way back to a friendly unit. The Gamemaster calls for a Spot check, and then says, "You notice some movement in the bushes ahead; roll for initiative." The PCs take the bait and open fire before discovering that the movement came from *friendly* troops sent to rescue them. This might teach the PCs to look before they leap, and it's a justifiable way of simulating the fog of war and the tension of finding your way through enemy lines. In real life, tragic friendly fire incidents do occur in similar situations.

Nevertheless, this technique should be used *very sparingly*. After all, the GM is manipulating the players' expectations to put them in a bad position. It might be fine once in a while, but the consequences of the first few incidents should not be irreparable. That way, the players can learn from their mistakes by seeing how close they came to disaster.

In the end, the best time to roll for initiative is when a PC declares a hostile action, or when an NPC makes a clear hostile action (which should be prompted in some way by the PCs, even if it's as simple as spotting the characters trying to sneak by).

Q: Regarding initiative, to what extent should the GM let the players coordinate their actions? For example, if they come up to a door, can they just declare that character A is going first, character B is going next, and character C will bring up the rear?

A: Sure, that's possible, but the PCs are technically using the delay action so they all end up in the right sequence. As long as no one on the other side of the door is aware of them (and taking steps to fight or interrupt them), it won't matter much.

For example, a party might come to a door and decide to breach it, toss in a stun grenade, and then have two soldiers move up and ready an action to shoot anyone inside who tries to make a counterattack. Each PC rolls for initiative, and the results are 16, 15, 11, and 8. Effectively, all the PCs will use the lowest initiative result (8) because they're delaying their actions until that initiative count so they occur in rapid succession. (They take their actions in whatever order desired, of course.)

The situation becomes more complicated if there are enemies on the other side who are also delaying their actions. In this case:

- PC #1 breaches the door at initiative count 8.
- If any enemies have a higher Initiative bonus than PC #2, they can act before he can throw his grenade. If not, the stun grenade detonates in the room.
- If any enemies have a higher Initiative bonus than PC #3, they can act next. Otherwise, PC #3 takes a 2-meter step into the room and readies an action to shoot the first person who makes a hostile move. (The same goes for PC #4, who is doing the same thing as PC #3.)
- If none of the enemies had a higher initiative count, none of them get to act until after the PCs have completed their "room breach" maneuver. That's one of the most overlooked benefits of Improved Initiative.

Of course, if the enemies on the other side have readied actions, they can interrupt the actions of the PCs regardless of their Initiative bonuses. For example, if NPC #1 had a readied action to shoot the first hostile who comes through the door, he'd interrupt PC #3's action after PC #3 makes his 2-meter step but before declaring *his* readied action to cover the room.

Obviously, this sort of thing can get rather complicated if you're trying to track all the activity on a piece of scrap paper. Personally, I recommend using the ["Initiative Cards"](#) (conceived by JD Wiker, former "Jedi Counseling" author and current president of The Game Mechanics) to help keep track of the initiative order and all the different delayed and readied actions that might come into play.

Star Wars Miniatures Questions

Q: Shields, Dark Armor, and Damage Reduction all use the phrase, "Resolve this ability only after all Bodyguard decisions have been made." I'd assumed that meant those abilities apply if the character with the ability is the one who takes damage from the attack.

However, a question in the FAQ asks if the original target's Shields ability would reduce the damage dealt to the Bodyguard character, and this was the answer: "Yes, but . . . you must choose whether you are going to transfer the damage as well as which ally with Bodyguard you are going to transfer it to before rolling to find out how much damage the original target's Shields absorb."

Thus, I concluded that this is what the "resolve after Bodyguard" clause was supposed to mean -- that you must commit to transferring the damage before you know how much damage there will be. What I don't understand, then, is why this clause would be included with Damage Reduction. You'd already know that the damage would be reduced by a fixed amount, so why would it matter if you resolved it before or after making any Bodyguard decisions? Is it possible that the FAQ's answer is incorrect or incomplete?

A: Yes, the FAQ is incorrect on this question, and as of this writing, it will be updated in the next revision. The correct answer is that Shields (as well as Damage Reduction, Dark Armor, and any other ability with the "resolve after Bodyguard" clause) only reduce the damage taken by the character who has the ability. If that damage is transferred to another character (such as with Bodyguard), the original character's "resolve after Bodyguard" ability does not apply to the damage taken by the other character.



The reasoning is more clear when you consider it as a sequence. As an example, let's say that a Destroyer Droid is adjacent to a Twi'lek Bodyguard, and the Destroyer Droid is attacked by a Clone Trooper.

1. The Clone Trooper makes a successful attack against the Destroyer Droid, so the Destroyer Droid would take 20 damage.
2. Both Bodyguard and Shields are "when [character] would take damage" effects, so they resolve in step #7 of the attack resolution sequence (see [Jedi Counseling 65](#) or the [FAQ](#)). However, the "resolve after Bodyguard" clause requires that Bodyguard occur first even though it's in the same step.
3. In this case, let's say the Twi'lek Bodyguard takes the damage. At this point, the damage is still 20 because Shields has not come into play yet. Thus, the Twi'lek Bodyguard will take 20 damage, and the Destroyer Droid will take none.
4. Shields would normally apply next, but the Destroyer Droid is no longer taking damage so it no longer applies. (The ability applies "When *this character* would take damage . . .")
5. You continue through the rest of the attack resolution sequence normally. As long as no other abilities come into play, the Twi'lek Bodyguard will take 20 damage and the Destroyer Droid will take none.

Now, consider how this would be different if the Twi'lek Bodyguard did *not* use Bodyguard:

1. The Bodyguard ability is resolved when the Twi'lek Bodyguard's player decides not to invoke the ability. Thus, the Twi'lek Bodyguard will take no damage, and the Destroyer Droid will take 20.
2. Now that Bodyguard has been resolved, Shields comes into play. (The Destroyer Droid still qualifies to use the ability because it is still taking damage.) Let's say the Destroyer Droid makes one of the two saves required, so the damage is reduced by 10.
3. You continue through the rest of the attack resolution sequence normally. As long as no other abilities come into play, the Twi'lek Bodyguard will take no damage and the Destroyer Droid will take 10.

How did this error occur? It was a result of the change in wording of Shields between *Clone Strike* and *Revenge of the Sith*. In the original *Clone Strike* wording, Shields did not include the "resolve after Bodyguard" clause. Thus, the first question about this in the FAQ was written using the only existing rules at that time, resolving the ability as if you transfer only the final damage that the target would have taken (much as you would if the attacker had Ion Gun +10 and the original target was a Droid).

That wasn't the original intent of the rule, of course. Shields were meant to protect the Destroyer Droid, not the other characters. Therefore, when the designers wrote the rulebook for *Revenge of the Sith*, they added the "resolve after Bodyguard" clause. Using the logic I outlined above, it seemed clear that this would mean that Shields would now protect only the Destroyer Droid.

However, when the FAQ was revised, this nuance was overlooked, and the new rule was interpreted as if the old rule was the original intent. That resulted in the erroneous "Shields protect the Bodyguard but you commit to using it before knowing the damage" ruling. Later, when the designers added new abilities to the game that protect a character from damage (such as Damage Reduction and Dark Armor), they used the same "resolve after Bodyguard" clause, but the erroneous ruling was applied there as well because it had established an incorrect precedent.

JEDI COUNSELING 99

By Gary M. Sarli

In "Jedi Counseling," Gary M. Sarli answers your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question for the counselor, send it in through the link at the end of this column, and check back here for the official answer. To mark the release of the *Bounty Hunters* set for *Star Wars Miniatures*, this installment is dedicated to RPG and Minis questions about your favorite kind of scum.

Star Wars Roleplaying Game Questions

Q: How does a character become a bounty hunter? (I mean the actual job of tracking down wanted fugitives, not the prestige class.) Can anyone be a bounty hunter? Are all members of the bounty hunter prestige class automatically "bounty hunters" in the *Star Wars* galaxy? Do you have to be a member of the bounty hunter prestige class to work as a bounty hunter?

A: In theory, anyone can be a bounty hunter. A character does not need levels in the bounty hunter prestige class to work as a bounty hunter. Conversely, not all characters with levels in the bounty hunter prestige class actually work as bounty hunters.

First, let's look at the case of legally recognized bounty hunters in the *Star Wars* galaxy. In the time of the Empire, someone wanting to work as a bounty hunter must apply for Imperial Peace-Keeping Certification (IPKC), colloquially known as the "bounty hunter's license." To get the license for one year, the character has to file an application at the local Imperial Enforcement Office, pass a background check (primarily looking for any outstanding warrants for the character's arrest), and pay a fee of 500 credits. Similar regulations exist in other eras, and the cost and procedures involved are usually comparable.

Of course, the Gamemaster will decide if there are any warrants for the character's arrest based on the events of the campaign (and the evidence available against a particular character). If you use the sympathy rules from the *Hero's Guide*, the Gamemaster might use this rule of thumb: If your sympathy score for the current Galactic government is greater than the sum of your sympathy scores for all opposed factions, you'll probably pass the background check.

Once the character has the IPKC, he still has to pay fees to act as a bounty hunter and receive payment for capturing fugitives.

Target Permit: For each target he intends to pursue, he must obtain a Target Permit (usually around 1% of the target's bounty, averaging about 100 credits). This is nonrefundable, even if he gives up the chase or another bounty hunter gets to the target first.

Capture Permit: If the bounty hunter captures a target without getting a Target Permit first, he can file for a Capture Permit when he turns the fugitive over to law enforcement authorities. However, Capture Permits cost a flat 25% of the total bounty, a steep price for not filing the paperwork ahead of time.

System and Sector Permits: A legal bounty hunter needs permits to work in a particular system or sector. A System Permit allows him to act lawfully within a particular star system, and they generally range from 50 to 500 credits per month. But not all systems issue such permits, in which case the bounty hunter must get a Sector Permit (or Oversector Permit, applicable to an entire region in the Rebellion Era) to lawfully capture targets anywhere in a given sector. This can cost 1,000 to 10,000 credits per month, depending on the population and prestige of the sector. Also, some sectors (and even entire regions) don't issue these permits at all, essentially making bounty hunting illegal within their borders unless a particular planet issues System Permits. For example, bounty hunters aren't particularly welcome in the Core Worlds during much of Galactic history (and thus Sector Permits are rarely issued), but they're more likely to be tolerated with System Permits on Corellia than on Coruscant.

Altogether, these fees can make it expensive to work as a bounty hunter -- or at least a *legal* bounty hunter. Thus, many bounty hunters work illegal bounties as well, such as those posted by crimelords or other influential individuals who want to avoid the embarrassment of filing an official (and public) bounty with the government. In theory, these bounties can be collected by anyone, but the potential bounty hunter should realize that working with unsavory employers sometimes leads to unsavory results.

Now, how does the bounty hunter prestige class fit into all this? As a general rule, assume that any character who becomes a 1st-level bounty hunter automatically qualifies for a bounty hunter's license for one year at no charge. It's assumed that the character has saved for the license or has earned enough favors for the initial fee to be waived.

However, a character isn't required to get a bounty hunter's license if, for example, he doesn't want the authorities to know his whereabouts. Similarly, some characters with levels in the bounty hunter prestige class might not be "bounty hunters" in the conventional sense. For example, a police detective might be a member of the bounty hunter prestige class only because its class features fit his job, not because he works independently from traditional law enforcement.

Q: How much do bounties pay?

A: Above all, and I can't emphasize this point enough, a bounty pays no more and no less than the Gamemaster wants it to pay. The GM should never allow guidelines to interfere with his campaign by making the PCs too rich (or too poor).

However, for GMs who do want a guideline, the bounty on a particular character is probably around this amount:

(target's character level*) x (target's Reputation bonus) x 500 credits*****

* Levels in a nonheroic class (diplomat, expert, or thug) only count as half a level for purposes of this calculation, and a commoner should be treated as having half a level.



** If you're using the sympathy rules from the *Hero's Guide*, use this formula to determine the Reputation score:

(Reputation bonus – sympathy score with posting faction + highest sympathy score with a faction opposed to the posting faction)

For example, let's say a character with a Reputation bonus of 6, Imperial sympathy +2, Rebel sympathy +5, and Hutt sympathy +3 goes after a bounty posted by the Empire. He'd have an effective Reputation score of 9 for purposes of this calculation (6 – 2 + 5 = 9).

*** Illegal bounties usually pay less because crimelords don't have as much money as Galactic governments; as such, their bounties are generally about half this amount. (Of course, illegal bounties don't require all the licenses and fees described earlier.) If the result of this calculation is less than 500 credits, that character is almost certainly not significant enough to warrant the posting of a bounty. In any event, few bounty hunters would waste their time for such a small reward.

This is a *rough* guideline, and circumstances can change things quite a bit. For example, Luke Skywalker had a bounty on his head for hundreds of thousands of credits despite being of a relatively low level. Of course, a prospective bounty hunter would certainly earn that money. He'd not only have to capture Luke, but also overcome dozens, hundreds, or even thousands of Rebels who stand in his way!

Star Wars Miniatures Questions

Q: Given that the Mandalorian faction has finally shown up in the *Bounty Hunters* set, I can't help but wonder why Boba Fett and Jango Fett aren't retroactively considered to be "Mandalorians" (much in the way that all Clone Troopers from *Clone Strike* were retroactively given Order 66). Shouldn't the fact that Boba and Jango Fett are described as Mandalorian in numerous Expanded Universe sources require that they be given Mandalorian status? Wouldn't it break continuity to do otherwise?

A: It is absolutely true that Boba and Jango Fett are closely linked to the Mandalorian tradition. This was described in detail in the article "The History of the Mandalorians" in *Star Wars Insider* #80 (March/April 2005). In fact, the word "Mandalorian" was first used in reference to Boba Fett's armor. As such, I can understand how this might be confusing.



However, in the *Star Wars Miniatures Game*, the term "Mandalorian" is used to refer to a particular faction from a very specific time in galactic history. The Mandalorians in the *Bounty Hunters* set hail from the ranks of the Mandalorian Crusaders and Neo-Crusaders during the Old Sith Wars, a series of conflicts that includes the Great Sith War, the Cleansing of the Nine Houses, the Mandalorian Wars, and the War of the Star Forge. All of these conflicts occurred thousands of years before the events portrayed in the *Star Wars* trilogies, and as such they're almost a "prehistory" of how the *Star Wars*



universe came to be. In the following millennia, Mandalorians were most often mercenaries (including a few bounty hunters), at least until the Mandalorian Civil War between the True Mandalorians under Jaster Mareel and the Death Watchmen led by Vizsla.

That being the case, the Mandalorian faction, as depicted in the *Star Wars Miniatures Game*, has little in common with post-Mandalorian Civil War notables such as Boba and Jango Fett. Despite being a part of the same lineage and cultural heritage, the gulf of time between them is simply too vast. Thus, Boba and Jango Fett are not members of the Mandalorian faction for the same reason that Darth Vader is not a member of the Sith faction. Although he is indeed a Sith, he has no real connection to the ancient Sith of a nigh-forgotten age.

Q: When Boba Fett, Bounty Hunter uses Flamethrower 20, does Twin Attack apply?

A: No. Twin Attack applies only if the character makes an actual, literal attack -- that is, when you roll a d20, add the character's Attack bonus, compare to the target's Defense, and apply Damage on a hit.

Q: Does Penetration 10 apply when the Droid Starfighter in Walking Mode uses its Missiles 40?

A: No, for the same reason described above. Penetration notes that it applies only on the character's actual attacks, not just any offensive ability (even if it replaces attacks).



Q: Is Boushh supposed to count as Princess Leia for purposes of the Unique special ability? Unless I'm completely mistaken, this is Leia's disguise when she infiltrates Jabba's palace, right?

A: No, Boushh does not count as Princess Leia for any purpose. Princess Leia did indeed disguise herself as the Ubese bounty hunter when she brought Chewbacca to Jabba's palace in *Return of the Jedi*. However, the real Boushh was a bounty hunter for quite some time before that, and this miniature is meant to represent him, not Leia.

Boushh took many contracts from the Black Sun crime syndicate during the Galactic Civil War, but he was ultimately caught trying to swindle the syndicate out of money. Prince Xizor's bodyguard/assassin droid, Guri, made short work of Boushh, but his fate was not widely known. Xizor kept Boushh's equipment in case it proved useful one day. Eventually, he gave it to Princess Leia to use as a disguise so she could get through Imperial security checkpoints and meet Xizor at his palace on Coruscant. (Leia, being such a high-profile member of the Rebel Alliance, almost certainly would have been recognized and detained, but "Boushh" could pass through without a second glance.) When Leia escaped from Xizor's palace, as described in *Shadows of the Empire*, she kept the Boushh disguise and later used it during her attempt to rescue Han Solo.



Of course, some future set might contain a "Leia in Boushh Disguise" figure, but such a hypothetical miniature would be completely separate from the Boushh miniature in *Bounty Hunters*.

JEDI COUNSELING 100

By Gary M. Sarli

Saga Edition overview!

When 100 columns old *you* reach, look as good you will not.

Welcome to the 100th installment of "Jedi Counseling," our regular column in which Gary M. Sarli answers your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question for the counselor, send it in through the link at the end of this column, and check back here for the official answer.

Gary answers your latest *Star Wars Minis* questions below. But first, he's got a bit of a treat for you -- an overview of the upcoming roleplaying game relaunch! (The next few installments of "Jedi Counseling" will offer further previews.)

Wizards of the Coast plans to relaunch its *Star Wars Roleplaying Game* line in March of 2007 with a 288-page revised core rulebook. The new book is referred to as the "Saga Edition" because it includes material from the entire *Star Wars* saga, including all six films. The *Star Wars Roleplaying Game: Saga Edition* is written by Christopher Perkins, Owen K.C. Stephens, and Rodney Thompson, and developed by Gary M. Sarli and Andy Collins, with art direction by Paul Hebron.

The *Star Wars Roleplaying Game: Saga Edition* presents a thorough revision of the existing rules, but it remains a d20 game. The main goal is to make the game easier to run while improving the overall play experience. The new rulebook includes Episode III content and places greater emphasis on the use of *Star Wars* miniatures and battle maps.

At 288 pages, the *Saga Edition* rulebook is slimmer than previous editions, thanks in large part to the streamlined and elegant rules system. Folded into the back of the book is a double-sided battle map, similar to the battle maps that have appeared previously in *Star Wars Miniatures Game* products and the *Ultimate Missions* series of books.

As of this writing, the manuscript is in its final stages of development and editing, so a few details might still change as we finish up. Still, this section should give you a broad overview of what you can look forward to in the new game. The *Saga Edition* rulebook breaks down as follows:

Introduction

Everything a player or Gamemaster needs to know to get started.

Chapter 1: Abilities

Characters still have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Not much has changed in this chapter.

Chapter 2: Species

Players still have a broad choice of species to choose from when creating characters, and we've added Devaronians to the list of options. Most of the changes you'll find here are just reflections of the changes in the skill system (below), but there have also been some tweaks to try to give each species its own unique appeal.

Chapter 3: Heroic Classes

There are five heroic classes in the game: Jedi, noble, scoundrel, scout, and soldier. A player can customize her character by choosing from a selection of class skills, class-specific talents, and feats. All of the classes have undergone extensive revision to make them more fun to play at all levels. Multiclassing is easier now than it has ever been.

As for the classes dropped in this edition (Force adept, fringer, and tech specialist), don't worry: These character concepts will still be playable, and their best abilities have been reborn as groups of talents for other classes.

Chapter 4: Skills

We've condensed and consolidated the skill list so that there are fewer skills in the game. Many skills that existed in the previous edition have been grouped together under a single skill; for example, the Deception skill replaces the Bluff, Disguise, and Forgery skills. All of the old Force skills have been replaced with a single skill called Use the Force, which works in conjunction with the new Force powers presented in Chapter 6. We've also devised a skill system that doesn't require players or Gamemasters to keep track of skill ranks, making it much easier to create and update characters in much less time.

Chapter 5: Feats

We've tweaked some of the old feats and added some exciting new ones. Force feats have been replaced with Force powers (appearing in Chapter 6). A few old feats have been reborn as class talents, but at the same time you'll find some old class features represented by new feats.

Chapter 6: The Force

Force Points work differently than before, but they're still in the game. The Force skills and Force feats from previous editions have been replaced with a new set of Force powers that require the Use the Force skill to activate. The Force powers use a "recharge" mechanic that's new to the game. Most importantly, a character of any class can become a skilled Force-user who is the equal of any Jedi. Finally, expect some tweaks to the Dark Side rules.

Chapter 7: Heroic Traits

Little has changed in this chapter (previously titled Heroic Characteristics), except that we've taken the Reputation mechanic out of the game. In its place, you'll find a new Destiny mechanic that helps to create an epic feel to your campaign.

Chapter 8: Equipment

Armor and weapons work a bit differently in the new edition, but most of the equipment remains the same. Some of the notable changes include streamlined rules for autofire weapons, area weapons (such as grenades), and stun blasts.

Chapter 9: Combat

The combat rules have been extensively reworked to speed up play, give characters better options, and make *Star Wars* miniatures a more useful part of the play experience. (This doesn't mean the *Saga Edition* is just an extension of the *Star Wars Miniatures Game*. Instead, it means that miniatures are a useful utility for running a good game, much like a Gamemaster screen, and we tried to find ways to integrate them seamlessly with your campaign.) Among the more noteworthy changes are the introduction of the swift action (similar to that seen in *Dungeons & Dragons*) and the use of hit points in place of vitality points and wound points.

Chapter 10: Vehicle Combat

The rules for vehicle and starship combat have been collected in a single chapter and revised to match changes to the combat rules in Chapter 9. The rules have been streamlined to make these encounters more cinematic and easier to run, and you'll find useful details such as Challenge Ratings for different vehicles and starships as well as some mechanics inspired by the new *Star Wars Miniatures Starship Battles* game.

Chapter 11: Droids

You can still play droids as characters, if you wish. However, the rules for droids have been streamlined and revised to match other changes to the system. In addition, you'll find complete rules for building new droids.

Chapter 12: Prestige Classes

As with previous editions, the *Saga Edition* rulebook presents a selection of prestige classes for heroes and villains, including the bounty hunter, Jedi Master, and Sith Lord. Class features have been revised extensively to make the prestige classes more enticing and viable. Additionally, you'll find a Force adept prestige class ideal for Force-users from traditions other than the Jedi or Sith.

Chapter 13: Galactic Gazetteer

This chapter is aimed at players and presents detailed descriptions for various key worlds in the *Star Wars* galaxy, including the homeworld of every alien species presented in Chapter 2.

Chapter 14: Gamemastering

This chapter has been condensed, but it still contains rules that GMs need to create and run their own *Star Wars* adventures and campaigns. The Challenge Code system is replaced by a Challenge Rating system similar to that used in *Dungeons & Dragons* and *d20 Modern*, allowing for more precise adventure design including both combat and noncombat encounters. It also presents a single GM character class called the "nonheroic character" class, which replaces the diplomat, expert, and thug classes from previous editions. Finally, this chapter offers short, ready-to-play scenarios designed for use with the enclosed battle map.

Chapter 15: Eras of Play

This chapter discusses the various eras of play and presents game statistics for a few noteworthy characters from the *Star Wars* universe.

Chapter 16: Allies and Opponents

Here you'll find game statistics for creatures and GM characters that heroes are likely to encounter across the various eras. The creatures and characters in this chapter are meant to cover a broad spectrum of encounters in addition to having appropriate representation with official *Star Wars* miniatures.

That covers the basics of the new *Saga Edition* rulebook. In the next "Jedi Counseling," we'll start going through individual topics in more detail.

Star Wars Miniatures Questions

Q: I have a question about the Rebel Captain's commander effect. It says, "Rebel trooper followers within 6 squares gain Twin Attack." Does that mean that it applies to Rebel Troopers (such as those in the *Rebel Storm* set), or does it mean troopers from the Rebel faction?

A: It means troopers from the Rebel faction (that is, followers whose name contains "Trooper" from the Rebel faction). If it were meant only to apply to the Rebel Trooper, it would say, "Characters named Rebel Trooper within 6 squares gain Twin Attack."

Q: What's the point of Lord Vader having both Lightsaber Assault and Lightsaber Sweep? They both cost 1 Force Point to activate and they both replace attacks, so why would you ever use Lightsaber Assault (which allows two attacks) instead of Lightsaber Sweep (which allows you to attack every adjacent enemy)? Is this a mistake?

A: No, it's not a mistake. There are some circumstances under which Lightsaber Assault might be preferable to Lightsaber Sweep. The most obvious example is when you would prefer to attack the same target twice instead of



attacking multiple targets once.

Regardless, there are times when you might *not* want to attack a particular enemy. For example, you might not want to attack all adjacent enemies if one or more of them have Self Destruct. In addition, you might want to leave an already-activated enemy intact so that it provides you with cover against other attacks. In fact, sometimes an enemy is more valuable if left standing as long as possible (such as Nute Gunray, whose commander effect is harmful to his own squad).

Given all this, Lord Vader was designed to have the flexibility of choosing between making two targeted attacks with Lightsaber Assault or an untargeted Lightsaber Sweep against all adjacent enemies.

Q: How does Lord Vader's Overwhelming Force interact with Force Immunity? Does Overwhelming Force "buff" Vader's attack, in which case Force Immunity doesn't affect it? Or does it affect the defender by preventing him from using special abilities to divert or reduce the damage, in which case a Force Immune character ignores it?

A: Overwhelming Force is considered to affect Lord Vader, not the target or targets he attacks. As such, it is a "buff" ability that will still function even if the target has Force Immunity.

Q: If you have Nym and Mas Amedda in the same squad, will Booming Voice allow the Disruptive ability to suppress enemy commander effects at any range?

A: No. Even though Disruptive interacts with commander effects, it is not itself a commander effect. Therefore, Booming Voice has no effect on Disruptive.



Q: Does Disruptive prevent enemy characters from *using* an enemy commander effect, or does it prevent that commander effect from being in play at all when the enemy commander is within 6 squares?

A: Actually, it does both. If an enemy character is within 6 squares of a character with the Disruptive ability, it can neither be affected by any enemy commander effects nor have its own commander effects in play at all. Let's go through a few examples of how this works:

Example #1: Grand Admiral Thrawn is 8 squares from Talon Karrde, 4 squares from an Elite Stormtrooper, and 3 squares from a Heavy Stormtrooper. The only enemy within 6 squares of Talon Karrde is the Elite Stormtrooper. The Heavy Stormtrooper gains the benefit of Thrawn's commander effect, but Thrawn can't swap the Elite Stormtrooper and the Heavy Stormtrooper because the Elite Stormtrooper can't be affected by Thrawn's commander effect.

Example #2: Same as above, except that Karrde is only 4 squares away from Thrawn (on the opposite side of the two Stormtroopers), so Thrawn is the only enemy within 6 squares of Karrde. In this case, no one gets the benefits of Thrawn's commander effect because it is completely suppressed. Thrawn can't swap the positions of allies, either, even if they are more than 6 squares from Karrde.

Example #3: Talon Karrde is within 6 squares of Grand Moff Tarkin. Tarkin's commander effect, which allows the player to make between 1 and 3 activations in each phase, is suppressed and not in play. Later in that round, the Imperial player moves Tarkin more than 6 squares from Karrde. Once this occurs, he can immediately take advantage of Tarkin's commander effect (even during the same phase that he moved Tarkin), making him eligible to make 1, 2, or 3 activations on that and later phases.

JEDI COUNSELING 101

By Gary M. Sarli

Saga Edition's New Damage System and More

Welcome to the 101st installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

In the [last column](#), we walked through a preview of the new *Saga Edition* core rulebook that will relaunch the *Star Wars Roleplaying Game* line in May. Over the next few installments of "Jedi Counseling," we'll go through some of the major topics in the new rules to give you a better idea of what to expect from the system. Today, let's look at hit points and the condition track.

What's Wrong With Vitality Points and Wound Points?

The vitality points and wound points of the *Revised Core Rulebook* have one primary problem: They're a little too lethal in the long run. Consider that a player character is meant to survive literally hundreds of encounters over the course of his or her career. In contrast, an opponent is usually meant to survive just a few rounds. Any mechanic that is meant to force an opponent to meet with a sudden demise in just a few rounds of combat (such as a critical hit that kills him instantly, or nearly so) will almost certainly come back to haunt the PCs, too. That might not be a problem in *Dungeons & Dragons*, but death is a lot more permanent in *Star Wars*.

For example, consider a scoundrel who has a Constitution score of 12. The character doesn't wear armor, and over the course of his career, he's hit by an average of one shot from a blaster rifle per encounter. (Some encounters, particularly at higher levels, might involve more hits, and others might involve less; this is just an average.) Let's take three important factors into account.

1. Assuming that an attacker can hit the scoundrel on a roll of 19, there's a 10% chance that any hit from a blaster rifle is a critical hit.
2. There's about a 2% chance that any critical hit from a blaster rifle kills the scoundrel instantly (that is, a roll of 22 or higher reduces his wound points to -10).
3. The scoundrel faces an average of 13.333 challenging encounters per level.

Therefore, the character has a 39.1% chance of being killed by sheer dumb luck at some point before attaining 20th level. In fact, in a party of four heroes like this, the chance that all of them will reach 20th level without being killed in this manner is less than 14 percent.

Worse, if a character has a lower Constitution score, or if he takes more than one hit from a blaster rifle in an average encounter, his chance of instant death can be substantially higher. Consult the table below.

ODDS OF INSTANT DEATH DURING A CHARACTER'S CAREER

Wound Points	----- Hits/Encounter* -----			Life
	One	Two	Three	
15+	n/a	n/a	n/a	n/a
14	4.80%	9.40%	13.80%	3,549
13	18.00%	32.70%	44.80%	887 hits
12	39.10%	62.90%	77.40%	355 hits
11	63.00%	86.30%	94.90%	178 hits
10	82.50%	96.90%	99.50%	102 hits
9	93.90%	99.60%	99.98%	64 hits
8	98.50%	99.98%	100.00%	42 hits

* Assumes an average of one, two, or three hits from a blaster rifle over the course of an average of 13.333 challenging encounters per level. The percentage shown is the likelihood of being killed by a single critical hit at some point prior to attaining 20th level.

** After this many independent hits from a blaster rifle, half of all characters will have been killed by a single critical hit.

Keep in mind that the table includes only the likelihood of being killed outright by an opponent's lucky roll. Sure, losing your hero to sheer dumb luck when you made all the "right" decisions isn't much fun. But the table doesn't include the chance of being reduced to negative wound points and failing to stabilize, being slowly worn down by repeated hits, taking two critical hits in one fight, or any other source of danger. In other words, this estimate of mortality doesn't include any of the other challenges that we *expect* heroes to face. When you take those other dangers into account, too, the chance for death rises even more.



Our Alternative: Hit Points

Given all this, we decided to use hit points in *Saga Edition*. It avoids the "incredibly unlucky instant death" problem described above, it has the advantage of using a single measure for all damage, and it's a simple, familiar standard that is common to many games (including *Dungeons & Dragons* and *Star Wars Miniatures*).

What do hit points represent? Here's a quote from *Saga Edition*:

Hit points (sometimes abbreviated "hp") represent two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a graze or near miss. As you become more experienced, you become more adept at parrying strikes, dodging attacks, and rolling with blows such that you minimize or avoid significant physical trauma, but all this effort slowly wears you down. Rather than trying to keep track of the difference between attacks and how much physical injury you take, hit points are an abstract measure of your total ability to survive damage.

Hit points are *not* a universal gauge of concrete, physical toughness. If a soldier and a small tank both have 100 hit points, that doesn't mean the soldier is physically as tough as the tank! Hit points are deliberately abstract so that the same measure of damage can be applied to an inanimate object (such as a wall), an animate object (such as a tank), a massive creature (such as a Kratt dragon), or a high-level character. Consider what hit points mean to each of them:

- The high-level character's durability comes mostly from avoiding attacks, rolling with blows, and so forth. Only a fraction of his survival is based on his physical ability to absorb damage.
- The Kratt dragon's hit points include skill and speed, but a much greater portion comes from its sheer size and bulk. In other words, it's hard to hit something that big in a way that will cause critically injuries.
- The tank's hit points are completely physical in nature, but they aren't determined only by its size and mass. They also account for qualities such as the resiliency of the tank's systems, the volatility of its fuel and payload, the number of redundant and backup systems, and so on.
- The wall's hit points are completely physical and almost entirely determined by simple physical characteristics such as the type of material used to build the wall, the thickness of the wall, and so on.

Over the years, some players have developed a terrible misconception that a character with 100 hit points can be shot almost a dozen times in the chest. Not true! Both a high-level soldier with 100 hit points and a stormtrooper with 10 hit points will be grievously injured and possibly killed by a single blaster wound to the chest. However, the high-level soldier will dodge the first nine shots, and the stormtrooper won't. (If it helps, imagine that a high-level hero has a reserve of "virtual hit points" to offset attacks that would otherwise be lethal. Once he has exhausted his reserve, the blow that finally reduces him to 0 hit points will solidly connect and cause serious physical trauma.)



Damage Threshold and Condition Track

There was one particularly nice thing about the vitality point/wound point system: It allowed for a character to be injured in a way that impaired his abilities but didn't render him unconscious. In fact, a common criticism of any hit point system is that characters are 100% healthy until they fall over from their injuries. Still, even the vitality point/wound point system didn't capitalize on this strength as well as it could have. By the time a character took wound damage, he was usually very close to being out of the fight.

In *Saga Edition* rules, we tried to keep this strength and expand on it. Thus, the performance of a character, droid, vehicle, or object will degrade over time if it takes sufficiently large amounts of damage. Every target has what's called a *damage threshold*. If the target takes damage equal to or greater than the threshold, it moves a step down the *condition track*.

The condition track is a unified system to cover all conditions that degrade a target's capabilities, including poison, stun blasts, fatigue, serious injury, morale effects, and anything else you can imagine. Each step that a character moves down the track imposes an increasing penalty on his actions and defenses, from -1 to -2 to -5 to -10. In addition, because the character is barely staying conscious, he's limited in what actions he can take.

When a character moves five steps down the condition track, he falls unconscious (or becomes disabled, for nonliving targets). In most cases, characters can "catch their breath" to move back up the condition track, and they can do so more quickly if they break away from combat for a round or two.

Thus, the damage threshold measures how much damage is required to move a target down the condition track. In addition, the threshold determines how much damage is needed to seriously injure or kill the target.

- If a target is reduced to 0 hit points but takes less damage than its threshold, the target is merely unconscious (or disabled).
- If the target falls to 0 hit points and takes more damage than its threshold, the target might be killed (or destroyed).

A character's damage threshold increases as he becomes more experienced. At low levels, a relatively weak weapon (such as an ordinary blaster pistol) is still a fairly serious threat, so 1st-level heroes have reason to fear a group of stormtroopers. At high levels, characters are more adept at avoiding damage, so they can dodge, parry, or block attacks that would be devastating or even lethal to lower-level characters. Thus, a Jedi Master and a Sith Lord can tear into each another for an extended period without slowing down too much.

JEDI COUNSELING 102

By Gary M. Sarli

Saga Edition's Heroic Classes and Q&As on Twin Attack

Welcome to the 102nd installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game: Saga Edition

Continuing our coverage of the new *Star Wars Roleplaying Game: Saga Edition* hitting shelves in May, this installment of Jedi Counseling is the first of two that examines the heroic classes and provides an overview of the changes you'll see in the new version of the game.

A Touch of Class

As noted in the [first *Saga Edition* preview](#), the game now has five heroic classes: Jedi, noble, scoundrel, scout, and soldier. Yes, this is a drop from the nine heroic classes in the previous edition, but you're not missing as much as it seems.

First, the Jedi guardian and Jedi consular have been combined into a single class -- Jedi. We decided that the division wasn't necessary given the more flexible talent choices available to each class (see Talents, below). Also, even very thoughtful, meditative Jedi such as Yoda are extremely capable combatants.

Second, the fringer's most notable characteristics have been absorbed by the scout (see Talents, below). We realized that being a "fringer" is really better expressed as a concept -- a character raised on the outskirts of galactic civilization -- than as a separate class. Further, given that both scouts and fringers were oriented toward getting along in the wild, it seemed that those unique characteristics worked better as a talent tree for the scout.

Third, the Force adept, too, is now more of a concept than a separate class. In a way, *any* non-Jedi can be a Force adept. In addition, the Force adept's name finds its way onto a prestige class for those who devote themselves to an alternative Force tradition.

Finally, the tech specialist also finds some of its defining characteristics allocated to other classes. The scoundrel and the soldier absorb some of the coolest "techie" abilities, and skills such as Mechanics and Use Computer have been expanded to make them better able to capture this character concept.

Overall, the new classes are more flexible for portraying a particular character concept because they can be customized through the selection of skills, feats, and talents. In addition, every class gains at least one new ability (usually a talent or bonus feat) at every level, so you always have something to look forward to when you attain a new level.



Mad Leet Skills

Skills have undergone a good amount of revision, as outlined in [Jedi Counseling 100](#) and in the [second *Saga Edition* preview](#). Rather than repeat what those articles discuss, we'll focus here on how skills help to define your character concept even as it evolves during a long campaign.

When you start at 1st level, you have a set number of trained skills chosen from your class skill list. These represent the training, education, and experience that went into becoming a 1st-level hero. Your class determines how many trained skills you start with. For example, nobles, who generally have the most cosmopolitan background, have the most trained skills at 1st level (6 plus Intelligence modifier), and most of their class skills are either social or intellectual skills, such as Persuasion and Knowledge.

In contrast, Jedi Padawans live a much more cloistered life and focus their training on the Force, so they start with the fewest number of trained skills (2 plus Intelligence modifier). Don't worry, though -- in *Saga Edition*, there's only one Force skill (Use the Force), so Jedi don't need as many trained skills to do what they're best known for doing. Also, Use the Force is very flexible, and depending on how you build your character, you might be able to use it in place of other skills.

As outlined in the second *Saga Edition* preview, your skill bonus is equal to:

1/2 your character level + the relevant ability modifier + 5 if trained

Additionally, any character can take Skill Focus to gain an extra +5 bonus on a given trained skill. Other bonuses come into play at times, but they're external to your character. For example, you gain an equipment bonus on Perception checks from stormtrooper armor, and you gain a circumstance bonus on a skill check if another character assists you. Still, some species abilities and talents allow you to do special things with a skill, such as taking 10 even under pressure or rerolling a failed check.

You can learn new trained skills later on by taking the Skill Training feat, and you can use this feat to become trained in any class skill for any of your classes. For example, a soldier who multiclassed as a scout (gaining Survival as a class skill) could select the Skill Training feat to become trained in Survival.



An Amazing Feat

Every heroic class gains a bonus feat at every even-numbered level. Feats are always available to anyone (at 1st level and at every level divisible by three), but this mechanic helps each class emphasize the feats that are most useful. Most importantly, both Skill Training and Skill Focus are on the bonus feat list for every standard class, so it will never be too hard to match your character's skills to her concept.

Talent Show

Every heroic class gets a talent at 1st level and at every odd-numbered level thereafter. Talents are class-specific, and no heroic class gets the same talents as another class (though some prestige classes might have access to a talent tree from another class). Here's a glimpse at the names of the talent trees for each of the heroic classes.

- *Jedi*: Jedi Guardian, Jedi Consular, Jedi Sentinel, Lightsaber Combat
- *Noble*: Influence, Inspiration, Leadership, Lineage
- *Scoundrel*: Fortune, Misfortune, Slicer, Spacer
- *Scout*: Awareness, Camouflage, Fringer, Survivor
- *Soldier*: Armor Specialist, Brawler, Commando, Weapon Specialist

Each of these talent trees is meant to help you flesh out a particular character concept in whatever way best fits your needs. For example, a soldier who is a military sniper might use a lot from the Commando and Weapon Specialist talent trees, while one who is an enforcer for a crime lord might prefer talents from the Armor Specialist and Brawler trees. Similarly, a noble of royal descent who serves in the Senate might prefer the Influence and Lineage talent trees, but one who is a military officer might get more use out of talents from the Inspiration and Leadership trees. The number of combinations for any given class is virtually limitless, and you can always multiclass for even more variety.

Next Time

In the next installment of Jedi Counseling, we'll continue our preview of the heroic classes by focusing on offensive and defensive statistics, providing a glimpse of the combat mechanics you'll see in the *Saga Edition*.

Star Wars Miniatures Questions

We continue taking questions about miniatures from the *Bounty Hunters* set, focusing here on some of the more unusual interactions of Twin Attack.

Q: Does Twin Attack stack with Double Attack, giving four attacks, or two attacks against two different targets?

A: Yes, but you could direct all four attacks against the same target if you wished. This answer also applies if a character has Triple Attack (producing a total of six attacks) or Quadruple Attack (producing a total of eight attacks), with each pair of attacks being directed at a single target.

Q: Can you use Twin Attack with Extra Attack, such as that granted by a Gonk Droid or General Windu?

A: Yes. It works exactly the same as with Double Attack, Triple Attack, and Quadruple Attack, above, in that it produces another pair of attacks that must be directed against the same target. In fact, this answer applies on any ability that grants additional attacks, such as the Lightsaber Sweep example in the *Bounty Hunters* rule insert.

Q: Does Twin Attack apply on an attack of opportunity?

A: Yes. You may make one pair of attacks against the character that provokes the attack of opportunity.

Q: Can you use Twin Attack on an immediate attack granted by a commander effect, such as that of the Imperial Officer?

A: Yes. As above, you may make a pair of attacks directed against a single target. If multiple effects allow you to make multiple immediate attacks (whether from commander effects, attacks of opportunity, or any other source), you make one pair of attacks for each immediate attack you are granted.

Q: How about this: Let's say an ISP Speeder (which has Twin Attack) is under Mon Mothma's commander effect, which grants the ability to make one immediate attack at +10 Damage when defeated. If the ISP Speeder is defeated, it will make a pair of attacks against a single target, according to the previous answer. However, will it get the +10 Damage on both attacks or on only one attack?

A: The ISP Speeder will get the +10 Damage on only one of the two attacks. This is a little tricky, but any modifiers that adjust a single attack (such as Mon Mothma's commander effect, which is described as producing one attack at +10 Damage) will affect only one of the two attacks produced by Twin Attack. After all, they are separate attacks.

In contrast, any modifiers that apply to the character itself, such as a commander effect that grants a follower +10 Damage at all times, will apply on both attacks.



Q: If you combine fire with the first attack of a Twin Attack, do you also get the +4 on the second attack?

A: No, for the reasons described above. The two attacks produced by Twin Attack are separate attacks, so combined fire provides a benefit to only one of them. However, one or more different characters could potentially combine fire on the second attack if you wished.

Note that this logic applies to an ability such as Spotter as well. Both the bonus on the attack roll and the bonus to Damage apply to only one of the attacks.

Q: Let's say a character with Twin Attack attacks Prince Xizor. If Xizor's Pheromones cancel the first attack, can the second still be made against him?

A: Yes. As with the logic above, the two attacks are resolved separately, so something that affects the first attack won't necessarily affect the second.

Q: Is it possible for a character with Bodyguard to take damage from only one of the two attacks produced by Twin Attack?

A: Yes, again following the logic above. Transferring the damage from one attack does not require transferring the damage from the second attack.

Q: All right, here's a stumper: How would Twin Attack interact with Draw Fire? Would it affect only one of the two attacks?

A: No. Both attacks produced by Twin Attack would be diverted to the character that used Draw Fire. This is different from Bodyguard (or any other ability that modifies how a particular attack is resolved) because Draw Fire actually forces you to change targets. Since both attacks in Twin Attack must be made against the same target, both attacks are diverted to the new target if Draw Fire is used successfully.

Q: If you defeat the target with the first attack, can you choose a different target for the second attack?

A: No, the second attack is lost because both attacks must be made against the same target.

Q: What if your target ceases to be a legal target between the two attacks produced by Twin Attack?

A: If, for some reason, the target ceases to be a legal target after the first attack, the second attack is lost, just as it would be if the target were defeated.

JEDI COUNSELING 103

By Gary M. Sarli

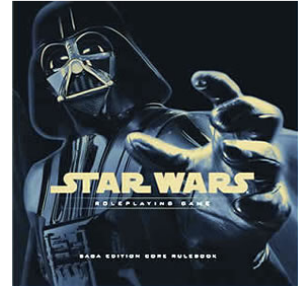
Defense, Offense, and Rules on Mini Names

Welcome to the 103rd installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game: Saga Edition

Continuing our coverage of the *Star Wars Roleplaying Game: Saga Edition* that hits shelves in May, this installment of Jedi Counseling looks at the offensive and defensive statistics of the heroic classes.

One of our design philosophies in *Saga Edition* was to keep different character classes competitive with one another even as they increased in level. To that end, we revamped the way that a character's defensive and offensive abilities work.



The Best Defense . . .

As first described in [the fourth preview of *Saga Edition*](#), three Defense scores -- Reflex, Fortitude, and Will -- replace the old Defense score and saving throws. Here's our thinking: What's the difference between making a saving throw (+5 bonus) against DC 15, and making an attack (+5 bonus) against DC 16? Mathematically, the odds of the attack succeeding are the same in each case (50%), so why do we need separate mechanics to handle these closely related concepts?

Ultimately, we decided that it was unnecessary, and in some cases it led to a lot of extra die rolls. For example, if you throw a frag grenade at a group of six stormtroopers, first you make an attack roll, then you determine any scattering if you miss (rolling for distance and direction), and finally each of the stormtroopers in the burst radius makes a Reflex save for half damage. That's up to nine rolls to resolve a single attack, and it could be worse if you threw a stun grenade instead.

In *Saga Edition*, attacks are always performed by the acting character; the defender rolls only in the case of an opposed skill check. Under these rules, if you throw a frag grenade at six stormtroopers, you make one attack roll, compare it to the Reflex Defense of each target in the burst radius, and roll for damage. All targets hit take full damage, and the rest take half damage. There is no scattering for area attacks; a roll that doesn't beat a target's Reflex Defense is considered to have been poorly placed and its detonation is suboptimal. The result: Attacks can be resolved much more quickly even when attacking multiple targets.

Similarly, many skill checks are made against a target's Defense scores instead of a static DC. For example, a Jedi attempting to use the *Force slam* power must make a Use the Force check against the target's Fortitude Defense, and a noble trying to use the Weaken Resolve talent would make a Persuasion check against the target's Will Defense. A target's Will Defense is also important when using the Deception skill to bluff, when using the Persuasion skill to intimidate or improve the attitude of a target, or when making a Use Computer check to slice into a computer system. (You read that right: Computers have a Will Defense that represents their sophistication and programming, and it's a slicer's biggest obstacle.)

As mentioned in [Saga Edition preview 4](#), a character's Defense scores are equal to:

10 + heroic level (or armor bonus) + class bonus + relevant ability modifier + miscellaneous bonus

It's important to note that class bonuses don't stack -- you always take the best bonus to a given Defense score from all of your classes. However, multiclass characters will tend to have slightly better Defense scores than single class characters. For example:

- A 10th-level soldier (+2 Fortitude, +1 Reflex) would have Reflex 21, Fortitude 22, and Will 20, not counting his Dexterity, Constitution, and Wisdom modifiers, respectively.
- A 5th-level soldier (+2 Fortitude, +1 Reflex)/5th-level scout (+2 Reflex, +1 Fortitude) would have Reflex 22, Fortitude 22, and Will 20.

While Reflex Defense will almost always come into play the most often, Fortitude Defense is particularly important because it's the starting point for calculating damage threshold. For most characters, their damage threshold will be equal to their Fortitude Defense. However, some characters may take the Improved Damage Threshold feat to improve their damage threshold by 5 points. In addition, targets larger than Medium-size have a built-in size bonus to their damage threshold -- obviously, it's tough to hurt a Kratt dragon.

Armor can play a role, too. Particularly resilient armor will give you a bonus to your Fortitude Defense, and this bonus carries over to your damage threshold as well because it's based on your Fortitude Defense.

. . . Is A Good Offense

Two key design principles guided our revision of offensive abilities. First, we wanted all heroic characters to *feel* heroic compared to nonheroic cannon fodder. Second, we wanted to speed up the action to provide a more cinematic feel to the game.

On the first point, we found a solution while considering how to balance Jedi against non-Jedi. We asked ourselves: Are Jedi that much better than everyone else, or are *heroes* (including Jedi) that much better than everyone else? We decided to go with the latter, trying to bring all heroic classes up to the level of Jedi rather than attempting to find a way to balance Jedi heroes against non-Jedi heroes. To that end, we put a new spin on the concept of increased lightsaber damage: All heroes get a bonus on damage rolls equal to one-half their heroic level. (This isn't quite as dominant as increased lightsaber damage in previous editions, but now it's universal and we've found that it works out nicely.)



As for speeding up gameplay, we made iterative attacks much less common. Multiple attacks still exist, but they require a greater investment. For example, a character can gain an extra attack by wielding two weapons or by taking the Double Attack or Triple Attack feats. We've found that the level-based damage bonus nicely offsets the loss of multiple attacks, and it leaves the average amount of damage dealt per round fairly similar to that of previous editions.

Another important balancing factor is that the extra level-based damage helps to keep up with the increased damage threshold of higher-level targets. Still, it drops slightly behind as levels increase, and that's intentional. It allows higher-level characters to have longer, more epic battles that can last more than a few rounds. We obviously wouldn't want a high-level Sith Lord to get pushed all the way down the condition track before losing even half his hit points!

In the next installment of Jedi Counseling, we'll wrap up a few final points (and hopefully put to rest a few fears) about *Saga Edition*. The column after that will focus on how to convert characters, vehicles, and so forth to the new rules.

Star Wars Miniatures Questions

In this installment, we'll address a bit of confusion about the names of miniatures.

Q: I've noticed that Lord Vader doesn't have any explanatory note under his Unique entry -- that is, the card doesn't say, "Counts as Darth Vader." The most recent FAQ points out that Lord Vader and Darth Vader can't be in the same squad, but I have to wonder: How will we know for certain when two minis are meant to be the same character and thus subject to the Unique restriction? In the absence of a "Counts as [name]" entry under Unique, how can we tell?



A: Many players just use their common sense based on what they know about the characters in question. However, some players don't know all the different characters in the *Star Wars* saga, particularly those from the Expanded Universe. So I'll answer this question in a way that doesn't rely on common sense. If there is no "Counts as [name]" entry, use three simple rules of thumb.

1. Titles and ranks do not count as a part of a character's name. For example, Lord, General, Captain, Commander, Grand Moff, and so on are not a part of a character's name.
2. If each of the two characters have different proper names (that is, each character has a name that appears only on that character but not on the other), they can be in the same squad.
3. If the two characters share at least one proper name, and if they don't both have a proper name that the other lacks, they can't be in the same squad.

Yes, there are times that a character could potentially violate these rules of thumb, but we'll always include a "Counts as [name]" entry in such cases. For example, if we ever made a character named Senator Organa, we would say either "Counts as Bail Organa" or "Counts as Princess Leia" to prevent any possible confusion. Similarly, if we made a character named "Commander Skywalker," we would point out that it "Counts as Luke Skywalker" to prevent any possible confusion with Anakin Skywalker.

Let's consider a few examples to see how these rules of thumb work in practice.

Lord Vader and Darth Vader

Ignoring the title of "Lord," the proper name "Vader" matches part of "Darth Vader." Given that only one card has a proper name that doesn't appear on the other ("Darth"), they can't be in the same squad.

General Kenobi and Obi-Wan Kenobi

Ignoring the rank of "General," the proper name "Kenobi" matches part of "Obi-Wan Kenobi." Because only one card has a proper name that doesn't appear on the other ("Obi-Wan"), they can't be in the same squad.

Darth Tyranus and Darth Sidious

Even if you don't consider "Darth" to be a title (and, in many ways, it is), both cards have a proper name that the other lacks. One card has the proper name "Tyranus," and the other has the proper name "Sidious." Therefore, these characters can be in the same squad.



Jaina Solo and Jacen Solo

These characters share a proper name ("Solo"). However, both cards have a proper name that the other lacks -- one has "Jaina," the other "Jacen." Therefore, they can be in the same squad.

Grand Moff Tarkin and Imperial Governor Tarkin

Ignoring the titles ("Grand Moff" and "Imperial Governor"), we're left with a single proper name on each card ("Tarkin"). These names match, of course. In addition, neither card has a proper name that the other lacks. Therefore, they can't be in the same squad.

Again, in cases where this logic wouldn't work, we'll include a "Counts as [name]" entry to prevent confusion.

Q: Does Nym's commander effect apply to any character with "Mercenary" in its name, or only to characters with the Mercenary ability?

A: It applies only to characters with the Mercenary ability. Note how the commander effect is phrased: "Non-Unique followers with Mercenary within 6 squares gain Double Attack." If the commander effect were meant to apply to characters with "Mercenary" in some part of their names, it would use the "named/name contains" language first introduced in the *Champions of the Force* set. For example, it might say, "Non-Unique followers whose name contains mercenary within 6 squares gain Double Attack."

Besides the lack of the "named/name contains" language, the commander effect says "followers *with* Mercenary." This phrasing is used to refer to a particular ability, not a name.

JEDI COUNSELING 104

By Gary M. Sarli

The Last Word on Saga Edition, and Lots of Words on Commander Effects

Welcome to the 104th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

This installment of Jedi Counseling concludes our series previewing the new Saga Edition. Today, we focus on answering some of the concerns and observations made by you, the players, after seeing our previews and sneak peeks over the last few months. Thus, we return to the beloved question-and-answer format that has been sorely missed for roleplaying game questions since Jedi Counseling 99.

Q: Are you trying to "dumb down" the new game?

A: No, we aren't. While some have perceived the changes as simplifying or "dumbing down" the rules, the truth is that our objective from day one has been to *streamline* the rules, for two reasons. First, we wanted to speed up gameplay so it's less plodding and more cinematic in feel. Second, we wanted to speed up the "bookkeeping" part of the game so you could spend more time actually playing and less time auditing character sheets.

Let's look at these two objectives one at a time. First, streamlining for the sake of speeding gameplay: Why is this important? Well, put simply, for a game to feel like *Star Wars*, it doesn't merely need all the background details of the universe, such as lightsabers, Wookiees, and Star Destroyers. It also needs to capture the same pace of cinematic storytelling that makes *Star Wars* so engaging. While it would be impossible for a roleplaying game to move as fast as a movie, we still want it to move as quickly as it can. We don't want you to spend an hour simulating 30 seconds of combat, and even half an hour is really pushing it.

To keep the game moving, we looked at mechanics that add extra rolls, asking if they were really necessary or if they could be combined into a single roll. A good example of this is the way that area attacks (such as grenades) work. Instead of making an attack roll, determining scatter on a miss, rolling damage, and then having everyone in the burst radius make a Reflex save for half damage, we've cut it down to two rolls -- one attack roll against every Reflex Defense in the target area, and one damage roll. Mathematically, this doesn't change the outcome very much, but it drastically increases the pacing of the fight.

In fact, we eliminated iterative attacks for similar reasons. At higher levels (that is, a base attack bonus of +6 or higher), virtually everyone has an incentive to stay in the same place and make multiple attacks. That slows down the game by making each player's turn take longer to finish. But it also makes combat less dynamic because hardly anyone will take more than a 2-meter step each round as long as they have a target to attack. The new rules speed up gameplay *and* encourage movement to try to capture the cinematic, swashbuckling feel of the movies. (Sure, there are still reasons to stand in one place and/or make multiple attacks, but they're designed to be a matter of deliberate choice, with appropriate tradeoffs, rather than the default best response.)

Second, let's look at bookkeeping. Certainly, some rules are simpler in the most basic sense. You don't have to keep track of a hundred or more skill ranks over your career, all Defense scores advance at the same rate, and class progressions are generally simpler (that is, you get a talent on odd levels and a bonus feat on even levels). Did we make these changes because we thought players weren't smart enough to handle a complicated system? Not at all. If there's one thing we know about gamers as a whole, it's that they can handle the nuances of extremely complex rules systems quite well.

However, that still leaves an important question: How much time do you want to spend keeping your character sheet up to date? If the average game session lasts from three to six hours, how much of that time are you willing to devote to going up a level? In developing Saga Edition, our goal was to simplify the *mechanics* of advancement (such as implementing new bonuses and abilities) so that you could spend more time focusing on the *choices* of advancement (such as choosing which classes, prestige classes, feats, and talents you'll take).

This change also promotes variety and versatility in a group of characters. With the new system, you can have a party of four heroes who all have the same class but who are completely different from one another. For example, an "all Jedi, all the time" campaign can be much more interesting than it might have been in the past.

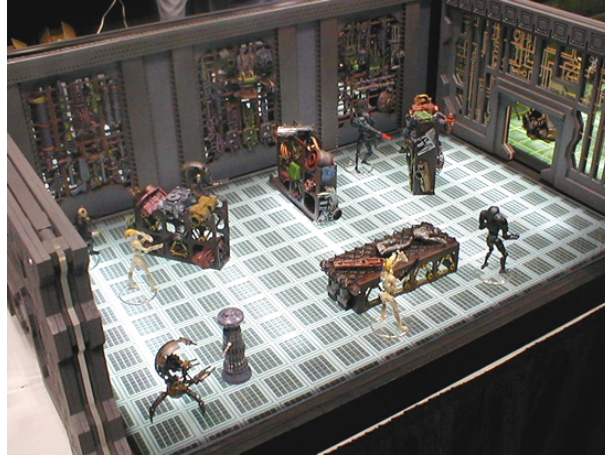
Of course, the other major beneficiary of this change is the Gamemaster. Because it's now easier to construct new characters, even high-level ones, the GM can spend less time rolling up NPCs and more time building good encounter settings, adventures, and campaigns. Every hour the GM doesn't have to spend crunching numbers is an hour he can spend weaving the background and story elements that help the game come alive.



"I do wish this game was faster..."

Q: Is the new system really just a ploy to sell miniatures? Is it just a beefed-up version of the miniatures game?

A: No. The Saga Edition rules don't depend on miniatures any more than the rules in the Revised Core Rulebook or the original Core Rulebook did. The Gamemaster can easily abstract all the rules on movement, attacks of opportunity, and so on if that kind of game is preferred. However, we include rules for using miniatures or other tokens on a battle grid so that players who prefer that style will have everything they need. Roleplaying games have their roots in miniatures wargaming, and today a substantial number of players still use miniatures in their games. Ignoring that part of the community by omitting rules for using miniatures on a battle grid would be a terrible disservice to them.



I can understand how someone might be confused by the use of miniatures in the examples in the combat chapter, or by the fact that speeds and such are measured in squares. But that doesn't mean that Saga Edition is meant only for players who use miniatures. For example, we use squares to measure distances in combat for several reasons.

We recognize that a solid majority of players *do* use miniatures and a battle grid, and the fact that miniatures are built to scale makes it easy to visualize distances in a manner that players understand intuitively. When you can visually gauge distances as you do in real life, you don't need to make real-world measurements in the game.

Including multiple units of measurement (such as meters, feet, and so on) is redundant, adding unnecessary clutter to stat blocks and game mechanics. And it really adds up over the course of a book that contains dozens of stat blocks.

We have faith that you're all more than smart enough to convert to whatever unit of measurement you prefer, whether that's meters, feet, or even abstractions such as "nearby" versus "over there."

Obviously, we do want people to buy our miniatures; frankly, we'd have to be pretty dumb to make a product and *not* hope it sells well. Nevertheless, there's a big difference between requiring players to use miniatures and making sure that players who have miniatures get the most possible use out of them. We're trying to do the latter.

The same logic applies to all game supplements and accessories, whether we're talking about sourcebooks, GM screens, terrain tiles, or character sheets. You don't *need* any of those items to play, but if you choose to use them, we want to make sure they're worth every penny. In fact, since *Star Wars Miniatures* is a stand-alone game, we hope that miniatures players will like the fact that their collections are immediately useful if they try the roleplaying game. Again, we want all players to feel that they're getting good value out of what they have.

Star Wars Miniatures Questions

Q: I have a question about Komari Vosa's Control Minds Force power. When she activates it, does the resulting commander effect ("Allies who combine fire grant an additional +2 Attack") stack with Baron Fel's commander effect, Bastila Shan's Battle Meditation, or other commander effects that improve combined fire?

A: It depends on the specific commander effect in question. For example, Control Minds would not stack with another commander effect that provides a direct +X Attack to a character combining fire. Battle Meditation fits this description, but its definition in the *Champions of the Force* rules insert specifically notes that it stacks with any effect that improves combined fire. Thus, commander effects provided by Battle Meditation and Control Minds do stack.

Baron Fel's commander effect is not the same as the Control Minds commander effect. Instead of adding +X Attack to a character combining fire, it actually changes the combined fire mechanic for all followers within 6 squares, providing a bonus of +6 instead of +4. Thus, in the strictest sense, it doesn't grant a bonus -- it changes how the rule works. Thus, Control Minds stacks with Baron Fel's commander effect.

Still, even though these two commander effects stack with the Control Minds commander effect, others that fit the "+X Attack when combining fire" pattern do not stack.



Q: The commander effect for Princess Leia, Hoth Commander says, "Whenever a non-Unique ally would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points." I have a few questions about this wording. First, if an opponent defeats one of Leia's non-Unique allies, and the ally makes the save, does the opponent still score points for defeating that character?

A: No. Technically, that character is not defeated in the situation you describe. Leia's commander effect triggers only if an ally would be defeated.

Looking at the sequence for resolving effects (see the [General FAQ](#) or [Jedi Counseling 65](#)), Leia's commander effect is resolved at the same step as Avoid Defeat -- that is, right after applying damage and/or the effects of Disintegration. If the ally makes the save, the commander effect is triggered, ending the resolution sequence and returning that character to the set-up area with full Hit Points.

Getting points for defeating an opponent, however, occurs at the next step, when that character is actually defeated (along with all other "when this character is defeated" effects) and subsequently removed from the battle grid.



Q: Does that mean that all other "when this character is defeated" effects don't come into play, either?

A: Correct. Common examples of effects that don't come into play include Self-Destruct (usually with Nom Anor's commander effect) and the immediate attack granted by Mon Mothma's commander effect. This might make these commander effects seem a bit less valuable -- that is, they come into play 25% less often -- but since those non-Unique allies will be in play 33% longer on average, it comes pretty close to evening out.

Q: What other details about a non-Unique ally affected by this commander effect change? Is it considered to be activated, or can it still activate later in the round? Does it recover things like Force Points?

A: If a character is affected by the commander effect of Princess Leia, Hoth Commander, only two details change. First, the character's Hit Points are restored to full, and second, it relocates to the squad's setup area. Nothing else changes. If the character activated earlier in that round, it remains activated. If the character did not activate earlier in that round, it may still activate. If the character has Force Points, the total number remains the same.

Even one-time effects wherein you designate a single character remain in effect. For example, the E522 Assassin Droid's Programmed Target or Yoda of Dagobah's Light Tutor remain in effect if that character was the original character designated with that ability.

JEDI COUNSELING 105

By Gary M. Sarli

Welcome to the 105th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Saga Edition is out, and we have our first batch of questions about the new system.

Q: It seems to me that area attacks might be too good. Even if you miss, you're still dealing at least half damage unless the target has Evasion or improved cover. Doesn't this make things like autofire (which you can do even with a run-of-the-mill blaster rifle) a no-brainer unless your attack bonus greatly exceeds the target's Reflex Defense?

A: A few details were left out of the area attack rules. They're in the first set of errata, but they're worth covering here:

First, when making an area attack, your modified attack roll (after subtracting penalties for range, concealment, and so on) must be a 10 or higher for the attack to have any effect. If that condition is met, you compare the result to the Reflex Defense of everyone in the area for half or full damage. Given this, it's possible to make such a poor attack that no one is affected at all. In these cases, the idea is that your throw lands somewhere harmless, you shot over the target's heads (in the case of autofire), or maybe you even forgot to arm the grenade before throwing.

Second, if you make an area attack against a target that has cover (not just improved cover), the target takes no damage if the attack misses. Just as in real life, the best defense against explosives or bursts of autofire is to get in a trench or behind an obstacle. To determine if a target has cover, draw a line from the center of the burst or splash radius (for explosives and the like) or from the attacker (for autofire).



Third, you can't aim when making an area attack, so you never get to ignore the target's cover.

Together, these details make area attacks and autofire incredibly effective against a target at relatively close range on open terrain. Such a target is in big, big trouble. In contrast, area attacks and autofire are almost worthless against a target that has cover or concealment or that is at great range. For example, don't bother trying it against a hidden sniper shooting from hundreds of meters away.

Q: The Deflect talent can reduce the damage from an autofire attack. Can Block reduce the damage from Whirlwind Attack (which is also resolved as an area attack)?

A: Block versus Whirlwind Attack (or any other melee area attack that might exist in the future) is supposed to work the same as Deflect versus autofire. If your Use the Force check equals or exceeds the attack roll, you take half damage if the attack was a hit, and you take no damage if the attack was a miss. If your Use the Force check is less than the attack roll, resolve the area attack normally.

Q: I'm curious as to the perceived balance factor of Dual Weapon Mastery versus Double Attack. Dual Weapon Mastery I is available sooner, and you can offset its penalties by taking more feats. Double Attack works for only one type of weapon, and you can reduce its penalties only with prestige class talents. Since both grant an extra attack, why would you want Double Attack?

A: The balancing factor is that Dual Weapon Mastery works only with one-handed weapons (that is, weapons that do less damage), but Double/Triple Attack works with two-handed weapons (but only one type of them). For example:

- A Dual Weapon Mastery specialist might use two heavy blaster pistols, which deal 3d8 points of damage per weapon, or a potential of 6d8 points from both.
- A Double Attack specialist might use a heavy blaster rifle, which deals 3d10 points of damage but has a much better range. In addition, the weapon is capable of autofire, so it can deal up to 5d10 points of damage with Burst Fire.

This also means that Double Attack can be used with much larger weapons, such as those on a vehicle, while a pilot or gunner would have no particular reason to use Dual Weapon Mastery because such weapons can't be operated with one hand.

Finally, don't forget that someone can use both Dual Weapon Mastery and Double/Triple Attack. So even if Dual Weapon Mastery appears more attractive at first, you might want to take Double/Triple Attack later.



Q: Can you use Double Attack or Triple Attack to attack the same target multiple times in the same round, or do you have to attack different targets?

A: The extra attacks from Double Attack, Triple Attack, and fighting with multiple weapons can be directed at the same target or at different targets, in any combination and any order that you choose.

Q: It is possible to use Double Attack with Rapid Strike?

A: Yes. Rapid Strike, Rapid Shot, and Burst Fire all can be used when making multiple attacks, regardless of their source (Double Attack, Triple Attack, or fighting with multiple weapons).

Q: I think the prerequisites for Rapid Shot and Rapid Strike were swapped accidentally. Wouldn't it make more sense for Rapid Strike, a melee feat, to have the Strength requirement, and for Rapid Shot, a ranged feat, to have the Dexterity requirement?

A: No, this is intentional. For Rapid Shot, you need the higher Strength to control the recoil of firing multiple shots so quickly. For Rapid Strike, you need the higher Dexterity to have the agility necessary to get two swings for the price of one -- catching your target a second time on the backswing, spinning to come around a second time, and so on.

For balance purposes, this also has the effect of giving characters some tough decisions. A ranged specialist won't always want to neglect his Strength, and a melee specialist won't want to neglect her Dexterity. (Sure, such a character could neglect Strength if he has Weapon Finesse, but he's spending an extra feat and restricting himself to certain weapons for that privilege.)

Star Wars Miniatures Questions

Q: Lord Vader's Overwhelming Force refers to preventing or redirecting attacks, but it doesn't actually provide a complete list of such special abilities and Force powers. For example, it mentions that "Bodyguard cannot force this character to attack a different target." However, Bodyguard doesn't change the target of the attack (as Draw Fire does); it only changes the recipient of the damage. Given this, I'm not sure how to interpret Overwhelming Force when it interacts with any special ability or Force power that isn't listed.



A: Because dealing damage is one of the steps in the attack sequence, the precise distinction isn't worded as carefully as it could be. In this case, the wording is intended to be read as "... attacks (**or damage from attacks**) cannot be prevented or redirected this turn ..." and "... Draw Fire or Bodyguard cannot force this character to attack (**or damage**) a different character." (Emphasis added for clarity.)

To determine if Overwhelming Force overrides a particular special ability or Force power, use this guideline: When Overwhelming Force is used, the attack cannot be prevented (Pheromones), the attack cannot be forced to reroll (Force Alter), the target cannot be changed (Draw Fire), the damage dealt cannot be reduced (Evade, Parry, Shields, Lightsaber Block, Lightsaber Parry, Lightsaber Reflect, Damage Reduction, Dark Armor, Vondun Crab Armor), and the damage cannot be dealt to a different character (Bodyguard, Molecular Shields). This isn't a comprehensive list, but it should give you enough examples for comparison to other abilities.

Q: Does Penetration (as on the Commerce Guild Homing Spider Droid) work against anything besides Damage Reduction, such as Dark Armor, Shields, or Vondun Crab Armor?



A: No. If it applied to those special abilities, either we'd name the abilities individually, or we'd describe Penetration in more general terms (as we did with Overwhelming Force, above).

Q: How does the Black Sun special ability interact with Prince Xizor's commander effect? Does the commander effect apply, granting the character Grenades 20, or does the commander effect require that the character actually have the Grenades 10 special ability on their stat card?

A: The character with Black Sun gains Grenades 20. An effect such as this (that is, contingent on a given character having some special ability) applies as long as the character has the ability in question at the moment, regardless of whether the ability is actually printed on the stat card or gained from some other ability or effect.

Q: The rules for determining if a character has a lightsaber say, "It's usually easy to tell whether or not a character has a lightsaber by examining its miniature," but I'm curious about the Mistryl Shadow Guard. Does its light whip (which is long and translucent, like a lightsaber) count as a lightsaber for this purpose?

A: No. While long and translucent, the light whip isn't straight and therefore doesn't count as a lightsaber.

I can see how this might be confusing given that the lightsaber on a miniature might become bent while shipping, but when in doubt you can always look at the character's illustration on the stat card to see that the lightsaber is *supposed* to be straight.



Q: Komari Vosa apparently only has lightsabers, but she doesn't have the Melee Attack ability like most such characters. Is this correct?

A: No, Komari Vosa should have Melee Attack. (This is in the *Bounty Hunters* section of the [Star Wars Miniatures errata](#).)

A miniature's visible weapons are usually -- but not always -- indicative of that character's abilities. Therefore, whenever you see a mismatch like this, it's always good to ask.

Q: The ISP Speeder appears to be operated by clone troopers. Should it have Order 66, like other clone-operated vehicles such as the AT-RT?

A: Yes, the ISP Speeder should have Order 66. (This is in the *Bounty Hunters* section of the [Star Wars Miniatures errata](#).)

As with Komari Vosa, visual inspection of a miniature is not always sufficient to know what abilities it should or shouldn't have. So it's always worth asking when you see a mismatch.



Q: I have a question about the Sniper ability. The stat card says that it applies on attacks, but the glossary says that it works when targeting. That being the case, can Jango Fett, Bounty Hunter benefit from Sniper when using Missiles?

A: No. Don't forget that the card text and the glossary text apply at the same time. Thus, since the card refers to "attacks" and the glossary refers to "targeting," Sniper applies only to targeted attacks.

Q: Nym's Rapport ability says that it applies to "characters with Mercenary." Does that mean characters with Mercenary in their names, or characters with the Mercenary special ability?

A: It means characters with the Mercenary special ability. If we had wanted Rapport to apply to characters with "Mercenary" in their names, we would have used the "named/name contains" language introduced in *Champions of the Force*.



JEDI COUNSELING 106

By Gary M. Sarli

Welcome to the 106th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Q: The Jedi class table includes "Build Lightsaber" at 7th level. Does this mean that only a Jedi can build a lightsaber?

A: No. As noted in the "Building a Lightsaber" sidebar (*Saga Edition Core Rulebook*, page 40), a lightsaber can be built by any character who has at least seven heroic levels, has the Force Sensitivity feat, and is proficient with lightsabers. The entry in the Jedi class is just meant to be a reminder of this fact.

Q: Why are Block, Deflect, and Redirect three separate talents? All Jedi -- even the younglings that Yoda trained -- seem to be capable of this basic ability, so why isn't it a single talent (or even a built-in class feature) that you get at 1st level?



A: First, there's a difference between *cinematically* using a lightsaber to deflect a shot or block an incoming blow, and *mechanically* gaining a specific benefit from deflecting or blocking an attack. All characters, Jedi or otherwise, avoid attacks however they can -- dodging, ducking, weaving, parrying, blocking, or even deflecting -- and all of these things are built into a character's Reflex Defense. If you're proficient with and wielding a lightsaber, at least some of the attacks that miss you are deflected, parried, or blocked in a cinematic sense. You aren't gaining any mechanical benefit from it, though, because you haven't managed to hone that ability enough to make a difference until you take the Deflect or Block talents. Once you take those talents, you gain the ability to defend yourself even more effectively, making a Use the Force check to nullify an attack that beats your Reflex Defense.

As for why these abilities are separated into multiple talents, we decided that the abilities were so useful that they would be a "no-brainer" choice if they were combined into a single talent. In other words, almost *every* Jedi would take this at 1st level, no matter what. No other choice would be competitive unless you were playing a character who was not combat oriented at all. In addition, making them separate talents also gives each Jedi more individuality.

Are you more of a duelist, specializing in one-on-one combat against dark Jedi and Sith apprentices? If so, then Block is your best choice.

Are you more of a diplomat or even an infiltrator who'd like a nice defensive ability in the event that you have to make a hasty retreat? Deflect is a great choice, allowing you to avoid ranged attacks from an ambush or pursuers.

Are you a battlefield commander leading a platoon of clone troopers against waves of blaster-wielding battle droids? Both Deflect and Redirect are outstanding choices, allowing you to defend yourself during the battle and add to the ranged offensive capabilities of your unit, turning the enemy's fire against them.

In the end, abilities like these are extremely useful, and, in our opinion, it's worth spending a talent for any one of them. Certainly, a Jedi might take all three (and many do), but it isn't *necessary* to take all three for every character concept, and some Jedi may choose to take none at all.

Even without the extra mechanical benefits of these talents, you can still describe your Jedi parrying blaster bolts out of the air or locking sabers with a Sith Lord. Game mechanics are meant to enhance the cinematic flair, not restrain it.

Q: Why are the lightsaber form talents unique to the Jedi Knight prestige class? Various Sith Lords have been described as masters of a particular form, and not all of them are former Jedi Knights. Therefore, many would be unable to take the talent associated with the form they have mastered (or possibly invented). Is this a mistake?

A: No, it's not a mistake. A Jedi, Sith, or any other lightsaber-wielding character can use a form -- even be considered a master of that form to in-universe observers -- without having the associated lightsaber form talent. After all, being a "master of a form" is a label that's completely subjective, in-universe, and not based on game mechanics. Someone is a "master" if others perceive it to be so. Certainly, someone who takes a lightsaber form talent is probably recognized as a master by others, but that doesn't mean that *only* someone with a lightsaber form talent can be considered a master.



Lightsaber Form V

The form talents are meant to represent unique benefits that Jedi -- with their greater emphasis on meditative and disciplined study, the sublime emptiness of serenity, and patient reflection on the will of the Force -- can gain from devoting themselves to a particular form. Sith, meanwhile, are not as meditative, disciplined, serene, or reflective. Instead, they're about passion, rage, strength, and desire, and their talents (such as Dark Scourge and Wicked Strike) reflect this.

In any case, a Jedi Knight and a Sith apprentice of the same level, both devoting themselves to lightsaber combat, can learn the same number of lightsaber- and combat-related talents, but the specific talents may vary. In other words, the Jedi aren't better than the Sith when using a particular form; they're just different.

Q: When multiclassing, do you need to have the Force Sensitivity feat to take a level in the Jedi class?

A: No. You can take Force Sensitivity as your starting feat (or, if you wish, you can take a different starting feat).

Q: Does that mean that you could have a Jedi who is not Force-sensitive?

A: In *game mechanical* terms, yes, a character can have levels in the Jedi class without having the Force Sensitivity feat. Obviously, she can't have any talents, such as Deflect and Block, that require a Use the Force check to function. Furthermore, she can't have any Jedi talents that must be activated by spending a Force Point. Such abilities are meant to reflect her actual connection to the Force, so a character without the Force Sensitivity feat can't use them.

To an *in-universe observer*, though, such a character would never be described as a "Jedi." She would be regarded as someone who has studied some of the Jedi arts, but few would confuse that with being a member of the Jedi Order. As an analogy, consider that someone on Earth who studies kung fu would not automatically be thought of as a Shaolin monk.

Remember that the Jedi class isn't only about the Force -- it's broader, encompassing all the Jedi arts. Thus, a non-Force-sensitive duelist might study under a Jedi and take levels in the Jedi class, becoming more skillful with a lightsaber despite having no ability to use the Force (and thus no access to some of the class's best talents, such as Deflect and Block). In fact, a character like General Grievous fits this profile very well, and it would be perfectly valid to create his character with levels in Jedi to reflect his years of study under Count Dooku.

Alternatively, a character with a close connection to the Jedi, such as an Antarian Ranger, might take levels in the Jedi class, despite being non-Force-sensitive. Such a character might find some Jedi Guardian or Jedi Consular techniques rubbing off on him after working together for so long.

Finally -- to borrow from the Shaolin analogy -- a martial artist might take levels in Jedi to pick up some Jedi Guardian talents, such as Acrobatic Recovery or Elusive Target, as part of his studies. In none of these cases, though, would such a character be considered an actual "Jedi" to an in-universe observer.

Nevertheless, remember that the rules on multiclassing specifically require that the Gamemaster approve of any multiclassing choice. Before you take levels in the Jedi class, the GM might require that you find a Jedi to teach you or that you have the Force Sensitivity feat (or both, or neither, or any other restriction that seems appropriate). There's absolutely nothing wrong with adding such a restriction if it fits the tone of the GM's campaign.



Antarian Ranger

Q: The rules for droids say that you can't select Jedi as your class at 1st level. Given the ruling above, could a droid multiclass and take levels in Jedi after 1st level?

A: Yes. In fact, in *Shadows of the Empire*, Darth Vader had some customized ASP labor droids that were modified to serve as lightsaber-sparring partners. Such droids could be represented in the game by having at least some levels in the Jedi class to pick up lightsaber combat talents.

Star Wars Miniatures Questions

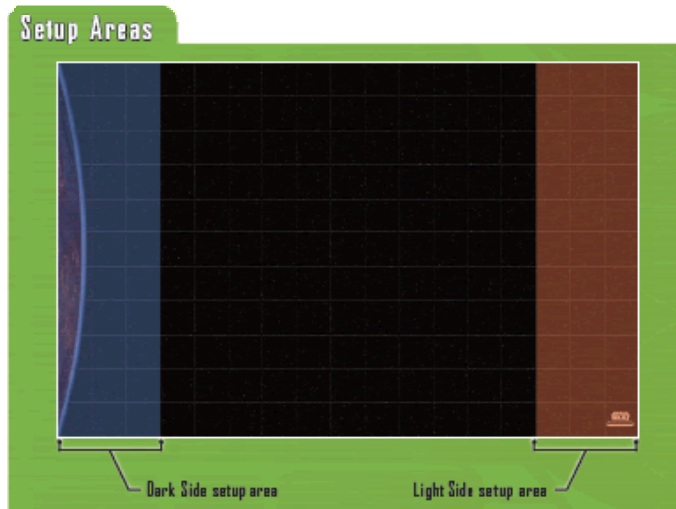
Let's address some questions that have come up about the [Starship Battles](#) game.

Q: The rulebook states that you're supposed to put your fleet in the setup area. What happens if you can't fit all your ships in that area?

A: Your goal is to set up your fleet using the absolute minimum number of squares outside the setup area, using the following procedure:

Start by placing all Class 1 and Class 2 ships as close as possible to one another. Generally, this means that each such ship will be adjacent to at least one other.

Continue placing Class 1 and Class 2 ships in the setup area as long as there is room to do so. If there isn't room to place a ship, you must place it in a way that uses the least amount of space possible outside the setup area and that is as close as possible to the setup area.



Once you've placed all Class 1 and Class 2 ships, place all Class 3 ships. Again, you must fill spaces in the setup area before you can place a ship outside the setup area, and all ships outside the setup area must be as close as possible to the setup area.

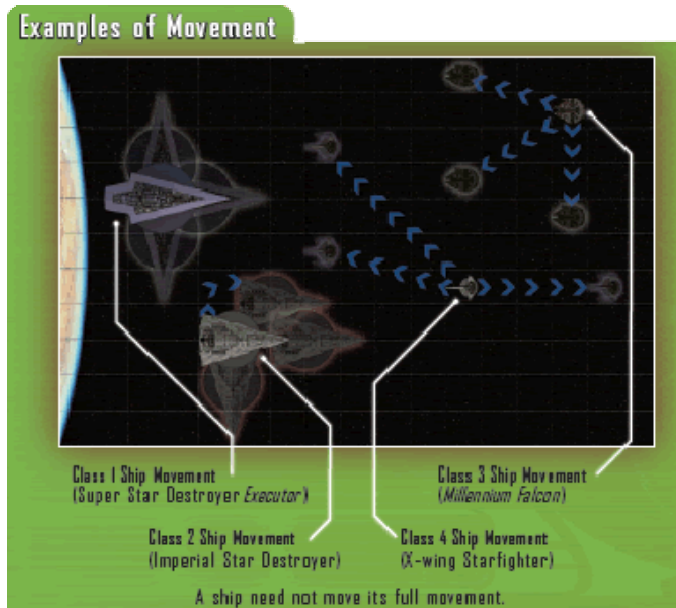
You can't intentionally space ships out so that you can fit fewer of them in the setup area. For example, you can't leave 1-square-wide gaps between Class 2 ships (each gap too small for another Class 2 ship) to force some of your ships to be outside the setup area. If your opponent describes a method to arrange your ships that uses up less area outside the setup area, you must rearrange your fleet until you can take up as little space as he or she described.

Of course, none of this applies if you can fit your entire fleet inside the setup area.

Q: Can a ship that moves diagonally end its movement facing diagonally (in other words, with its front facing a corner)?

A: No. There are only four facings available, and the front of the ship must always face the side of a square, not the corner.

Q: Can Class 1 or Class 2 ships turn without moving (in other words, turn in place) or turn at the end of their movement?



A: No and no. A Class 1 or Class 2 ship can turn only if it moves 1 square immediately afterward. Essentially, the turn is the first part of the action of movement, so it can't be separated from moving or be changed to a different order. Thus, no turning in place is allowed, and no turns can occur after movement.

Q: According to the rules, when a Class 1 or Class 2 ship displaces an enemy fighter, that fighter must be moved the shortest possible distance. What happens if the enemy fighter is pinned in at the edge of the map, and the shortest possible distance would be to go off the map? Would the fighter move off?

A: No. You always displace the shortest possible distance, but the fighter must move into a legal square. If this situation occurs, look for the closest legal square (in other words, it must be on the map, it can't be occupied by another ship, and so on) and displace the fighter to that square.

Q: When a fighter moves into a square adjacent to an enemy fighter, it has to stop. Can it move in the next round, or is it unable to move as long as the enemy fighter remains adjacent?

A: The rule is that a fighter has to stop moving the moment it moves *into* a square adjacent to an enemy fighter. Nothing restricts it from moving *out of* such a square when beginning the round adjacent to an enemy fighter.

Of course, if the fighter's first square of movement puts it adjacent to an enemy fighter again (even the same enemy fighter), it has to stop again. But it can always move at least 1 square before that happens.

Q: Let's say that you have a Class 3 or larger starship adjacent to an enemy fighter. You move one of your fighters through that larger starship's space, but the square you move through is adjacent to the enemy fighter. The rules say you have to stop, but you can't stop in the same square occupied by another ship. What happens? Does your fighter get "displaced," as when a Class 1 or Class 2 enemy ship enters a square?

A: Actually, this move would be illegal. Before entering a square, you must determine if doing so would break any rules. In this case, entering that square would require you to stop, but you can't stop inside another ship's square. Therefore, you can't enter that square in the first place.

JEDI COUNSELING 107

By Gary M. Sarli

Trigger Happy

Welcome to the 107th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Q: It seems as if the number of attacks available to most characters is very low, especially for gunslingers or other heroes who charge into battle with blasters blazing. In the *Star Wars* movies, most characters seem to fire multiple shots per second, but in Saga Edition, most characters make only one shot every six seconds. Even a high-level gunslinger using Triple Attack, Rapid Shot, and two blaster pistols is really making only eight shots (one every 0.75 seconds), which still seems to fall short of the cinematic pace seen in the movies. Was this intentional?

A: This is one of those places where you have to separate the cinematic description of a blaster fight from the more abstract game mechanics used to resolve it. For example, in a melee fight, each combatant is assumed to be making multiple swings over the course of a round even though each rolls only one attack. Similarly, two gunslingers in a blaster fight might be pulling the trigger two to three times per second even though they roll only one attack (or more, depending on their feats, talents, and so on).



This might seem straightforward enough, but many players are thrown off by the fact that ranged weapons such as blasters usually have a limited number of shots of ammunition. If the gunslingers are "really" pulling the trigger so many times, why don't they use extra shots?

The answer is that you should think of a ranged weapon's ammunition count as representing the number of *attacks* it allows before reloading, not the number of times a character physically pulls the trigger. In other words, it's an abstract game mechanic that applies to another abstract game mechanic, not the cinematic interpretation of the fight itself. Either way, the net amount of power used is the same whether you make a flurry of low-powered shots or a single concentrated blast, whichever is appropriate for that character's style and the weapon's design.

Thus, a sniper like the one described earlier would almost certainly make carefully aimed single shots wherein each blast is at full strength. On the other hand, an infantry soldier might make short, controlled bursts with his blaster rifle on a single trigger pull. A gunslinger might fill the air with multiple shots as he repeatedly pulls the trigger over a few seconds. You should always feel free to describe your character's style of attack in whatever way seems most appropriate, cinematic, and fun.

Q: Reading the rules, it seems that you can use Rapid Strike in conjunction with Whirlwind Attack, gaining an extra die of damage against all targets. Is this correct?

A: No, they don't work together, nor will Rapid Shot and autofire. The text of both Rapid Strike and Rapid Shot mention that they work with a single attack roll against a single target. Area attacks (such as Whirlwind Attack) deal with multiple targets, so they are not eligible.

Q: Let's say I have a sniper with the Far Shot feat who aims before making a single attack with an accurate weapon (described in the [Saga Edition Core Rulebook errata](#)) that has a targeting scope. Do any of these effects stack with one another?

A: Far Shot, aiming with a targeting scope, and using an accurate weapon all stack, providing progressively better attacks against distant targets. I can see how the precise interaction might be a bit confusing, so here are the range penalties (Point Blank, Short, Medium, and Long) for each combination:

Non-accurate weapon (such as a blaster rifle)

- With no other modifiers: PB +0, S -2, M -5, L -10
- With Far Shot OR aim with a targeting scope: PB +0, S +0, M -2, L -5
- With Far Shot AND aim with a targeting scope: PB +0, S +0, M +0, L -2



Accurate weapon (such as a sporting blaster rifle)

- With no other modifiers: PB +0, S +0, M -5, L -10
- With Far Shot OR aim with a targeting scope: PB +0, S +0, M +0, L -5
- With Far Shot AND aim with a targeting scope: PB +0, S +0, M +0, L +0

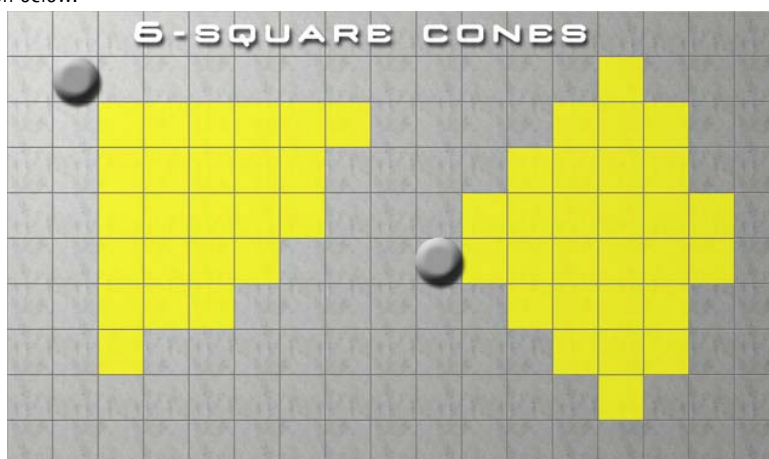
Thus, if a trained sniper with the Far Shot feat uses a good sniping weapon (anything with the accurate quality plus a mounted targeting scope) and takes the time to aim, that sniper can attack a target at long range without taking a penalty on the attack roll.

Q: What is the exact area of a 6-square cone on the battle grid? There's no illustration in the rulebook, so I'm not sure how to handle a cone that doesn't move in a straight line along a row or column of squares.

A: For the sake of consistency, a cone has the same shape and area that it did in the revised rules and in **Dungeons & Dragons**. The cone starts at an intersection on the battle grid (one of the corners of your space) and then extends outward for 6 squares in a 90-degree arc. Unlike normal range calculations, however, count diagonals using the old method -- that is, 1 square for the first and all odd diagonals, and 2 squares for the second and all even diagonals. The reason for this is that we assume that many players used the revised rules, and quite a few use the existing cone templates (including some snazzy wire-frame templates made for use with D&D and other d20 products). We don't want to reinvent the wheel, or the cone, unless we have to.

Unfortunately, we didn't have room in the *Saga Edition Core Rulebook* to provide illustrations for the various shapes and sizes of different area effects. Instead, we described it with a simpler shorthand (6 squares long and 6 squares wide at the base), which is accurate enough for most situations.

For ease of reference, the precise shape of a 6-square cone will be included in the upcoming Gamemaster's Screen. Until then, you can refer to the illustration below.



Star Wars Miniatures Questions

Let's address more questions that have been asked about the [Starship Battles](#) game.

Q: Can a starship attack with all of its weapons in a round, or do you have to choose just one?

A: It may attack with all of its weapons. Unlike the character-scale battles in the **Star Wars Miniatures Game**, those in *Starship Battles* involve starships that might have crews in the thousands. Thus, instead of allowing each individual character to make a single attack (or take some other action) during its turn, the game is meant to represent each of the ship's gunnery crews making their separate attacks against opponents.

Q: Do broadside and spine weapons fire into the same defensive faces as those illustrated on page 11 of the rulebook (that is, a triangular area)?

A: No. As described in the glossary, broadside and spine weapons fire into an area as wide as the ship's base and extending to the edge of the battle grid. As of this writing, all ships with broadside and spine weapons are Class 1 or Class 2 (both of which have a 2x2 square base), so all such weapons can fire into an area 2 squares wide.

Q: Does a broadside or spine weapon hit every enemy in the affected area, or just one?

A: The weapon can attack only one enemy in its area. You must choose a target as normal. (Weapons with broadside and spine fire arcs just have a limited area from which to choose a target.)

Q: If there are eligible targets on both sides of a ship with a broadside weapon, can you attack a target on each side?

A: Yes. As mentioned earlier, broadside weapons represent dozens or even hundreds of individual weapon batteries. As such, the gunnery crews on each side of the ship can act independently, each attacking targets in their separate fire arcs.

Q: If there are eligible targets on only one side of a ship with a broadside weapon, can you attack two targets on the same side (or one target twice)?

A: No. Going back to the weapon battery explanation, the weapons on one side of the ship are incapable of firing in another direction. In cinematic terms, the gunnery crews on one side would essentially have nothing to do during that round as they wait for a target to come into their sights.

Q: When resolving attacks, can any weapon on any starship be used in any order?

A: No. First, resolve all Point Defense on all starships, resolving all Point Defense attacks made by one starship before moving on to the next one. Next, select one starship and resolve all of its weapons (excluding Point Defense) in any order of your choosing. Once all of that starship's attacks have been resolved, go on to the next starship of your choice and repeat the process until you have resolved the attacks of all of your ships.

Q: *Slave I* (Jango Fett) has Seismic Mines (PD +4) and also has a PD +4 rating. Are those the same +4, or are they added together for a total bonus of +8?

A: They're the same, so the total bonus is +4. Having Seismic Mines onboard is the reason that *Slave I*, a Class 3 ship, gets a PD rating at all.

Q: Does *Slave I* (Jango Fett) get to use Point Defense on all fighters within 2 squares if the Incoming Fighters Fleet Commander option is in effect?

A: Yes.

Q: Is Darth Vader's TIE Advanced x1 supposed to have Jedi Evasion instead of Evasion? If not, what good is Evasion?

A: No, it really is Evasion, not Jedi Evasion. It comes into play in only a few cases, such as when attacking Vader from 2 squares away using the Incoming Fighters command, or when taking damage from a non-adjacent enemy via the Emperor's Will ability on Palpatine's Shuttle.

Q: Can you play a Command counter on a ship that isn't currently in play, such as a ship that has already been destroyed or a fighter that hasn't been launched yet?

A: You can't play a Command counter on a ship that has been destroyed, but you can play a Command counter on a fighter prior to its launch.



JEDI COUNSELING 108

By Gary M. Sarli

Readied Actions and Jedi Spirits

Welcome to the 108th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Q: Can you make an attack (standard action) and then ready a move action in the same turn? I can't find any rule that says you can't, but older versions of the game wouldn't allow this.

A: No, it's not allowed. Readyng an action is itself a standard action regardless of the type of action readied (standard, move, or swift). This is apparently missing from the text, so it will be added to the errata.

Q: If you ready an action that, when executed, makes it impossible for another character to finish its action, what happens? Is the action lost, or does that character get to change actions? For example, if I ready a withdraw to be triggered when an enemy makes a melee attack, would that enemy lose its action?

A: If something occurs that renders an action impossible or moot, that action is lost and can't be replaced by another action. This occurs in any such circumstance, such as a readied withdraw as you describe, an attack of opportunity that renders an opponent unable to finish a move or attack, a readied move to get behind total cover in response to a ranged attack, a talent or feat used as a reaction that nullifies an attack, and so forth.

Q: Isn't that unfair? In the case of a melee opponent, I could keep that opponent from ever attacking by simply using a readied withdraw over and over again.

A: On its surface, sure, it might seem unfair or even a little wonky, but careful consideration of what the rules represent can put this into perspective.

First, consider that time isn't broken up into neat little rounds in real life (or on screen). Really, the game uses a turn-based system just to keep the flow of time manageable and orderly during a chaotic fight. Your character's action, then, isn't occurring instantaneously once every six seconds -- it's evolving continuously over the round even though it is only resolved on your turn. Given this, when a character takes an action (for example, a melee attack), there has probably been some build-up to enable that action. The lead time might be as little as a fraction of a second (such as with some swift actions, for example), but others might take several seconds to unfold (such as with many standard and full-round actions).



The Rebels aboard the Tantive IV ready themselves for company.

Logically, if something stops you from completing your action, you wouldn't have time to go back and start a completely different action. In the case of a melee attack, the attacker has probably been thrusting, parrying, and slashing at his target for at least a second or two as he tries to find (or create) an opening. This rather long action is resolved as a single attack roll, and if it's "spoiled," you don't have time to set up something else.

Even a more discrete attack -- such as that at the end of a charge -- has its own problems if the target backs up or sidesteps out of harm's way. Once you begin that final swing, stab, or thrust, you're throwing all your weight into the blow. You can't "unswing" and conserve all the momentum you've been building to make the attack somewhere else. (If you've ever played baseball, consider how hard it is to "check" a swing when you realize a pitch is no good. Now, imagine trying to check a swing and then swing *again* a split second later!)

Second, it might seem unfair that a melee character can never make an attack, but remember that a defender who repeatedly uses readied withdraws *also* can't attack. His standard action is already committed to the readied action. Therefore, there is no net gain for the readied withdraw, or for any number of actions that can "spoil" another character's action.

Third, the end result is perfectly balanced in that it doesn't alter the outcome of the encounter in any way. After all, if you want to avoid a melee fighter, you usually can run away just as easily (using the run action or two move actions to keep your distance), so nothing is actually changing other than your initiative count.

Q: Okay, but even with this explanation, it still seems wasteful and annoying to spend a round doing nothing because your opponent readied an action instead of running away. Is there any way around this?

A: Yes, there is. As described above, actions aren't instantaneous -- they evolve over the course of the round, and this applies to readied actions as well. For example, if you ready an action to attack a target with your blaster pistol, you'll be aiming at that target, finger on the trigger, from the moment you ready the action. Likewise, a readied melee attack would have your weapon primed for a quick strike (again, think of a baseball player prepared for a pitch), a readied action to draw a blaster would have your fingers twitching right next to your holster (think of the classic showdown at the climax of a western), and a readied withdraw would have you bouncing on the balls of your feet, prepared to leap out of harm's way.

However, the description of the ready action doesn't say anything about your action being hidden or unknown to others around you. Thus, other characters can almost always tell that you've readied an action and even what action you've readied (though they won't know the condition that will trigger it, of course). There might be some exceptions for actions that have no obvious visible component, such as certain talents or uses of the Force, but these should be adjudicated by the Gamemaster on a case-by-case basis.

Given this, it's not very easy to "spoil" an action in the way you describe. If you ready a withdraw to avoid a melee fighter, the fighter can tell that you've readied a withdraw, and he'll probably conclude that you're trying to lure him in only to scamper out of range. Therefore, rather than approach you, he'll probably choose a different action. In fact, he might ready a charge that triggers the next time you take any action at all, turning the tables on you!

Star Wars Miniatures Questions

In this installment of "Jedi Counseling", we'll address some of the stickier interactions of the Light Spirit ability (found on Obi-Wan Kenobi, Jedi Spirit, from the *Alliance and Empire* set).

Q: Even though Obi-Wan Kenobi, Jedi Spirit, is supposed to be a "ghost," the rules don't say anything about other characters being able to move through him, not counting him as the nearest enemy, or not counting him as adjacent. Does this mean that he can block a narrow hallway, get close to enemies to prevent them from attacking allies with cover, or even get adjacent to an enemy to force her to move before she can attack someone else?

A: No, none of those situations can happen because the Light Spirit ability received a fair amount of [errata](#) shortly after *Alliance and Empire* was released. For the sake of clarity, the errata is quoted here in its entirety:



Light Spirit

This character can move through enemy characters, and enemy characters can move through it, as long as no character ends its move in the same space as another character. This character does not count as the nearest enemy, and does not count as adjacent to other characters. This character is not affected by commander effects.

Thus, Obi-Wan Kenobi, Jedi Spirit can't block or otherwise restrict the movement of enemies or allies because they can move through him without any trouble, though they must still end in a legal square (and not the same square Obi-Wan is in). Similarly, he won't interfere with the targeting and attacks of enemies because he never counts as the nearest enemy or as adjacent.

Q: What if I have a Savage character close enough to reach Obi-Wan Kenobi, Jedi Spirit? Would it have to move next to him even though it won't be able to attack him?

A: No. To explain why, look at the specific wording of the Savage ability: "It must end its move adjacent to an enemy if it can (if it can't reach an enemy, it moves normally)." Now, recall the Light Spirit errata mentioned above: "This character . . . does not count as adjacent to other characters." So, it's impossible for the Savage character to end its move adjacent to Obi-Wan Kenobi, Jedi Spirit. Thus, the Savage character ignores the Light Spirit character when determining how to move.

Q: The Light Spirit ability lets you give Force Renewal 1 to an ally. What happens if the chosen ally already has Force Renewal? Do the two stack? For example, if Yoda of Dagobah (Force Renewal 2) is the chosen ally, would he have Force Renewal 3?

A: No, they do not stack. As described under "stacking" in the rulebook glossary, two instances of the same ability never stack.

Q: Obi-Wan Kenobi, Jedi Spirit ignores all terrain. Does that mean he can end his movement in a pit square?

A: Yes. A Light Spirit character ignores terrain in every way with the exception of not being able to end its movement inside a wall or other solid object (that is, a square enclosed on all sides by walls). Thus, Obi-Wan can move through walls and closed doors, pays no increased movement cost for low objects and difficult terrain, and can move through and even end his turn in pit squares without restriction.



Q: Since Obi-Wan Kenobi, Jedi Spirit ignores terrain, can he move off the battle grid?

A: No. The battle grid is not a form of terrain.

Q: When counting range to a character with Light Spirit (such as when an enemy wants to defeat it by spending a Force Point), do you ignore terrain? For example, could you count range through a wall instead of counting range around it?

A: No. Only the Light Spirit character can ignore terrain. Other characters have to count range to the Light Spirit character normally.

Q: Can Obi-Wan Kenobi, Jedi Spirit be played in a squad without a Unique allied character with a Force Rating?

A: No. Even if he could, there doesn't seem to be any reason to do so given that he can't score victory points or satisfy victory conditions for occupying a designated area, and Obi-Wan doesn't have any way to affect an enemy directly.

Q: Is Obi-Wan Kenobi, Jedi Spirit considered to be a Living character? I can't find anything that says he's not, even though he's a "ghost."

A: Yes, for game purposes, he counts as a Living character. Note, however, that very few abilities will meet the other requirements to affect him given that he can't be targeted, he is never adjacent, and so forth.

When you think about it, the Living designation is really meant to distinguish between organic and mechanical characters. A Light Spirit is clearly much more like an organic character than a mechanical one, and it seems awkward to define a new category ("spirit"?) for such a rare character type. Besides, you could argue that being one with the Force is just another form of life, particularly given the way that the Force and life are so interrelated.

JEDI COUNSELING 109

By Gary M. Sarli

Free Actions Aren't Free

Welcome to the 109th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Q: I have a question about the Force technique Improved Sense Surroundings. Its description says that you can "use the sense surroundings ability of the Use the Force skill (see page 77) as a free action rather than a swift action." Since there is no specific limit on how many free actions you can take (or when you can take them), it seems that you could make this Use the Force check over and over again, as many times as you wanted. Because you could theoretically reroll until you rolled a natural 20, this would let you automatically maximize your roll every time *and* recover all your spent Force powers on top of that!

Would this trick actually work, and if so, shouldn't this be errata?

A: No, it wouldn't work.

First, there's the "unlimited free actions" part. While the rules don't *explicitly* spell out a specific number you can take in a round, they do make it clear that free actions aren't without limits: "The GM puts reasonable limits on what counts as a free action." It's not that free actions don't require *any* time or effort; rather, they require so little that it's generally not worth counting. If you do enough of them, they can add up to a significant amount of time such that it is no longer reasonable to continue calling them free actions.

For example, saying a single word or a short phrase (such as calling out to your friends for help) is a free action, but saying a long sentence or more (such as reciting the epic history of the Rodian hunter clans) is not. Could someone then claim to perform 10,000 one-word-long free actions that, in succession, tell the epic history of the Rodian hunter clans? Of course not -- this sequence of "free actions" just simulates a bunch of full-round actions, so the GM is allowed (and expected) to disallow it.



Variant Rule: Free Actions Aren't Free

Each round, a character can perform a number of free actions equal to 1 plus his Charisma modifier or Intelligence modifier (whichever is more), with a minimum of one free action allowed each round. This encourages characters with a higher Charisma or Intelligence -- the leaders and planners -- to coordinate the group even when they don't have any talents that can come into play. Conversely, it encourages the heavy-hitters to "shut up and shoot" instead of trying to overplan their actions, thereby keeping the tempo of the fight moving along.

Second, all of the above is actually moot because sense surroundings only comes into play "when making Perception checks to detect or observe targets." In other words, these two actions are directly linked such that you make the Use the Force check immediately before making the Perception check. You don't get to make multiple Use the Force checks, just as you wouldn't get to make multiple Perception checks to detect a hidden sniper.

Clearly, Perception checks aren't unlimited. Unless the GM calls for a Perception check as a reaction (such as when a new enemy comes into your line of sight or to oppose a Stealth check), you have to spend a higher-value action to initiate a Perception check (such as a standard action to actively search for enemies not in your line of sight or a full-round action to search a square).

Q: If a Jedi had the Quick Draw feat and wanted to draw his lightsaber, would he still have to use another swift action to activate the lightsaber?

A: No. The "draw a weapon" action normally includes everything necessary to render that weapon immediately usable, including deactivating the safety on a blaster pistol and activating a lightsaber or vibroblade. Weapons are designed to be drawn and armed very quickly, so the GM generally shouldn't require a separate action unless there's some unusual difficulty in play (such as when the wielder isn't proficient with the weapon). Similarly, you don't have to spend a separate action to deactivate or disarm a weapon when you holster it.

However, it is important to note that this applies only to the actual "draw or holster a weapon" action (that is, moving the weapon either to or from a holster, hanger, sling, and so on). It does not apply when picking up or dropping a weapon, nor does it apply when using the Stealth action to use sleight of hand to get the weapon in your hand without attracting attention. In these cases, you're not getting the weapon in your hand as efficiently as you would when drawing or holstering it.



Q: Can you use serenity to get an automatic natural 20 when using a vehicle weapon? If so, doesn't this make it devastatingly good?

A: This isn't clear in the text, but the answer is no.

Serenity says that "your first attack roll . . . made in the following round is considered to be a natural 20." This use of "your" was intentional, an artifact left over from earlier phrasing that made this point more clear: Any reference to "*your* attack roll" means that it applies only to a personal, hand-held weapon, but a reference to "*an* attack" (or attack roll) is not limited this way.

As described on page 144 of the Saga Edition rulebook, "Your attack roll with a ranged weapon is 1d20 + base attack bonus + Dexterity modifier + range penalty (if any)." However, on page 167, it says that "An attack roll with a vehicle weapon is . . . 1d20 + base attack bonus + vehicle's Intelligence modifier + range modifier." This difference in phrasing was intentional and meant to show that two different processes were occurring. Since an attack with a vehicle weapon is never made as "1d20 + base attack bonus + Dexterity modifier + range penalty," it is never technically "your attack roll" (first or otherwise), and thus it can't benefit from serenity. (The Force power *battle strike* is another example of this.)

Originally, this was part of the justification for why Luke had to turn off his targeting computer to use the Force and blow up the Death Star. With the targeting computer off, the proton torpedoes basically became improvised ranged weapons, and he was limited to a very short-range shot (within the same starship-scale square) due to the lack of computer assistance. However, Luke could use his personal ranged attack bonus and thus qualify for using a Destiny Point (or even *battle strike*, which we originally considered making his first Force power).

Obviously, this explicit distinction was lost while condensing everything to fit in the available page count, but the remnants of it ("your attack roll") are still there.

Star Wars Miniatures Questions

Q: Let's say that Nym (from the *Bounty Hunters* set) is near a Trandoshan Mercenary (from *Alliance and Empire*). The Trandoshan now has Double Claw Attack and Double Attack. Against an adjacent enemy, would both abilities apply and allow him to make a total of three attacks?

A: No, the Trandoshan Mercenary could make only two attacks. As in any situation where a character somehow gains noncumulative additional attacks from multiple sources (as in this case, with Double Attack and Triple Attack, and so on), they do not stack.

Extra Attack, of course, is cumulative, unlike the abilities described above.



Q: What happens if Han Solo in Stormtrooper Armor (from *Alliance and Empire*) grants Charging Fire from his commander effect to an ally with Mobile Attack? Would the two abilities interact at all?

A: The ally would have access to both abilities, but it could never use both at the same time. Charging Fire allows a character to move up to double its speed and then make an attack. Mobile Attack allows a character to move both before and after its attack, provided that the total distance moved is no more than its speed. Given this, the two abilities are incompatible. The only benefit that Charging Fire gives (extra movement before an attack) automatically disqualifies the character from using Mobile Attack, so the abilities would never interact in any way.

Q: Okay, but what happens if Han grants Charging Fire to an ally that has Lightsaber Assault, Grenades, or some other ability that replaces attacks?

A: As before, the ally would have access to both abilities, but it could never use both at the same time. Charging Fire is a "replaces turn" ability. As noted on page 49 of the 2007 Starter Set rulebook, a replaces turn ability cannot be used in conjunction with a replaces attacks ability. Because of this, that ally could use one but not both of these abilities on its turn.

Q: Hypothetically, if a character has two mutually exclusive abilities, do you have to declare which one you're using before you begin? For example, would I have to say I'm using Charging Fire before I start to move, thus preventing me from changing my mind and using Mobile Attack instead?

A: You don't have to declare an action until it actually alters the normal sequence of play or otherwise changes the limitations for that character, so you don't have to say you're using it until that point is reached. This will rarely come up (you don't often change your mind mid-turn), but some abilities or outcomes might prompt you to reconsider your options.

However, Charging Fire and other "replaces turn" abilities alter the normal sequence of play immediately (that is, your normal turn ceases to exist and is replaced by something else), so this is one case where you would have to declare its use at the beginning of the turn without the option of changing your mind.

Nevertheless, the specific details of a "replaces turn" ability are still determined as they're used, just as with any other action. For example, let's say that you're planning on using Charging Fire to move 10 squares to reach an ideal firing position and then attack a significant enemy commander. Before anything else, you declare that you're using Charging Fire. During your third square of movement, you trigger an attack of opportunity from a Stormtrooper, and your opponent scores a lucky critical hit. You'd hoped to avoid being hit at all, so taking 20 damage is a substantial change! Because of this, you decide to adjust your plans: Instead of moving a lot farther and making an attack (but leaving yourself exposed), you decide to go around a corner and stop after 2 more squares before attacking that Stormtrooper. You don't get to hit quite so valuable a target, and you end up not taking advantage of the benefits of Charging Fire (that is, you moved only 5 squares), but you leave yourself less exposed and still eliminate an enemy that would have been an obstacle for the rest of your squad.



JEDI COUNSELING 110

By Gary M. Sarli

Dark Side Variant Rules

Welcome to the 110th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Q: I have a question about your ruling about using serenity in vehicles in [Jedi Counseling 109](#). Is the "your attack" wording supposed to apply in every case? If so, wouldn't that make some feats no longer work with vehicles?

A: First, let me apologize for the way I wrote that answer because I made the issue *far* more confusing than it needed to be. I started by answering the question -- "The answer isn't clear in the text, but the answer is no" -- and I should have stopped at that point.

Instead, I went into the background of how things were in an earlier draft and what this "your attack" wording was originally supposed to mean. In other words, everything after that first sentence is supposed to explain *how* things got off track, but discussing the original wording isn't particularly helpful since we'd moved so far from it elsewhere. I further compounded the error by forgetting other cases where this wording would have applied but which had already been clarified to work (such as Careful Shot and Rapid Shot in *Starships of the Galaxy*).

Originally, I didn't want to call it "errata" because I knew that the actual wording of such errata hadn't been determined for any future printings of the *Saga Edition Core Rulebook*. I didn't want to confuse the issue by having errata that might be the subject of later errata. In retrospect, that would have been far *less* confusing. Given this, let's completely retract that clarification. Instead, we'll just call this errata:

When using a vehicle weapon, you cannot apply any effect that causes an automatic natural 20 or automatic critical hit (such as spending a Destiny Point or using serenity), unless a rule specifies that it can be used with vehicle weapons.

We still might rephrase this a bit, but the meaning shouldn't change substantially.

Q: Is there any real reason for a character to be tempted to go to the dark side? It doesn't seem as if it would happen other than by deliberate choice on the part of the player. Even if they get close to falling, they could always stop when their Dark Side Score is 1 less than their Wisdom.

A: There are several ways that you might gain a benefit by doing something that increases your Dark Side Score:

You might gain a situational benefit from performing an evil act. For example, you might be tempted to kill an unconscious or captive enemy to avoid the complications of having a prisoner in tow or the dangers of leaving that enemy unattended.

You might learn and use dark side Force powers.

You might have the Corruption destiny, gaining the listed destiny bonus every time your Dark Side Score increases. (This gives you more of a reason to do both of the above.)

You might face a Sith Lord who uses the temptation class feature. In this case, you might choose to accept an increase to your Dark Side Score instead of moving -1 step on the condition track.

All of these are tangible benefits, but I agree that many of these require prior planning, a deliberate effort to make the "wrong" choice, or the intervention of an enemy. If you want a game mechanic that provides a more spontaneous tangible benefit, I would suggest the following variant rule.

Variant Rule: Calling on the Dark Side -- If your Dark Side Score is less than your Wisdom, you can call on the dark side to gain a temporary Force Point. If the Force Point is not used before the end of the encounter, it is lost. Calling on the dark side is a major transgression (see page 94 of the *Saga Edition Core Rulebook*). Only heroic characters can call on the dark side.

If you want to add the element of chance so that turning to the dark side might come as a surprise, you could also use either or both of the following variant rules.

Variant Rule: The Measure of Evil -- When you commit a dark side transgression, your Dark Side Score increases by a random amount: 1d6-3 for major transgressions, 1d6-4 for moderate transgressions, and 1d6-5 for minor transgressions. (This never reduces your Dark Side Score, even if the result is less than zero.)

Variant Rule: The Threshold of Evil -- When your Dark Side Score increases, roll 2d4 and add your new Dark Side Score. If the result exceeds your Wisdom by 5 or more points, your Dark Side Score increases to your Wisdom score, and you turn to the dark side.



Q: If you gain a temporary Force Point (such as with the Fringe Savant talent) and you also have the Force Point Recovery technique, can you gain a Force Point by "recovering" the temporary Force Point that you spent?

A: No. Temporary Force Points are just that -- temporary -- and they cannot be recovered by any means after the end of the encounter.

Star Wars Miniatures Questions

Q: I have a few questions about the Muun Tactics Broker (*The Force Unleashed* 54/60). Can a player turn Tactics Broker on and off in cases where he wants to give up that ability rather than remove a character from play?

A: No. Tactics Broker remains in play as long as the Muun Tactics Broker is in play. The player must remove one other character from play prior to determining initiative at the beginning of the round.

Q: When a character is removed from play by Tactics Broker, it is counted as defeated, but what happens with abilities that are triggered by being defeated, such as Avoid Defeat or Self Destruct?

A: Because the character is automatically removed from play, it cannot take advantage of any effect that would prevent it from being defeated (such as Avoid Defeat). However, any other effect that triggers when that character is defeated occurs normally. For example, Self Destruct would take effect, an allied character might be able to use Impulsive Shot, and so forth.



Q: How does Tactics Broker interact with Never Tell Me The Odds?

A: Never Tell Me The Odds completely suppresses any enemy special ability that modifies initiative, so Tactics Broker has no effect. Characters are not removed and the initiative roll is not modified.

Q: What happens if you have two Muun Tactics Brokers (or any two characters that have the Tactics Broker ability) in your squad?

A: Because two instances of the same ability don't stack (unless otherwise specified), Tactics Broker takes effect only once per round regardless of the number of characters in a squad with the ability. You remove only one other character from play and only one opponent's initiative roll is considered a 1.

Q: How does Tactics Broker interact with Recon or Anticipation?

A: Multiple rolls and rerolls still result in the selected final roll being considered a 1. Tactics Broker won't apply on tie-breakers, though, so if the squad with Tactics Broker rolls a 1, Recon and Anticipation can come into play normally.

Q: I have some questions about the Emplacement ability on the Golan Arms DF.9 Anti-Infantry Battery (*The Force Unleashed* 6/60). Does the character's entire space have to be on your side of the map?

A: Yes, the character's entire space must be in squares that are on the same half of the map that contains that player's setup area.

Q: If a map has an odd number of squares on its long axis (such as the map from the *Revenge of the Sith* Starter Set), one row of squares in the middle is equally close to both sides of the map. Can a character with Emplacement set up in this middle row?

A: No. Each individual square occupied by a character with Emplacement must be entirely on the same half of the map that contains that player's setup area. This "middle row" would be half on one side and half on the other side, so a character with Emplacement could not use those squares for setup.



Q: Can a character with Emplacement set up across a door?

A: No. Doors start the game closed and do not open until a character ends its turn adjacent to the door (or until some other special ability, such as Override, comes into play). Given this, the door is treated as a wall during setup, and a character cannot have its space divided by a wall.

Q: If playing with tournament or scenario rules that allow you to score points by occupying a particular area (such as in Gambit format), can a character with Emplacement set up in a scoring area?

A: Yes. The character will score points for being in the scoring area the same way and at the same time that any other character would.

JEDI COUNSELING 111

By Gary M. Sarli

Atonement Ain't Easy

Welcome to the 111th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Q: Atonement seems too easy. It's common to have Force Points left over upon gaining a level. Since they would be lost anyway, couldn't you spend them on atonement, effectively reducing your Dark Side Score for no real cost?

A: Atonement isn't quite that simple. It requires "a period of meditation, reflection, and absolution" on the part of the character, so it isn't a quick or instantaneous process. First, the player declares that his character is attempting to atone, spending 1 Force Point as a swift action; this represents the character pausing as she realizes that she is walking down the wrong path.

Next, the Gamemaster decides how to adjudicate the attempt to atone, such as how long it will take, whether any special acts of contrition will be required, and so forth. If performed "on stage," it should span at least the length of an adventure (during which the hero is essentially a total saint). If performed between adventures, it will normally require at least a week and possibly as long as months (even years!) of sincere reflection. The precise time and effort required should usually reflect the character's transgressions, so someone with a very high Dark Side Score may have to meet a higher standard to prove that the atonement is sincere.

The GM also adjudicates when the attempt is successful. If the hero's actions don't reflect a sincere desire to atone, her Dark Side Score won't be reduced. Still, the details are up to the GM, and atonement should never interfere with the needs of the campaign.

One last detail here: *You can atone only 1 point at a time*. This means that you can't spend all your leftover Force Points just before you gain a level. You could start a period of atonement, certainly, but it wouldn't end for quite some time (as described above).



Q: If you have Force Point Recovery and you atone to reduce your Dark Side Score, do you get the Force Point back?

A: No. Force Points that you sacrifice for atonement are permanently lost and cannot be recovered by any means.

Q: I'm having some problems deciding what type of transgression some actions should be. How can you tell when something is blatantly evil (a major transgression), questionably evil (a moderate transgression), or dubiously evil (a minor transgression)?

A: While the precise divisions are ultimately up to the GM, enforcing them as loosely or tightly as appropriate for the campaign, here are some guidelines to help you decide on corner cases. To decide if an action is "blatantly evil," ask yourself the following questions:

Did the action harm a sentient, living character?

Did the action harm a character that was at your mercy (helpless, unable to meaningfully defend itself, or something similar)?

Did the action cause serious harm to a character (physically, mentally, or emotionally)?

Was the action unnecessary to protect yourself or another character from an immediate, obvious threat?

Was the action deliberate and the result intended?

If the answer to all of these questions is "Yes," then the action is almost certainly "blatantly evil" (a major transgression) and deserves increasing the character's Dark Side Score. Examples include murder, torture (including acts such as intentional mutilation or maiming), slavery, rape, and any similar act considered reprehensible by most civilizations.

If exactly one question can be answered "No," then the action is probably "questionably evil" (a moderate transgression), which might be worth increasing the character's Dark Side Score. Examples include assassinating an Imperial warlord who is about to give orders to exterminate the population of a planet (it's in defense of others, but he's still at your mercy), tormenting a droid to extract information, or starting an unnecessary fight that results in serious injury.

If exactly two of the questions can be answered "No," then the action is probably "dubiously evil" (a minor transgression) and likely doesn't deserve increasing the character's Dark Side Score. Examples include killing in self-defense or recklessly (but accidentally) causing injury to others.

If three or more questions can be answered "No," then the action probably is not a dark side transgression at all. For example, destroying an object is not a transgression unless doing so also causes some sort of substantial harm to a character. Similarly, hunting an animal (not sentient) in the wilderness (not helpless) for sustenance (protecting yourself from starvation) is perfectly acceptable in all but the most unusual circumstances.

Obviously, you'll still need to interpret the situation accordingly. How strictly do you want to define "harm"? For example, is a rich character harmed in a significant way by having a minor treasure stolen? Is a threat imminent and real, or is the character merely trying to justify unnecessary aggression? The purpose of these questions isn't to give you a never-fail method but to help you evaluate an action. When in doubt, go with your gut instinct. The more you have to parse and explain an action to make it acceptable, the more likely it is to be a transgression.

Q: Would Severing Strike be a major transgression? It seems that you'd never learn this talent unless you intended to maim others.

A: No, Severing Strike, in itself, is not a transgression because it is designed to *protect* your target from an otherwise lethal blow. The same would be true for a doctor who has to perform a medical amputation. Although the act is "maiming" in the strictest sense, it is only to protect the target from a more dangerous medical problem.



This doesn't mean that Severing Strike can't be used in a blatantly evil way, of course. Cutting off the limbs of an enemy who is at your mercy would still be tantamount to torture no matter how you do it (by lightsaber, scalpel, or angry Wookiee).

Q: What happens if you use *move object* against a door? How about *Force thrust*?

A: If you use *move object* against a door, you deal normal damage to it as the door strains against its frame. (Don't forget to apply the effects of the door's damage reduction.) If the damage is sufficient to reduce the door to 0 hit points, it becomes disabled and the door is pulled free, making the doorway passable.

If you use *Force thrust* against a door, compare your Use the Force check result to the door's break DC. If successful, you have forced the door open. If not, the door remains intact and functional.

For those who are interested, an object's break DC is calculated as if it were a character resisting a bantha rush or *Force thrust*. Take its Strength bonus, add 10 (the average result on a roll of 1d20, rounded down), and -- in most cases -- add 5 more for being exceptionally stable. (Some particularly fragile objects may deviate on this last detail, but that is fairly rare.)

Star Wars Miniatures Questions

Q: I have some questions about Force Push. When an enemy is pushed, the acting character gets to decide which way to push the affected character (according to the rules insert in *The Force Unleashed*). Does that mean I can move the character around obstacles or other characters to get it farther away?

A: Each square of push must enter a square that is farther away from the acting character than the character's currently occupied space. Furthermore, you must move the affected character if such a space is available and if you have enough push squares remaining to move the character into that space. Beyond these limitations, the acting character's controller can choose which square the character is pushed into, avoiding obstacles and other characters as desired.

Q: What is the order of resolution for Force Push? Do you deal damage first, push the character first, or can you choose?



A: First, resolve all effects of the damage to a specific character (acting character's choice). If the character is defeated, resolve all effects that come into play at that time (such as Self Destruct, Impulsive Shot, and so forth).

If the character is not defeated, resolve the push effect (and stun effect, if applicable) for that particular character. Once the effect is completely resolved for one character, move on to the next affected character (if applicable), again chosen by the acting character.

Q: Can a character be pushed into a pit?

A: Yes, assuming that the pit square meets the requirements listed earlier (it must be farther away from the acting character than the affected character's currently occupied square). The errata has been updated to handle this situation, but it's worth repeating here:

"If a character is involuntarily moved onto a pit square, stop its movement in the nearest square adjacent to the pit and make a save of 11. On a successful save, the character remains adjacent to the pit. On a failure, it is defeated. Characters with abilities that allow them to enter pit squares (such as Flight) make a save of 6 instead."

Q: What happens if a character uses Force Push 3 or 5 on an adjacent enemy? Does the character push itself?

A: No. The acting character takes the damage and stunning effects because it is adjacent to the target enemy. However, it is not possible to move a character such that it is farther away from itself; there is no legal square that the acting character can be pushed into. As such, the acting character does not push itself.

Q: Let's say a character with Force Push 3 or 5 is a passenger on a transporting character (such as something with the Desert Skiff or Troop Cart special abilities). If the transporting character is adjacent to the targeted enemy, is the transported character pushed?

A: No, for the reasons listed above. Since the acting character is a passenger, it automatically moves with the transporting character. Given this, there is no square into which you can push the transporting character that would increase its range from the acting character, so the transporting character stays in its current space.

JEDI COUNSELING 112

By Gary M. Sarli

Proficient in Proficiencies

Welcome to the 112th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Q: What weapon group includes unarmed attacks? How about natural weapons? In most places, it seems like they're simple weapons, but Weapon Focus refers to unarmed attacks as if they are separate.

A: Unarmed attacks and natural weapons are considered simple weapons in which all characters are proficient. The reference to unarmed attacks in the Weapon Focus feat is an error.

Q: Do unarmed attacks and natural weapons benefit from the Weapon Finesse feat?

A: Yes. Unarmed attacks and natural weapons are light melee weapons.

Q: Do combat gloves count as simple weapons or unarmed attacks?

A: Both. They count as unarmed attacks, and unarmed attacks are simple weapons.

Q: A droid's tool mounts -- including weapon mounts -- are one type of appendage, and droids can use their appendages to make unarmed attacks (page 189, *Saga Edition Core Rulebook*). Since characters are automatically proficient with unarmed attacks, would that mean that a droid is automatically proficient with any weapon on a weapon mount?

A: No. While the weapon mount can be used for unarmed attacks to bludgeon nearby foes, using the weapon itself for its intended purpose still requires proficiency to avoid the usual penalties.

For example, if an R2 unit had a blaster pistol installed on one of its tool mounts, it could make unarmed attacks at no penalty, but it would take a -5 penalty on ranged attacks with the blaster pistol. (A droid without a heuristic processor wouldn't be able to use the weapon without proficiency at all.)

Q: How does the Weapon Familiarity species trait interact with weapon-specific feats and talents, such as Weapon Focus? Does a Wookiee with Weapon Focus (rifles) apply the bonus to bowcasters, or would that be covered by Weapon Focus (bowcaster)?



A: This isn't clear in the original text, but Weapon Familiarity allows a character to treat that weapon as a member of the indicated weapon group for all purposes, not just proficiency. For example, if a Wookiee soldier had Weapon Focus (rifles) and Weapon Specialization (rifles), she would get +1 on attack rolls and +2 on damage rolls with rifles and bowcasters.

Q: Weapon Focus (and many other weapon-specific abilities) lists "proficient with weapon" among its prerequisites. Can you take that feat if you're proficient with at least one weapon in that group, or do you have to be proficient with all weapons in that group?

A: As long as you are proficient with at least one weapon in a group, you are qualified to take Weapon Focus (or any other weapon-specific ability) for that group. The benefits apply only for weapons within that group with which you are proficient.

For example, a scoundrel with the Spacehound talent is proficient with all starship weapons (all of which are heavy weapons), so he would qualify to take Weapon Focus (heavy weapons). He would gain a +1 bonus on attacks with starship weapons, but he wouldn't get that benefit with an E-web or any other heavy weapon until becoming proficient with them.

Q: Does that reasoning apply when a prerequisite says "Weapon Proficiency (group)"?

A: No. When the Weapon Proficiency feat is specified, you must actually have that feat. That said, the Burst Fire feat needs a bit of errata to work as intended with this ruling:

p.82 – Burst Fire

Replace prerequisites with the following: "Proficient with heavy weapons, proficient with weapon."

Add the following sentence to the Special section of the feat: "If you do not have a Strength of 13 or higher, increase the penalty on attacks to –10 when using this feat with non-vehicle weapons."

This change allows pilots and other vehicle-oriented characters to use Burst Fire more easily. For example, an X-wing pilot (soldier 1) with Vehicular Combat and Strength 10 could take Burst Fire to get the most out of the starfighter's autofire capabilities, but this ability wouldn't transfer to a heavy repeating blaster (she's not proficient with it). She could use Burst Fire with a blaster rifle, of course, but she would take a –10 penalty on such attacks due to not meeting the Strength requirements listed above.

Q: Wouldn't that make Burst Fire work very differently than Rapid Shot?

A: Both Rapid Shot and Rapid Strike are receiving some matching errata to make these feats more accessible to a wider variety of characters while still preserving the concept and game balance intended by the original prerequisites:

p. 88 – Rapid Shot

Remove the Strength prerequisite from the feat.

Add the following sentence to the Special section of the feat: "If you do not have a Strength of 13 or higher, increase the penalty on attacks to –5 when using this feat with non-vehicle weapons."

p. 88 – Rapid Strike

Remove the Dexterity prerequisite from the feat.

Add the following sentence to the Special section of the feat: "If you do not have a Dexterity of 13 or higher, increase the penalty on attacks to –5 when using this feat with non-light weapons."

Star Wars Miniatures Questions

Q: Can a character with Greater Mobile Attack move its full speed (typically 6) and still make multiple attacks?

A: Yes. Moving before and after the attacks is an option available to a character with Greater Mobile Attack, but it is not a requirement for making multiple attacks.

Q: Can a character with Greater Mobile Attack and Charging Fire move double its speed and still use all its attacks?

A: No. Charging Fire is an ability that replaces your turn. You can't use multiple attacks (such as from Double Attack, Triple Attack, or Extra Attack) when you've replaced your turn. Those attacks are lost because you would normally get them in exchange for giving up your movement in your normal turn. Since you no longer have a normal turn, they don't come into play at all.

Q: Can you use a Force point to move faster or Master Speed to increase the distance you can move while using Greater Mobile Attack?

A: Yes. Greater Mobile Attack (and Mobile Attack) both function the same way regardless of the speed of that character, even if it is enhanced by spending a Force point to move faster or activate the Master Speed power.

Q: The card text for the Caamasi Noble's Diplomat ability says that it's not a legal target if an enemy without Diplomat is in line of sight. The glossary definition (in the rules insert) says that the character with Diplomat can't be targeted or attacked. Now, I've heard that the card text is supposed to override the glossary definition, so would this mean that a Caamasi Noble could be attacked as long as he is not targeted (such as with Lightsaber Sweep)?

A: First, there's evidently some confusion about how the rules text for an ability works, so let me clear that up. The rule for a special ability or Force power includes both the card text *and* the glossary/insert text. Neither, by itself, is the complete rule, so you must follow all the rules on both the card and in the glossary.

The only time the card takes precedence is in the event of a direct contradiction. For example, if a Force power is listed as costing 2 Force points on the card but only 1 Force point in the glossary, then the card text is treated as correct. To be clear, though, "direct contradiction" doesn't include omissions; it's not uncommon for card text to be more abbreviated than glossary text. Furthermore, when such contradictions are discovered, they are added to the errata or FAQ file as quickly as possible, so this will rarely come up except when a set is fairly new.

Now, given this clarification, the answer to your question should be a little more clear. Since the glossary text says that the character with Diplomat cannot be attacked *or* targeted, Lightsaber Sweep can't be used to attack the Caamasi Noble as long as an enemy without Diplomat is in line of sight.



Q: Okay, here's a follow up question: What if you start a Lightsaber Sweep (a Caamasi Noble and one or more non-Diplomat enemies are adjacent), and no other enemies are in line of sight. If you defeat all non-Diplomat enemies with the Lightsaber Sweep, could you attack the Diplomat with the Lightsaber Sweep at that time?

A: Yes.

Q: Same question, but let's say you're using Blaster Barrage or Furious Assault. If you defeat all non-Diplomat enemies in line of sight, can you attack the Caamasi Noble?

A: No. Unlike Lightsaber Sweep, both Blaster Barrage and Furious Assault require you to determine all legal targets before making any attacks. As such, a new target can't become legal once the process is started.

Q: Speaking of Blaster Barrage and Furious Assault, is the opposite true? If a legal target somehow becomes illegal once the process has started -- perhaps because of Princess Leia, Rebel Hero's commander effect moving the attacker and breaking line of sight -- could you still attack that previously legal target?

A: No. The target must be legal at the beginning of the process (as mentioned above), but it must also be legal at the time the attack itself is resolved.

Q: Does a character with Furious Assault have to move to use the ability?

A: Yes, the character must move at least 1 square as a part of this special ability.



JEDI COUNSELING 113

By Gary M. Sarli

Jedi Mind Tricks: Let's You and Him Fight!

Welcome to the 113th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Q: This question is about the "make an otherwise unpalatable suggestion seem completely reasonable" aspect of *mind trick*. If the heroes are facing multiple enemies, can a Force-user use *mind trick* to cause one of the enemies to attack another enemy?

A: One of the limitations of using *mind trick* to make a suggestion is that it can't obviously endanger the target's life. For this reason, telling an enemy to attack another enemy usually won't work. For example, a stormtrooper who turns around and attacks other stormtroopers would expect them to shoot back. Even if he survives, he would still expect to be court-martialed and executed for treason.

Still, this doesn't mean it's impossible to get someone to attack someone else with a carefully worded *mind trick*, but it would be an indirect effect. For example, a *mind trick* could plant a suggestion that would make attacking another character a logical (and perhaps safe) choice. For example, you might use *mind trick* to tell a stormtrooper the following: "That bounty hunter is actually a Rebel terrorist, and he's carrying a bomb!" This would almost certainly prompt a stormtrooper to attempt to capture or kill the target right away.



That same suggestion wouldn't prompt a stormtrooper to attack another stormtrooper because he'd still expect to be court-martialed, but it could lead him to start investigating the "Rebel" and perhaps report his suspicions to a superior. None of that would do any good in the middle of a combat encounter, though.

Q: Can a character who has the Teräs Käsi Mastery talent (page 53, *Threats of the Galaxy*) and the Double Attack feat combine these with the Mighty Swing feat? Specifically, could I use two swift actions to get the benefit of Mighty Swing and then use my standard action to make a Double Attack? If so, would the extra die of damage from Mighty Swing apply to both attacks from the Double Attack or only to the first attack?

A: Yes, you can use Teräs Käsi Mastery, Double Attack, and Mighty Swing at the same time, using two swift actions for Mighty Swing and then your standard action for an unarmed Double Attack.

However, Mighty Swing specifies that its extra damage applies only to your *next* attack in the same round, so the second attack from Double Attack (or any other source of extra attacks) would not gain this benefit.

Q: If my scoundrel takes both Trace and Hot Wire (page 16, *Starships of the Galaxy*), can he make a Mechanics check in place of Gather Information as long as he has access to a computer terminal that he can hot-wire?

A: No. Hot Wire works only when improving access to a computer (that is, when you're trying to improve the computer's attitude toward you). Making Use Computer checks in place of Gather Information checks is a completely separate use of the skill, so Mechanics can't be substituted in that case.

Q: Does a Force disciple's immunity to mind-affecting effects also apply to friendly effects, such as many of the officer's talents?

A: A Force disciple is immune to such effects, even if the effects would be helpful. Conceptually, think of Force disciples as having minds that exist on such a transcendental plane of thought that mundane influences simply don't move them enough to make a difference. That said, I don't think it would be unbalancing to allow a Force disciple to raise or lower this immunity (probably a swift action, if you decide to use such a variant as a house rule).

Q: There are a lot of custom lightsabers in *Star Wars*, but my group can't decide if they all fall under the lightsaber weapon group. For example, would Lumiya's lightwhip or the lightsaber tonfa used in *The Force Unleashed* video game be considered lightsabers or exotic weapons?

A: Both the lightwhip (page 84, *Threats of the Galaxy*) and the guard *shoto*, also known as the lightsaber tonfa (page 96, *The Force Unleashed Campaign Guide*, due out later this year), are part of the lightsaber weapon group.

Weapon groups are pretty broad; for example, "simple weapons" includes nets, slings, clubs, knives, and many others. We usually don't separate a weapon and call it exotic unless it's particularly bizarre or unusual in design. A flamethrower, for example, operates by shooting flaming liquid. As a result, you have to arc your shots and anticipate the liquid's splash to get the most out of the weapon, and this is very different from the simple point-and-shoot of a blaster or even a missile launcher.

Similarly, a weapon whose design is sufficiently atypical may earn the exotic designation, and this combined with the Weapon Familiarity trait can provide a little local flavor. Wookiees can use bowcasters and Gungans can use atlatls because they were raised around them, but offworld characters need to put in a little extra training to effectively operate these unfamiliar weapons.

Q: Is the weight on the E-web correct? It seems awfully heavy compared to a heavy repeating blaster, which is only one size smaller and in the same weapon group.

A: Yes, the weights are correct. Don't forget that the E-web's weight includes a dedicated power generator, which is roughly 15 kg by itself. In addition, the E-web uses a very large and heavy tripod to assist its crew in wielding such a massive weapon, whereas the heavy repeating blaster uses a smaller tripod that is designed to be portable (allowing you to fire on the run, albeit inaccurately).

Star Wars Miniatures Questions

Q: The Republic Commando Training Sergeant (*Legacy of the Force*) has a commander effect that says, in part, "Whenever one or more allies with Order 66 combine fire with another character with Order 66, the attacker gets +10 Damage." Since the Training Sergeant has Order 66, does he benefit from his own commander effect?

A: The trick to understanding this interaction is the fact that this benefit applies when "one or more allies" take a certain action, but the benefit itself applies to "another character." A character does not count as its own ally, so the Training Sergeant can't satisfy the first part of this commander effect himself.

Thus, if the Training Sergeant makes an attack and one or more allies with Order 66 combine fire with him, then he ("another character") gets the bonus damage. However, if he combines fire while another character with Order 66 makes the attack, then he does not grant the bonus damage because he doesn't count as an ally.



Q: Does the +10 Damage with combined fire from this commander effect stack with other commander effects that provide +10 Damage, such as that of Clone Commander Bacara (*Champions of the Force*)?

A: No. Commander effects that provide a bonus to the same statistic don't stack. You apply only the largest bonus. In this case, both of these commander effects apply a direct bonus to the same statistic (+10 to the attacker's Damage) despite the fact that an intermediary condition (such as "ally with Order 66 combines fire") must be satisfied to claim it.

Q: When using Han Solo in Carbonite (*The Force Unleashed*), its cost is half as much as the chosen character whose name contains Han Solo (the "frozen" character). Do we round up or down if the chosen character has an odd number for the cost?

A: When calculating the cost of Han Solo in Carbonite, round fractions up.

Q: Let's say that I choose Han Solo of Hoth (*The Force Unleashed*, 33 points) to be "frozen" during setup, but after seeing the opponent's squad, I decide that I'd rather have Han Solo in Stormtrooper Armor (*Alliance and Empire*, 25 points). Could I change to the other Han Solo if I'm willing to pay the higher price for my original choice?

A: No. The "frozen" Han Solo is selected at the same time that you construct the rest of your squad, and you must reveal it to your opponent during setup. Once chosen, the frozen Han Solo cannot be changed for any reason.

Q: Is there any way to move this character or change its position prior to "unfreezing" it, perhaps with Tow Cable, Force Push, or Force Repulse?

A: No. Han Solo in Carbonite cannot be moved or pushed by any means.

Q: If the chosen Han Solo is Large, such as Han Solo on Tauntaun (*Alliance and Empire*), it would be impossible to place it in the same space as Han Solo in Carbonite. What do we do in this case?

A: Place the Large character in the nearest legal space (overlapping the space Han Solo in Carbonite occupied, if possible).

Q: Can Light Spirit, Light Tutor, or Force Spirit be used on Han Solo in Carbonite or on the "frozen" Han Solo that is not yet in play?

A: No. These abilities can't be used on a character who isn't in play (such as the "frozen" Han Solo), and Han Solo in Carbonite counts as an object rather than a character. Thus, neither is eligible to receive the benefits of these abilities.



JEDI COUNSELING 114

By Gary M. Sarli

Contextual Healing

Welcome to the 114th installment of "Jedi Counseling," our regular column in which we answer your rules questions about the *Star Wars Miniatures Game* and the *Star Wars Roleplaying Game*. If you have a question, send it in through the link at the end of this column, and check back here for the official answer.

Star Wars Roleplaying Game Saga Edition

Q: My gaming group plays D&D 4th Edition in addition to *Saga Edition*, and one thing we've noticed is that D&D heroes are able to "get back in the fight" a little more easily than *Star Wars* heroes, thanks to having so many healing surges. Although I like the realism of heroes being unable to instantly bounce back from terrible injuries, it can interfere with the flow of the adventure if the heroes have to stop and rest.

On the flip side, if a group has two Force-using heroes and both have *vital transfer*, they can spring back to full strength in a matter of minutes. Because of this difference in between-encounter healing, I find that an adventure with perfect pacing for one group might be far too fast (or too slow) for another. Any suggestions?

A: Let's look at the current situation to see how it matches the needs of your game. First, any group of heroes can get back into the fight at least once during the day. With each getting the benefits of second wind and almost everyone having access to a medpac, they can get back into decent shape pretty quickly even in the middle of a fight. The problem comes up, then, if the heroes get into a series of fights (or a few big fights) that deal damage far beyond the amount that can be healed easily.

In that case, there are two other options in the existing rules: surgery and the Force. Surgery is pretty slow, requiring 1 hour normally (and still requiring 10 minutes with Surgical Expertise). On top of that, it can be risky if you don't have a very skilled surgeon, and you have to keep a surgery kit handy. Still, there's no limit to how often you can attempt it, so there's a good chance you'll get the heroes back into shape as long as you have a few hours between encounters.



If you don't have that much time (or if you don't have someone with a high Treat Injury modifier), the other existing option is to use a Force power, most often *vital transfer*. Not only can this be used in the middle of a fight, but you can recharge the power repeatedly simply by resting for 1 minute. The downside is that a single Force-user will run out of juice pretty fast, since he or she takes damage equal to half that healed (or use Force Points to avoid the damage, but those are limited). Don't forget that you can't use *vital transfer* on yourself, per the latest errata and clarifications.

If you have *two* such Force-users, though, you run into the other problem you mentioned. Since they heal damage faster than they take it, they can heal the entire group and each other if they have a few minutes to rest.

If any of this doesn't work for your preferred gaming style, I can offer you a few suggestions. However -- and I can't emphasize this enough -- **don't make any changes unless you, as the GM, have run into trouble with the existing rules.** Be careful and conservative in introducing any or all of the following ideas, adding them on a trial basis (at most one or two at a time) to see how they feel for your game and your group's shared image of *Star Wars*. If anything doesn't fit right, don't hesitate to change it back!

Now, on to the suggestions: First, you might consider using the following optional rule, which also appears in *The Gem of Alderaan*, the eighth **Dawn of Defiance** adventure. It bridges the gap between first aid (quick, but only usable once per day) and surgery (slow but usable repeatedly), providing a way to benefit from medpacs more than once per day, albeit with some serious risks. Your heroes might want to acquire some FastFlesh medpacs (page 54, *Threats of the Galaxy*) if they plan to use this option regularly:

Optional Rule: Old Wounds

The following is a new use of the Treat Injury skill.

Critical Care (Trained Only; requires a medpac and surgery kit): You can attempt to use multiple medpacs on a creature in a 24-hour period. This requires one minute, and it expends the contents of one medpac. If you succeed on a DC 20 Treat Injury check, the creature regains a number of hit points equal to its character level, plus 1 hit point for every point by which your check result exceeds the DC. You take a -5 penalty to your Treat Injury check for every previous attempt at critical care in the last 24 hours, even if that attempt was unsuccessful.

If you fail the Treat Injury check, the creature overdoses on the medicines in the medpac, causing it to take damage equal to its damage threshold. If this would reduce the creature to 0 hit points, it dies unless it can spend a Force Point to save itself.

You can attempt to perform critical care on yourself, but you take a –5 penalty on your Treat Injury check.

Second, you could make second winds available more often. One possibility is to import something like the healing surges used in **D&D** 4th edition, giving characters access to more than one second wind. The following variant is scaled back quite a bit from its **D&D** counterpart to better match the flavor of *Star Wars*:

Variant Rule: Multiple Second Winds

Instead of having one second wind per day, every heroic character can catch a second wind a number of times per day equal to 1 + [class bonus to Fortitude Defense] + [Constitution modifier], with a minimum of 1. Any ability that would add an extra second wind (such as the Extra Second Wind feat or the Tough as Nails talent) instead adds a number of second winds equal to this base number. As always, you can catch a second wind no more than once in a single encounter.

The above variant rule can be used together with or separately from the following optional rule, which makes second wind available more often, but at a significant cost:

Optional Rule: The Edge of Exhaustion

If you have already used your second wind(s) for the day, you can catch another second wind by voluntarily moving –1 persistent step down the condition track. The persistent condition remains until you've had surgery performed on you or until you get eight consecutive, uninterrupted hours of rest.

Finally, you might scale back the benefits of *vital transfer* so that groups with multiple Force-users aren't quite so far ahead of the rest. (This is particularly useful if you implement either of the second wind rules above.) You might want to use either or both of the following variant rules:

Variant Rule: Vital Sacrifice

A character that uses the *vital transfer* power to heal another character cannot benefit from the use of *vital transfer* in the same 24-hour period.

Variant Rule: Vital Limits

A character can benefit from *vital transfer* only once in a 24-hour period, but you can use a Force Point to overcome this restriction when you activate *vital transfer*. (Since you can spend only one Force Point per round, you cannot also spend a Force Point to avoid taking damage from the use of *vital transfer*.)

If you use one or more of these rules, the heroes will be a lot more resilient, bouncing back quickly between Jedi fights. Don't be afraid to increase the tempo of the adventure to keep up, but ease into it over a few sessions as you get a feel for the right pacing.

Q: Does the Equilibrium talent move you to the top of the condition track, or does it remove persistent conditions (such as from poison, disease, or serious injury)?

A: Equilibrium does both of these, removing all persistent conditions *and* moving you to the top of the condition track.

Q: Condition track penalties reduce all your defense scores. Do they also reduce your damage threshold, since it is derived from your Fortitude Defense?

A: Yes. Although the effect is indirect, any modifiers that change your Fortitude Defense also change your damage threshold by an equal amount because its underlying "starting value" has changed.

Star Wars Miniatures Questions

Q: Can Overwhelming Force allow a non-targeted attack, such as an attack of opportunity or Lightsaber Sweep, to be made against a character with Diplomat? For example, if a Caamasi Noble moves out of a square adjacent to Lord Vader, could Vader activate Overwhelming Force to make an attack of opportunity against it?

A: Yes. When a character's Diplomat ability is active (that is, when a non-Diplomat character is in line of sight), it stops an enemy from doing two different things: That character cannot be targeted, and that character cannot be attacked. When a character activates Overwhelming Force, "its attacks (or damage from its attacks) cannot be prevented or redirected this turn." That sidesteps the "no attacks" part of the Diplomat ability, but not the "no targeting" part.

However, attacks of opportunity "do not use the targeting rules," according to the glossary. Therefore, the "no targeting" aspect never comes into play, so Overwhelming Force will allow an attack of opportunity against a character with Diplomat.

The same is true of any other non-targeted attack, such as Lightsaber Sweep. (Such attacks would normally be prevented, of course, but Overwhelming Force sidesteps that restriction.)

Q: Wouldn't that open up an awful lot of rules to being overridden by Overwhelming Force? For example, Flight prevents attacks of opportunity, but wouldn't Overwhelming Force be able to ignore this restriction that prevents its attack from occurring? The same goes for Force Leap, which also prevents attacks of opportunity.

A: No and no. I can see how it might be confusing, but there are subtle differences at work here because neither of these abilities "prevent" the attack itself. Instead, they essentially redefine the preconditions under which an attack of opportunity can occur rather than preventing the attack itself.

A character with Flight "ignores enemy characters . . . when moving." An attack of opportunity is provoked if "an enemy moves out of a square adjacent to a character." Since the moving character ignores enemies while moving, this condition is never fulfilled and the attack of opportunity is never provoked. Thus, the attack isn't "prevented" so much as it was never eligible to occur in the first place. (The clause at the end of the attack of opportunity glossary entry is simply pointing out this effect.)



Force Leap has the same effect even though it phrases it a bit differently, specifically pointing out that the character can move through enemies and "does not provoke attacks of opportunity." This produces the same result as a character that can "ignore enemy characters when moving," as in the case of Flight. (The definition of Flight doesn't use the "provoke" phrasing, but the FAQ does: "Because [characters with Flight] ignore enemy characters while moving, they do not provoke attacks of opportunity.")

If the distinction between preventing an attack and an attack never being possible is still unclear, consider this:

Does Melee Attack "prevent" that character's attacks against nonadjacent enemies? No! The enemy being adjacent is a *prerequisite* for making such an attack, so attacks against nonadjacent enemies simply aren't possible to begin with. As such, Overwhelming Force won't sidestep the restrictions of Melee Attack.

Taking the analogy a step further, does the lack of line of sight "prevent" an attack against an enemy? Again, no:

Line of sight is a prerequisite for making an attack in the first place, so Overwhelming Force won't allow you to bypass this requirement.

Q: All right, but now that definition of Flight is giving me second thoughts about other abilities. If a character with Flight ignores enemies when moving, how would Strafe Attack be possible? Wouldn't each enemy be treated as if it didn't exist while the character with Strafe Attack moved? How can you attack an enemy that doesn't "exist"?

A: Good question, but no: Strafe Attack (and any similar ability) continues to work normally. In the case of Strafe Attack, the ability's definition specifically describes who the character with Flight attacks and when, so the rule text overrides the general rules of Flight and makes the question moot.

Even if this were not the case, the "ignores enemy characters" clause comes into play only "when moving," the specific moment that the character is moving from one square to another. When not actually moving from square to square, the Flight ability doesn't apply. Given this, consider the phrasing of Strafe Attack: "Roll each attack *just before* this character enters that enemy's space." It occurs just before movement takes place, so Flight isn't actually having an effect in that moment.

The same would apply if a character with Galloping Attack somehow acquires Flight (such as by use of the Tow Cable ability). Since it only ignores enemies in the moment it moves from square to square, the character with Galloping Attack can still identify adjacent enemies as it occupies each square, attacking them accordingly.

JEDI COUNSELING 115

By Gary M. Sarli

Dry Docks and Hangar Bays

Welcome to the 115th installment of "Jedi Counseling," our column in which we answer your rules questions about the **Star Wars Miniatures Game** and the **Star Wars Roleplaying Game**.

Star Wars Roleplaying Game Questions

Q: I've run into some issues with the starship design rules in *Starships of the Galaxy*. It seems that you can't make any existing starships using these rules and starting with a stock starship. Am I doing something wrong?

A: Probably not. A vast number of individual starships have been created over the last few decades since *A New Hope* came out, and at no point was there a cohesive starship design system to guide authors of fiction or gaming products. As such, it is effectively impossible to reverse-engineer a design system that covers all these varied examples—or, at least, any such system would be so complex that it wouldn't be easy to use in a game.

Given that, we designed the system from the point of the typical hero who might be interested in modifying an existing starship or scratch-building a new one. This hero doesn't have the benefit of vast numbers of the best engineers and test pilots in the galaxy (like at the Corellian Engineering Corporation), nor does this hero have an entire star system dedicated to the building of city-sized starships with mass-production facilities to match (like at Kuat Drive Yards).

This hero, instead, is relegated to building "a typical new starship from a typical production facility," as noted at the bottom of Table 3–8: Stock Ship Types (page 52, *Starships of the Galaxy*). The stock starships are designed to reflect that, making it possible to make something decent and functional, but not something that would easily outshine the big name starships.

For example, a hero could build a decent light freighter, something comparable to a YT-1300 in stats and price.

The biggest difference? The YT-1300 would have a lot of extra emplacement points left over—and that's precisely what the Corellian Engineering Corporation is known for. Think about it: If any yahoo on a backwater planet could build a freighter that's just as good, why would the YT-series freighters sell so well throughout the galaxy?

Since most heroes won't ever control a galaxy-spanning corporate giant and be able to use these resources, it seems a little silly to spend page space exploring the ins and outs of galactic-scale mass production. Similarly, we might give broad outlines of supply and demand by listing a planet's major exports and imports, but we won't be creating rules that account for macroeconomic cycles, unemployment, inflation, and so forth. (Let's face it: Most of us are just here to shoot stormtroopers.)

Now, if you as the GM want to build starships beyond what the stock starships can manage, there's really not a reason for you to hamstring yourself with those rules: Just write up stats that seem like a good challenge for your players, using similar starships as benchmarks for things like price, appropriate game statistics for that type of ship, and so forth.

And if you and your players really want more comprehensive rules that go beyond those in the book, by all means do so! You might look at Gear Templates (page 76, *Knights of the Old Republic Sourcebook*) to get some inspiration for coming up with appropriate special benefits and restrictions for different manufacturers.

Alternatively, you might allow manufacturers to come up with "proprietary" stock starships that are better than the typical ones listed in the book. For example, Kuat Drive Yards might have a really good "stock Star Destroyer" and Corellian Engineering Corporation might have an outstanding "stock YT-series," and they use these as the baseline for producing several similar starship designs.

Q: When building a new design from a stock starship, can you remove or replace existing systems that come with the stock ship? For example, could I take those high-performance engines off a stock interceptor and use the cash to buy other systems?

A: You can, but it's not very efficient. You get only 1/4 the listed value of any system you remove from a starship, even a stock starship.

Stock starships usually get their starting systems at a substantial discount because they are so well integrated into the baseline design. Removing them requires a lot of inefficient workarounds, resulting in a lower price comparable to selling a used starship component.

Q: Passenger conversion says that it creates room for a number of passengers equal to the ship's size modifier.

Wouldn't the size modifier be –10 for ships that big? Or does it refer to some other size modifier (such as the one used for grappling)?

A: It is an error, so consider this to be errata: Passenger conversion has sufficient space for a number of passengers equal to the ship's cost modifier, not size modifier.

Q: Can you gain emplacement points by converting the cargo space provided by a cargo pod?

A: No. A starship can only convert its own internal cargo space into emplacement points.

Q: Do nonflying carried vehicles require hangar space? If so, it seems like the *Imperial*-class Star Destroyer uses more hangar space for AT-ATs and AT-STs than it does for TIE fighters and shuttles.

A: Hangar space is required only for vehicles that are meant to launch directly from the starship, such as airspeeders, starfighters, and space transports. If the vehicle is meant to be kept in storage until deployed planetside—as in the case of AT-ATs and the like—then the vehicle can be carried as cargo. The real difference is that a hangar-deployed vehicle is ready to fight when launched, but a vehicle carried as cargo needs a little help to become combat ready (usually about 1 minute of continuous work, assuming the vehicle's entire crew assists).

Vehicles stored in this way are still quite bulky (meaning they take up more cargo space than their mass would otherwise suggest). Nevertheless, this is considerably more efficient than allocating hangar space for the vehicle, which includes enough room for maintenance, repair, takeoff, landing, and maneuvering. The precise amount of cargo space required is ultimately up to the GM, but a good baseline is that a vehicle requires about 100 tons of cargo space—roughly 50 cubic meters—for every unit of hangar space it would normally require. (As a comparison, this is about 1/4 as much room as the same vehicle would require if you converted that cargo space into a hangar bay.)

Q: My players have discovered that they can make very good warships by modifying freighters, turning all that extra cargo space into emplacement points. I can't find anything wrong with it in the rules, but it looks like a converted freighter could overpower a Star Destroyer! Am I missing something, or is this intentional?

A: You are missing something. Under Nonstandard Modifications (page 39, *Starships of the Galaxy*), you'll find this little catch-all rule: "The GM is the final arbiter of what systems are sufficiently dissimilar to qualify as nonstandard, and particularly unusual combinations may be forbidden altogether."

In other words, no modification is legal unless you specifically say it is.

What you're describing—turning a freighter into a big pile of emplacement points to hold high-end capital-ship weaponry—skirts right past nonstandard ("sufficiently dissimilar" systems) and smacks right into the middle of forbidden ("particularly unusual combinations"). The rules as written not only empower you to veto such an absurd design, they expect you to do so.

If your players object, tell them that they have to prove that the proposed modification is not "particularly unusual" by providing a few examples of similar cases. If they can't find any such example ... well, "unique" is pretty unusual, isn't it? We've certainly seen freighters with extensive modifications (*Millennium Falcon*, *Outrider*, *Wild Karrde*, *Ebon Hawk*), but none have had anything remotely approaching what you describe. In fact, the Gallofree GR-75 medium transport is specifically described as being frequently modified for many different functions, but the idea of turning it into a "pocket battleship" never seems to have crossed the Rebels' minds.

You can use the following guidelines to help you adjudicate these sorts of unusual cases, but keep in mind that guidelines are just that: guidelines. They aren't hard-and-fast limits, and they aren't substitutes for good GM judgment and common sense. Very generally speaking, if any of the following are true, the modification is probably nonstandard. If two or more are true, the modification is probably not possible at all (unless there are counterexamples that show otherwise, of course).

- The starship does not have any similar system in its stock version, or if the system is specifically described as nonstandard for that type of starship (such as a hyperdrive on a starfighter).
- The modification would increase the starship's speed, hit points, or shield rating by more than 50% or the number of weapons, passengers, or carried vehicles (measured in hangar space) by more than 100% compared to the starship's stock version.
- If the starship has gained emplacement points equal to or greater than its cost modifier by converting cargo space, all further modifications are nonstandard except for volume-heavy modifications such as cryogenic chambers, escape pods, extended range, hangar bays, medical suites, passenger conversion, and smuggler's compartments.

Star Wars Miniatures Questions

Q: Can an adjacent character use targeted abilities against a character with Invisibility? Or can the adjacent character use only attacks?

A: Both attacks and targeted abilities may be used against a character with Invisibility, if adjacent.

Q: If a character has Invisibility, does it grant cover to a target behind it? If so, why should an invisible character make it harder to see and hit a target?

A: Cover works as it does for any other character. As for your follow-up question, you need not be able to see something for it to make your attack more difficult; rather than obscuring the target, it partially protects it from being hit.

Even if this weren't the case, keep in mind that the *Star Wars Miniatures* rules are written as a competitive tabletop game above all else, so at times you will encounter rules that are balanced for playability but that don't quite mesh with the "reality" of the *Star Wars* universe. It's a necessary constraint of the competitive gaming framework.

Q: Let's say a character moves into a square that's adjacent to two different characters with Mines. Does the character have to make two saves, potentially taking damage twice if both fail?

A: No, because multiple instances of the same ability do not stack unless the rules specifically say otherwise.

Conceptually, think of it like this: Mines aren't actual attacks made by the character in question, so a character that moves adjacent isn't being attacked by both characters. Instead, imagine that Mines creates a temporary sort of terrain—a "minefield"—adjacent to such characters. Putting down more mines doesn't give you a "double minefield": Either you have a minefield or you don't, just as having cover from multiple sources doesn't stack to create "double cover."

Q: If a character of Large or greater size enters two or more squares affected by Mines at the same time, does it have to make more than one save against Mines?

A: No. Mines is triggered by moving adjacent to the character with Mines, and that can only occur once during any given square of movement.

Q: What if a character enters an adjacent square without actually moving into it, such as by Grand Admiral Thrawn's commander effect, disembarking a transport, or being subject to Force Push? Would the character still trigger Mines?

A: No. None of these examples are technically "movement," so they don't fit the criteria necessary to trigger Mines.

Q: Force Bubble says it works "when this character takes damage," but does that mean it lasts for the entire skirmish? Just that turn? Just for a single attack or ability?

A: It applies to a single instance of taking damage (hence, "when this character takes damage"). At that time, the character is eligible to activate the Force power by spending a Force point.

Q: How does Force Bubble interact with Force Immunity? Can you use it against an attack from such a character?

A: No. Force Immunity prevents using Force powers to respond to an attack from that character. Since Force Bubble can be activated only after taking damage from the attack, that would count as "responding" to the attack, and it therefore is not allowed.

KNIGHTS OF THE OLD REPUBLIC: CREATURES OF KOTOR 1-3

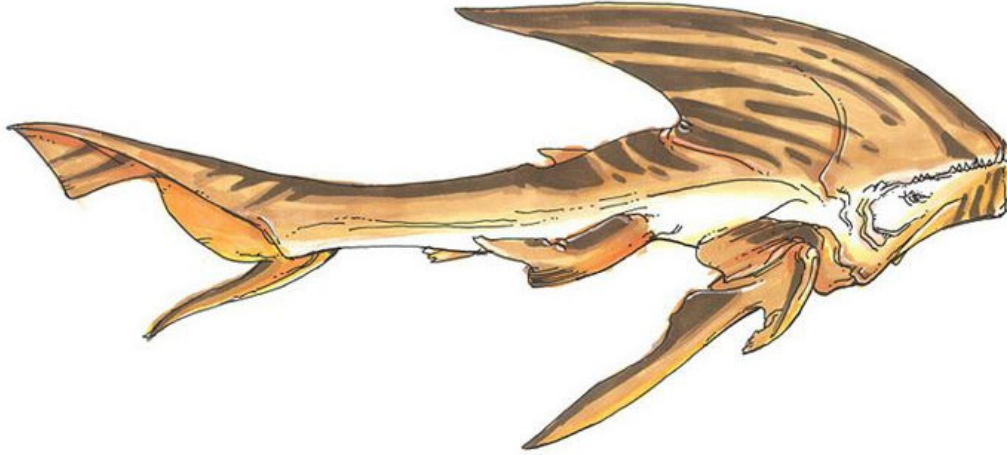
By Eric Cagle

The Knights of the Old Republic Era is a time of heroic deeds, powerful villains, and intricate plots. However, these are not the only threats that heroes of the era face. Every planet is home to a bewildering number of dangerous creatures -- so many, in fact, that there wasn't room to put them in the *Knights of the Old Republic Campaign Guide*. "Creatures of KOTOR" is a new series of articles presenting new creatures and beasts from that era to include in your *Star Wars Roleplaying Game* Saga Edition adventures.

- 1: Firaxa & Gizka
- 2: Horned Kath Hound & Iriaz
- 3: Viper Kinrath & Mykal

FIRAXA

The firaxa, also known as the firaxan shark, is native to the ocean world of Manaan. This fierce predator is extremely territorial and attacks almost any creature, vehicle, or piece of equipment that violates its space. Firaxa are thought to be the spawn of an enormous individual known as the Progenitor, who prowled the waters in an area known as the Hrakert Rift. This Progenitor had some control over her children, who would come from many miles around if called. Scholars also believe that the firaxa are distantly related to Manaan's native species, the Selkath. This connection may explain why the Selkath are the only creatures that firaxa do not attack on sight.



Firaxa Encounters

Firaxa are found only on the water planet of Manaan, but they can be encountered almost anywhere beneath its waves. The creatures are drawn to, and aggravated by, activity caused by surface dwellers, such as construction, exploration, or mining. Firaxa ignore Selkath, and thus most forays away from the safety of the floating cities are led by a Selkath guide who knows their ways and can divert the creatures from attacking. Firaxa swarm in particularly large numbers in the Hrakert Rift, where the Progenitor is thought to lair. Anyone moving into this dangerous area should bring along seriously heavy firepower (in addition to thick pressure suits) if they want to survive.

Firaxa **CL 8**

Large aquatic beast 9

Init +5; **Senses** low light vision, scent; **Perception** +17

Defenses Ref 17 (flat-footed 16), Fort 20, Will 13

hp 130; **Threshold** 25

Weakness sonic vulnerability

Speed 8 squares (swim)

Melee bite +10* (1d8+17)

Fighting Space 3x3; **Reach** 2 squares

Base Atk +6; **Grp** +19

Atk Options blood in the water, Power Attack

Abilities Str 26, Dex 13, Con 30, Int 2, Wis 16, Cha 8

Special Qualities blood in the water, low-light vision, scent

Feats Power Attack, Skill Focus (Perception), Skill Training (Survival), Weapon Focus (bite)

Skills Perception +17, Stealth +0 (size), Survival +1

Blood in the Water -- Firaxa deal +1 die of damage against targets that have taken damage since the start of the firaxa's last turn.

Scent -- Firaxa ignore concealment and cover when making Perception checks to notice opponents within 20 squares, and they take no penalty from poor visibility when tracking.

Sonic Vulnerability -- Weapons that deal sonic damage deal +1 die of damage against a firaxa.

* Includes 5 points of Power Attack

GIZKA

Gizka are reptilian creatures found throughout the galaxy. They are so widespread, in fact, that it's rare to find a planet that doesn't have at least one colony of the creatures. Small, weak, and almost comically innocent looking, gizkas' most notable ability is that of fecundity. They breed at alarming rates and can easily overwhelm an area's natural ecosystem or a ship's food stores in a matter of weeks or months.

While they prefer grains and leaves, gizka can eat nearly anything, including wiring, insulation, and other components commonly found on starships -- another reason why they are so despised. Gizka are immune to radiation, and beyond opening a starship up to open vacuum, an infestation can be dealt with only by poison. The creatures can squeeze into impossibly small openings, allowing them to create warrens inside bulkheads or access tunnels. Gizka meat is nutritious and has a "universal flavor," meaning that almost any creature can stomach it. However, every attempt at domesticating the beast has led to disaster, since they always find ways to escape or chew on vital electronic parts while looking for food.

Gizka Encounters

Gizka can be found almost anywhere, and usually are. They are almost completely harmless in combat but incredibly destructive to ships, food stocks, and property. Most encounters with gizka involve the wholesale eradication of a colony or discovering the source of mysterious power outages or missing food. Gizka work well as distractions, causing the heroes consternation when they discover that their transportation is out of commission or that their trail rations have been eaten while they're out in some forsaken wilderness.

Gizka CL 1

Tiny beast 1
Init +2; **Senses** Perception +7

Defenses Ref 16 (flat-footed 14), Fort 12, Will 13
hp 5; **Threshold** 12
Immune mild, moderate, and severe radiation

Speed 4 squares
Melee bite -2 (1d3-2)
Base Atk +0; **Grp** -8
Atk Options gnaw
Special Actions squeeze

Abilities Str 6, Dex 14, Con 13, Int 2, Wis 14, Cha 8
Feats Improved Defenses
Skills Perception +7, Stealth +12 (size)

Gnaw -- Gizka ignore the DR of unattended, immobile items when making a bite attack.

Squeeze -- A gizka can move through spaces as if it were Diminutive size.



Gizka Pack CL 3

Small beast pack 1
Init +2; **Senses** Perception +7

Defenses Ref 15 (flat-footed 13), Fort 12, Will 13
hp 10; **Threshold** 12
Immune mild, moderate, and severe radiation

Speed 4 squares
Melee bite -2 (1d4-2)
Base Atk +0; **Grp** -3
Atk Options gnaw
Special Actions squeeze

Abilities Str 6, Dex 14, Con 13, Int 2, Wis 14, Cha 8
Special Qualities pack traits
Feats Improved Defenses
Skills Perception +7, Stealth +7 (size)

Gnaw -- Gizka packs ignore the DR of unattended, immobile items when making a bite attack.

Pack Traits -- The melee attack of a pack is an area attack that affects all squares within reach. The ranged attacks of a pack are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a pack.

Squeeze -- A gizka pack can move through spaces as if it were Tiny size.

HORNED KATH HOUND

Horned kath hounds are more dangerous and aggressive versions of the mundane kath hound (*Knights of the Old Republic*, p. 223) found on the planet Dantooine. Horned kath hounds attack with a combination of their horns and sharp claws, reserving their bite for chewing up prey. Horned kath hounds usually travel in their own packs, but some serve as the alpha for a group of regular kath hounds, cowing them into submission. Kath hounds are not subtle hunters and prefer bowling over prey with a mighty charge before goring and clawing their victim to death. They are notoriously tough creatures with thick hides that can deflect all but the best placed attacks.

Horned Kath Hound Encounters

Horned kath hounds appear anywhere on Dantooine where large amounts of prey -- typically iriaz (see below) -- can be found. When hunting, they lurk on the fringes of large herds of prey. Otherwise, they stick to the ravines and low rolling hills of the planet, digging dens to raise their pups. Horned kath hounds are also favored as cruel guard animals or pets by criminals or other individuals who admire the vicious nature of these beasts.

Horned Kath Hound CL 6

Medium beast 7
Init +3; Senses Perception +2

Defenses Ref 15 (flat-footed 15), Fort 14, Will 10
hp 52; Threshold 14

Speed 6 squares
Melee gore +6* (1d6 + 10) and
2 claws +6* (1d4 + 10)
Base Atk +5; Grp +9
Atk Options Bantha Rush, Power Attack

Abilities Str 19, Dex 10, Con 16, Int 2, Wis 9, Cha 8
Feats Bantha Rush, Improved Defenses, Power Attack
Skills Jump +12
* Includes 3 points of Power Attack



IRIAZ

Iriaz are noble-looking herbivores found on Dantooine. They live in massive herds, grazing on grasses, berries, and shoots from the occasional low-slung tree that dots the open prairies of the planet. Although relatively docile, iriaz can be dangerous when spooked or threatened, charging with their huge, majestic horns. Hunters often travel to Dantooine for the sole purpose of hunting iriaz, which has taken a toll on their numbers. Iriaz pelts and horns fetch a fine price on the market. The creatures are capable of sprinting at tremendous speed for a short period of time, although this leaves them winded, so they reserve it only for fleeing or when males try to thwart predators that get too close to the herd.

Iriaz Encounters

Iriaz are most common on the plains of Dantooine, where enormous herds crisscross the grasses in search of water. A single iriaz isn't much of a threat, but they are rarely encountered alone -- lone iriaz are usually sick, old, or injured, though the occasional rogue male can also be found. Ironically, the biggest danger isn't necessarily the iriaz themselves, but the predators that stalk them, including kath hounds and horned kath hounds (see above). Another threat is hunters, who might mistake the heroes for iriaz or who are indiscriminate with their shots. Iriaz also function well as any generic wild herd animal.

Iriaz CL 3

Medium beast 4
Init +5; Senses Perception +9

Defenses Ref 14 (flat-footed 11), Fort 11, Will 12
hp 22; Threshold 11

Speed 8 squares
Melee gore +5 (1d6+4) or gore +7 (1d6+6) with Powerful Charge
Base Atk +3; Grp +6
Atk Options Powerful Charge
Special Actions sprint

Abilities Str 14, Dex 16, Con 12, Int 2, Wis 15, Cha 8
Feats Powerful Charge, Skill Training (Perception)
Skills Jump +9, Perception +9



Sprint -- Once per encounter, as a free action an iriaz can double its speed for 1 round. The iriaz moves -1 step along the condition track at the end of the turn on which it uses this ability.

VIPER KINRATH

Kinrath and its deadlier variety, the viper kinrath shown here, are commonly found on Dantooine and Kashyyyk but have been spotted on other, more distant planets in smaller numbers. This bizarre insectile creature has four long legs sprouting from a central body. Another long appendage sprouts from the "face" of the viper kinrath, which ends in a sharp, poison-filled stinger. (Regular kinrath are functionally the same, but replace their stinger attack with another slam attack and no poison.)

Their miniscule eyes are vestigial, and the creature uses a combination of heat sensing and smell to navigate and locate prey. Every kinrath produces a unique, pungent odor from large sweat glands that allows them to locate each other. Savvy hunters learn to coat themselves with the sweat from these glands in order to move in close to viper kinraths and take them unawares.

Jedi and other Force-users have learned that kinrath eggs contain red crystals that can be used as the power source for lightsabers. Indeed, many Padawans are sent to hunt for these eggs as part of their final test to create their own lightsaber.

Viper Kinrath Encounters

Kinrath are found throughout Dantooine and Kashyyyk, although they typically stick close to large clumps of vegetation where their natural coloration helps them blend into their surroundings. Unlucky heroes may stumble into a kinrath hive and confront the hive queen, protected by dozens of regular and viper kinrath. As mentioned above, young Jedi might have to hunt kinrath to gather eggs and the crystals inside to manufacture their lightsaber.

Viper Kinrath CL 7

Large beast 8

Init +7; **Senses** blind; Perception +10

Defenses Ref 17 (flat-footed 14), Fort 16, Will 11
hp 84; **Threshold** 21

Speed 6 squares

Melee slam +10 (1d6+8)

Ranged sting +10 (1d6+8 plus poison)

Fighting Space 2x2; **Reach** 1 square (2 squares, sting)

Base Atk +6; **Grp** +15

Atk Options Combat Reflexes, Point Blank Shot, poison

Abilities Str 18, Dex 16, Con 22, Int 1, Wis 13, Cha 6

Feats Combat Reflexes, Point Blank Shot, Weapon Focus (sting)

Skills Perception +1

Blind -- Viper kinrath are blind and take no penalties due to concealment and total concealment due to darkness. They use a variety of other senses to identify their enemies.

Poison -- If a viper kinrath deals damage with its sting attack to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+8) against the target's Fortitude Defense, the target takes 2d6 points of damage and moves -1 step along the condition track. If the attack fails, the target takes half damage and doesn't move on the condition track. Kinrath poison attacks each round until cured with a DC 18 Treat Injury check.



MYKAL

Mykal are aerial predators found in the huge, sprawling forests of Kashyyyk. They build large nests and attack almost anything that they spot. Some mykal grow to enormous size and are found only in the deepest, most ancient portions of the wilderness. Mykal eggs are nutritious and tasty, and they're considered a delicacy by most sentients. However, acquiring them is quite a challenge, considering that mykal nests are found hundreds of meters above the forest floor.

Mykal are an important part of the ecosystem and are responsible for keeping the numbers of kinrath (see above) in check. However, the Wookiees of Kashyyyk have long considered mykal pests and shoot them on sight.

Mykal Encounters

Mykal can be found almost anywhere on Kashyyyk, but they're most common in the middle to upper canopies, which is where most Wookiees build their treehouse cities. The creatures rarely venture to the forest floor, where the prey is too large and aggressive for most mykal to handle. Heroes could be sent to eliminate mykal that lair too closely to a Wookiee settlement or to raid mykal nests in search of their eggs.

Mykal CL 4

Medium airborne beast 5

Init +10 (can reroll and keep second result);

Senses low-light vision; Perception +3

Defenses Ref 16 (flat-footed 13), Fort 13, Will 11

hp 37; **Threshold** 18

Speed 8 squares (fly)

Melee bite +6 (1d6+3)

Base Atk +3; **Grp** +6

Atk Options confusing swoop, Running Attack

Abilities Str 13, Dex 17, Con 16, Int 2, Wis 12, Cha 10

Special Qualities confusing swoop

Feats Running Attack, Weapon Finesse (bite)

Skills Initiative +10



Confusing Swoop -- When a mykal damages a target with a charge attack, that target cannot make attacks of opportunity against the mykal until the end of its next turn.

MESSAGE TO SPACERS 1-10

By Rodney Thompson & Patrick Stutzman

"Message to Spacers" is a new regular column that brings you new starships and space stations from throughout the *Star Wars* universe. Each article provides new statistics and descriptions to make it easy to use a particular ship or station in your game immediately.

- 1: XQ2 Space Platform
- 2: *Cardan*-Class Space Station
- 3: YZ-775 Transport
- 4: Loronar E-9 Explorer
- 5: *Baas*-class Space Station
- 6: Starfeld Industries Z-10 Seeker
- 7: Cygnus Spaceworks *Alpha*-class XG-1 "Star Wing"
- 8: *Crusader*-class Corvette
- 9: *Heraklon*-class Transport
- 10: Suwantek Systems TL-1800 Transport

XQ2 SPACE PLATFORM

By Rodney Thompson



*The XQ2 Space Platform, as depicted in the **Star Wars: X-wing Alliance** computer game.*



*The XQ1 Space Platform, as depicted in the **Star Wars: X-wing Alliance** computer game.*

The XQ2 Platform is a basic space station designed to act as a waypoint for travelers visiting highly populated planets. Designed for deployment just at the edge of the atmosphere of planets with heavy space traffic, the XQ2 Platform helps alleviate take off and landing traffic jams by regulating the flow of ships into and out of a star system. Many Core Worlds, such as Brentaal, have dozens of similar space platforms in low orbit, using them as cargo transit facilities and travel waypoints to keep traffic flowing smoothly.

Space platforms such as the XQ2 have relatively small crews and very few permanent residents; most of the people aboard a platform are there only temporarily. Some interstellar passenger lines use XQ2 Platforms as staging areas for their journeys, allowing passengers to take shuttles up to the platform before boarding larger liners that cannot enter a planet's atmosphere with ease. An XQ2 Platform is quite modular and can be adapted to suit passengers as well as large amounts of cargo.

The XQ2 Platform features a large, cylindrical central structure flanked on three sides by landing platforms and docking bays. The upper section of the central area features an octagonal structure that houses the majority of the platform's living and passenger areas. Several decks in these areas have large windows that look out on the space surrounding the station, usually affording an excellent view of the planet below. Atop the livable area is a landing platform where larger ships can dock, connecting to the station via sealed conduits. A single large docking bay rests on the ventral side of the station, though in most cases it is used only if the three hangar bays are completely full.

At the core of its design, the XQ2 Platform has the capability to support a large number of passenger vessels and cargo haulers simultaneously. The three primary hangars face outward at angles that allow multiple ships to approach the station at once. Each hangar also features an external landing dock where smaller ships (such as starfighters and personal shuttles) can land and wait for clearance to enter the hangar bay, moving on repulsors to conserve fuel.

Each hangar bay can hold up to 20 ships of Colossal size or smaller. Additionally, a bay could accommodate a ship as large as a Corellian CR90 Corvette if space were cleared, though no other ships could comfortably dock in that hangar for the duration of the larger ship's stay. Each docked ship is afforded its own landing space, complete with refueling stations and cargo loaders at its disposal.

Station security monitors each docking bay closely from a central control tower, located one deck above the hangar bays. Unlike most control towers, the tower in the XQ2 Platform does not actually look out over the hangars, instead relying on electronic surveillance to keep tabs on each docking bay.

For a space station, the XQ2 is lightly defended, mostly because it serves more as a waypoint than as a strategic locale. The station has three turbolaser batteries to fend off capital ships, such as those used by pirates and mercenaries, and two point-defense laser batteries to protect against smaller vessels.

However, the station's primary defenses are its three starfighter squadrons. Though not every XQ2 has three full squadrons (some owners of the platform might not be able to afford that many fighters and pilots), the platform can support up to 36 defensive starfighters, in addition to any fighters that might be docked in the commercial bays. The fighter squadrons defending an XQ2 Platform usually reside in the ventral docking bay, launching from the bottom of the station at the first sign of trouble.

History

The XQ2 Platform is the successor to the popular XQ1 series and began production shortly after the start of the Galactic Civil War. Since businesses and organizations bought the XQ1 Platform in large numbers, engineers at Bengel Shipbuilders turned their attention to refining the design concepts and upgrading them with the company's newfound wealth. The result was the XQ2, which provides more cargo space, more living space, and more amenities than its predecessor.

When production of the XQ2 was announced, orders came in at a rate so high that Bengel Shipyards had to cut off new orders to meet the existing demand. The XQ2 Platform's increased stability and comfort level also encouraged some wealthy businesses to replace their XQ1 models (which, at the time, were less than five years old).

Unfortunately, Bengel Shipbuilders fell victim to its own success. Unable to keep up with the demands of their customers, the company leased shipbuilding facilities from other shipyards, such as Kuat Drive Yards and the Corellian Engineering Corporation. After a time, it was so indebted to these other shipyards that it collapsed financially.

With the company bankrupt and production of the XQ2 grinding to a halt, two other companies swooped in to obtain the rights to the platform's design. The Tenloss Corporation purchased Bengel Shipbuilders outright and transferred all of its engineers to Tenloss

holdings. However, the owners of Bengel Shipbuilders sold the design for the XQ3 Platform (the follow-up to the XQ2) to Xizor Transport System, a move that left the Tenloss Corporation none too pleased. However, the XQ Platform series continued under the Tenloss Corporation, with future models designed by the platforms' original engineering team.

XQ2 Space Platforms in the Galaxy

XQ2 Platforms can be found everywhere from the Core to the Outer Rim. The Corporate Sector purchased a large number of XQ2 Platforms from Bengel Shipbuilders before the Tenloss Corporation bought them out, and most of the working XQ2s can be found in planets throughout the sector. Additionally, some Core planets use the XQ2 to regulate the large amounts of traffic through their star systems, and these platforms (such as Sel Zonn Station, above the world of Brentaal) act as gatekeepers to Imperial planets.

Bengel Shipbuilders

Bengel Shipbuilders rose to galactic prominence with the introduction of its XQ1 Space Platform. Based out of the Dynali Sector, Bengel Shipbuilders produced the first of the famous XQ series for their home planet's use, hoping to alleviate some of the space traffic above the tectonically active world of Ord Thoden. The original versions of the XQ1 Platform were quite small and intended for use only by space transports.

However, when Corporate Sector Authority scouts visited Ord Thoden and saw how efficiently the XQ1 served as a stopover point for travelers, they contacted their government and transmitted data on the platforms. Within weeks, Bengel Shipbuilders began producing XQ1 Platforms for planets throughout the Corporate Sector, and at the request of its customers, expanded the dimensions of the XQ1 to accommodate small capital ships.

Bengel Shipbuilders XQ2 Platform CL 16

Colossal (station) space station

Init -10; **Senses** Perception +5

Defense Ref 10 (flat-footed 10), Fort 70; +15 armor

hp 2,500; **DR** 20; **SR** 200; **Threshold** 570

Speed fly 0 squares (starship scale)

Ranged 3 turbolaser batteries +2* (see below) and 2 point-defense laser cannon batteries +2 (see below)

Fighting Space 2 x 2 (starship scale); **Cover** total (crew)

Base Atk +0; **Grp** +80

Abilities Str 131, Dex 0, Con —, Int 18

Skills Initiative -10, Mechanics +5, Perception +5, Pilot -10, Use Computer +5

Crew 1,598 (normal); **Passengers** 10,000

Cargo 100,000 tons; **Consumables** 5 years; **Carried Craft** 36 starfighters (any type), 20 cargo shuttles

Availability Restricted; **Cost** 30,000,000 (18,000,000 used)

* *Apply a -20 penalty on attacks against targets smaller than Colossal in size.*

Turbolaser battery (5 gunners)

Atk +2 (-18 against targets smaller than Colossal); **Dmg** 4d10 x 5

Point-defense laser cannon battery (3 gunners)

Atk +2; **Dmg** 3d10 x 2

CARDAN-CLASS SPACE STATION

By Patrick Stutzman

The *Cardan*-class Space Station started as a simple defense platform designed to defend strategic locations from anyone not authorized by the Empire to be present. Able to be deployed either in orbit just outside a planet's atmosphere or positioned in deep space, the station provides front-line defense against any forces attempting to reach whatever the station is guarding. These stations can be found throughout the galaxy at locations that hold some importance to the Empire.



Cardan-class Space Station Mark V

Cardan-Class Space Stations are built in five sizes and labeled accordingly, from Mark I to Mark V. The smallest, Mark I, has the fewest defense capabilities and is typically positioned at locations not needing too much security, such as low-level scientific research facilities and agricultural colonies. A Mark V, on the other hand, is a strong, military station with enough defenses to hold back an entire fleet of warships and is usually found protecting highly classified sites.

The station is designed to be somewhat modular in construction, with various sections dedicated to a particular purpose. Each section focuses on a single purpose, such as starship repair and construction or communications. At the same time, attaching a new section increases the facility's defense strength by adding more weapons and TIE fighter squadrons, making it more formidable than before.

Although each section is different in function from the others, they all share similar architectural aspects. Each one features smooth, angular structures and long rows of windows, giving an impression that the station has been lifted from a section of Coruscant and launched into space. At least one hangar bay filled with a minimum of one TIE fighter squadron can be found in each section along with housing facilities for the ships' pilots and technicians.

The shipyard integrated into the larger-level stations hosts facilities that provide some of the best quality work in the Empire and a valuable resource for the Imperial fleet when deployed away from the Core Worlds, something other Imperial defense stations such as the Golan Defense Platform do not provide. Despite the fact that the Golan Defense Platform is capable of providing a stronger defense, the repair facilities provided by the *Cardan*-class Space Station help keep the Imperial fleet positioned far from the galactic core in prime condition.

Large enough to allow an *Imperial*-class Star Destroyer to drydock, the shipyards are capable of building a capital ship from the ground up or repairing ships with the same care. In addition to the drydocks, smaller hangar bays large enough to allow up to four additional capital ships to park are also available.

Since the stations' shipyards are a valuable resource for the Imperial fleet while away from the Core Worlds, finding at least one or two ships in close proximity to the base is not uncommon. In times of crisis, station personnel can request aid from these nearby vessels that quickly come to the center's defense, and one or two *Acclamator II*-class assault ships or *Tartan*-class patrol cruisers are usually the first to arrive on the scene.

Station security keeps a watchful eye over each hangar bay from a surveillance center at each location along the top of one of the hangar's walls, which also houses the traffic controllers and control systems for the bay. The station's internal security also centers its operations from these centers, allowing security officers to deal with any situations within the station quickly and efficiently.

The defenses of the Mark I *Cardan*-class Space Station hardly seem sufficient for its duties as an orbital or deep space defense platform, but they have proven capable of defending the station from small groups of pirates foolish enough to attack. With higher-level stations, the defenses increase dramatically, to the point that whole war fleets have difficulty breaching the defense grid.

Although the station's guns can prove to be quite a match for any intruders, the addition of the station's fighter complement can cause some of the strongest starship captains to turn tail and run. Some Mark V stations have been known to house as many as eight TIE fighter squadrons at any given time.

The *Cardan*-class Space Station performs very well not only at defending its immediate area but also at keeping the ships that visit in excellent condition. As a standard action, a *Cardan*-class Space Station can forgo all attacks to provide tactical fire to all squares in a 3-square radius around itself. All allied ships within that area gain +5 DR and a +1 bonus to Fortitude Defense.

History

The *Cardan*-class Space Station was initially conceived during the latter part of the Clone Wars as a means of additional planetary defense against Separatist fleets that encroached on Republic worlds. Initial prototypes were completed by Kuat Drive Yards, and full production began by the time the war ended, but the stations were not deployed until well after the Empire had fully replaced the Republic as the galaxy's primary government.

Mark I *Cardan*-class stations were introduced into service first and placed throughout the Empire to help maintain order and defend outlying systems from pirates and mercenaries seeking to intrude on Imperial systems. Praise was high after the first reports of success flooded into the halls of the Imperial military. But when these stations started being overrun by larger criminal organizations, KDY quickly supplemented them with newer and larger structures, increasing the defensive power. Many fledgling groups of bandits and even some larger crime rings decided that engaging these stations was too much of a risk and backed off, letting larger factions take their chances against the stations.

The stations' success helped Kuat Drive Yards develop bigger and better facilities for themselves and the Empire, helping to improve the plans for future starships and stations, such as the Super Star Destroyer and the second Death Star.

Cardan-Class Space Stations in the Galaxy

Cardan-class Space Stations can be found in almost every Imperial star system from the Deep Core to the edge of the galaxy, but a higher concentration is evident in the Mid Rim and Outer Rim Territories. As the Empire stretches its influence to more and more star systems in the Outer Rim and garrisons are planted on new worlds, new stations are established to help cement the Empire's presence and maintain its control in the area. Also, *Cardan*-class stations can be found at strategically important points in deep space, such as the hyperspace crossroads where the Perlemian Trade Route and the Hydian Way intersect.

Saga Edition Statistics

The following statistics blocks represent the three most common types of *Cardan*-class stations.

Kuat Drive Yards *Cardan I*-class Space Station **CL 8**

Colossal (station) space station
Init -10; **Senses** Perception +6

Defense Ref 6 (flat-footed 6), Fort 58; +11 armor
hp 600; **DR** 20; **SR** 150; **Threshold** 558

Speed fly 0 squares (starship scale)
Ranged 2 light turbolaser batteries +10* (see below) and
Ranged 2 point-defense light ion cannon batteries +10 (see below)

Fighting Space 2 x 2 (starship scale); **Cover** total
Base Atk +2; **Grp** +85

Abilities Str 106, Dex 0, Con —, Int 22
Skills Initiative -10, Mechanics +6, Perception +6, Pilot -10, Use Computer +6

Crew 1,200 (skilled); **Passengers** 300
Cargo 15,000 tons; **Consumables** 2 years; **Carried Craft** 12 TIE Fighters, 2 *Lambda*-class shuttles
Availability Military; **Cost** not available for sale
** Apply a -20 penalty on attacks against targets smaller than Colossal in size.*

Light turbolaser battery (2 gunners)
Atk +10 (-10 against targets smaller than Colossal); **Dmg** 4d10 x 5

Point defense light ion cannon battery (2 gunners)
Atk +10; **Dmg** 4d10 x 2 ion

Kuat Drive Yards *Cardan II*-class Space Station **CL 12**

Colossal (station) space station
Init -10; **Senses** Perception +6

Defense Ref 7 (flat-footed 7), Fort 62; +12 armor
hp 1,200; **DR** 20; **SR** 175; **Threshold** 562

Speed fly 0 squares (starship scale)
Ranged 3 light turbolaser batteries +10* (see below) and
Ranged 3 point-defense light ion cannon batteries +10 (see below) and

Ranged 2 proton torpedo launchers +9* (see below) and
Ranged 2 tractor beams +9* (see below)

Fighting Space 2 x 2 (starship scale); **Cover** total
Base Atk +2; **Grp** +89

Abilities Str 114, Dex 0, Con —, Int 22
Skills Initiative -10, Mechanics +6, Perception +6, Pilot -10, Use Computer +6

Crew 2,400 (skilled); **Passengers** 600
Cargo 30,000 tons; **Consumables** 2 years; **Carried Craft** 24 TIE Fighters, 4 *Lambda*-class shuttles
Availability Military; **Cost** not available for sale
** Apply a -20 penalty on attacks against targets smaller than Colossal in size.*

Light turbolaser battery (2 gunners)
Atk +10 (-10 against targets smaller than Colossal); **Dmg** 4d10 x 5

Point defense light ion cannon battery (2 gunners)
Atk +10; **Dmg** 4d10 x 2 ion

Proton torpedo launcher (1 gunner)
Atk +9 (-11 against targets smaller than Colossal); **Dmg** 9d10 x 2

Tractor beam (1 gunner)
Atk +9 (-11 against targets smaller than Colossal); **Dmg** — (grapple +93)

Kuat Drive Yards *Cardan III*-class Space Station **CL 20**

Colossal (station) space station

Init -10; **Senses** Perception +7

Defense Ref 8 (flat-footed 8), Fort 66; +13 armor
hp 1,800; **DR** 20; **SR** 200; **Threshold** 566

Speed fly 0 squares (starship scale)

Ranged 4 medium turbolaser batteries +11* (see below) and
Ranged 4 point-defense medium laser cannon batteries +11
(see below) and

Ranged 4 point-defense medium ion cannon batteries +11
(see below) and

Ranged 4 proton torpedo launchers +9* (see below) and

Ranged 2 tractor beams +9* (see below)

Fighting Space 2 x 2 (starship scale); **Cover** total

Base Atk +2; **Grp** +93

Abilities Str 122, Dex 0, Con —, Int 24

Skills Initiative -10, Mechanics +7, Perception +7, Pilot -10,
Use Computer +7

Crew 4,800 (skilled); **Passengers** 1,200

Cargo 35,000 tons; **Consumables** 2 years; **Carried Craft** 48 TIE
Fighters, 6 *Lambda*-class shuttles

Availability Military; **Cost** not available for sale

* *Apply a -20 penalty on attacks against targets smaller than
Colossal in size.*

Medium turbolaser battery (2 gunners)

Atk +11 (-9 against targets smaller than Colossal); **Dmg** 6d10
x 5

Point defense medium laser cannon battery (2 gunners)

Atk +11; **Dmg** 5d10 x 2

Point defense medium ion cannon battery (2 gunners)

Atk +11; **Dmg** 5d10 x 2 ion

Proton torpedo launcher (1 gunner)

Atk +9 (-11 against targets smaller than Colossal); **Dmg** 9d10
x 2

Tractor beam (1 gunner)

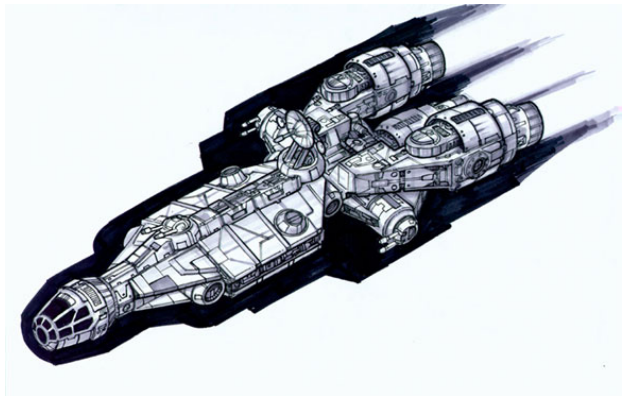
Atk +9 (-11 against targets smaller than Colossal); **Dmg** —
(grapple +93)

YZ-775 TRANSPORT

By Patrick Stutzman

The YZ-775 transport is considered by the Corellian Engineering Corporation to be one of the largest vessels to be classified as a light freighter and the half step between most space transports and actual capital ships such as the CEC CR90 Corvette and the Corellian Gunship. Popular with independent cargo haulers and small transport organizations due to its ample cargo hold and sturdy defenses, the YZ-775 can be seen in many starports throughout the galaxy.

Larger than most small freighters (with a length of 52 meters), the ship contains a large cockpit that is easily twice the size of the one found on the YT-1300 and has enough room to accommodate the entire eight-person crew. The central section of the ship has two decks: the upper deck is



the ship's cargo hold, and the lower deck hosts the living quarters and primary systems. An alternative configuration exchanges the two decks, placing the crew quarters on the upper deck and dedicating the lower deck to cargo. Although the original design provides better security for the ship's cargo, many freighter captains specifically request the alternative configuration, hoping to make loading and unloading cargo much easier at starports and on planets that lack a proper landing zone.

The weapon systems for the YZ-775, seen by Imperial forces as being too numerous for a simple transport not designed for combat, are a welcome sight for independent traders who paid the high price for the ship and do not want to fall prey to pirates and marauders. The double turbolaser cannon, a weapon system that originally was not approved by the Empire for this ship design, stands as the ship's most powerful weapon and causes many would-be looters to cease their attack. When supplemented by the double laser cannons and proton torpedoes, many merchant captains flying the YZ-775 rest easier and are seldom bothered by low-level pirates and thieves.

History

When the Republic transformed into the Empire and people throughout the galaxy learned of the philosophies by which it operated, the pattern of starship sales changed along with the government. Armed vessels, particularly armed vessels that could be easily modified, suddenly became the type of starship that buyers most sought.

The Empire, however, was not about to let civilians wield heavy weaponry and began to crack down on shipyards that offered such ships on the open market. The Corellian Engineering Corporation, with its long history and highly respectable reputation of creating ship designs that could fill a wide variety of roles, negotiated with top-ranking officials at the Imperial Bureau of Shipyards and Construction to gain the proper authorizations to continue building armed transports for its civilian clients. Delighted with the uninterrupted flow of products, customers flocked to the CEC's shipyards, further increasing the company's large profit margins.

First introduced to the galaxy a few years after the conclusion of the Clone Wars, the YZ-775 was one of the first class of armed transports to be sold after the CEC gained permission from the Empire to continue its production of such starships. Sales were remarkably high during its initial years, and the YZ-775 proved to be extremely popular with small trading organizations and independent merchants who could afford the price.

As the years passed and more people grew discontent with the way the Empire ruled the galaxy, many YZ-775s joined the Rebellion's fleet and were used to smuggle weapons and supplies, transport troops, and provide extra firepower. Some vessels survived the war and continued service with the New Republic, despite the apparent age of the ships.

YZ-775s in the Galaxy

The YZ-775 is found in starports throughout the galaxy, regardless of its affiliation or location. Since this class of ship is popular with cargo transportation organizations and independent traders that hold no ties to any particular government, it is not uncommon to find a few docked in close proximity to each other at a busy port, offloading cargo or loading new shipments for upcoming stops.

The CEC vehemently denied that the ships of the YZ series were originally intended to be converted to be combat vessels and sold to paramilitary organizations. However, the claims were not taken seriously, especially considering that several star systems in the Outer Rim that have little to no association with any galactic authority are known to have purchased several YZ-775s to be used specifically as patrol ships or customs vessels. At the same time, other systems have modified a fair number of the ships to bolster their defense fleets against raiders and neighboring systems that seek to expand their control.

Saga Edition Statistics

CEC YZ-775 Transport **CL 12**

Colossal (frigate) space transport

Init -3; **Senses** Perception +5

Defense Ref 13 (flat-footed 11), Fort 34; +11 armor
hp 650; **DR** 15; **SR** 90; **Threshold** 134

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)

Ranged double turbolasers +3* (see below) and

Ranged 2 double laser cannons +3 (see below) and

Ranged 2 proton torpedoes +3 (see below)

Fighting Space 1 square (starship scale); **Cover** total

Base Atk +0; **Grp** +49

Atk Options autofire (double laser cannons), fire-link (double laser cannons, proton torpedoes)

Abilities Str 59, Dex 14, Con —, Int 16

Skills Initiative -3, Mechanics +5, Perception +5, Pilot -3, Use Computer +5

Crew 8 (Normal); **Passengers** 14

Cargo 400 tons; **Consumables** 6 months; **Carried Craft** none

Payload 24 proton torpedoes

Hyperdrive x1 (backup x12), nav computer

Availability Licensed; **Cost** 500,000 credits (350,000 used)

* *Apply a -20 penalty on attacks against targets smaller than Colossal in size.*

Double turbolasers (gunner)

Atk +3 (-17 against targets smaller than Colossal); **Dmg** 5d10 x 5

Double laser cannons (gunner)

Atk +3 (-2 autofire); **Dmg** 5d10 x 2

Proton torpedoes (pilot)

Atk +3; **Dmg** 9d10 x 2

LORONAR E-9 EXPLORER

By Patrick Stutzman

Loronar's E-9 Explorer vessel was designed to be a long-range scout that requires a small crew to operate at peak efficiency. The ship is streamlined to maximize atmospheric flight for planetary landings and holds enough supplies to allow the ship to operate for long periods between starport visits. Although it is often purchased by small groups of adventurers to travel the galaxy, the ship has proven to be popular with small mercenary bands as well.



The ship's bridge houses stations that allow the entire four-person crew to monitor and operate most ship systems. The crew quarters, located along the neck of the ship, are spacious enough to allow the crew and any passengers they take aboard to live comfortably during long voyages. The lounge holds an autochef system to help meet the crew's nutritional needs as well as a holographic game table and other entertainment systems to keep the minds and bodies active between destinations. In addition to the engineering section, the main body of the ship also holds a three-deck cargo bay large enough to hold a small repulsorlift vehicle, which can leave the ship through the ventral cargo elevator. Loronar even offers the option of adding a CS-1 cargo sled to the ship for an additional 12,000 credits.

To help make the lives of technicians easier when repairs need to be made during flight, a network of crawlways was built under the main deck that can access virtually any part of the ship. Despite their convenient use, their only access point is through the gunwell just inside the front area of the cargo bay. Anyone trying to gain entry into the maintenance tunnels anywhere else must cut through the deck plating.

The E-9 Explorer comes equipped with two laser cannons, one on top and one on the bottom of the main body of the ship, under the belief that the weapons should provide sufficient defense against any dangers it may face. Though not initially conceived by its designers, many owners of the ship found that the weaponry can be upgraded easily to more lethal armament, including double, quad, or even heavy laser cannons. Some shrewd owners have even been known to install a proton torpedo launcher into the underside of the ship's nose. Such measures are viewed by Loronar and the Imperial government as highly unnecessary and have been known to incite seizure of the ship by the Empire.

History

The Loronar E-9 Explorer was first introduced to the galaxy near the end of the Clone Wars as an unarmed transport. Amid the political turmoil and the rising success of the Corellian Engineering Corporation's line of light freighters, the E-9 experienced only mild success with its intended market. Despite this, Loronar maintained their support of the ship, believing that sales would pick up. Several times over the next few years, the ship was nearly discontinued but managed to gain enough customer support to persist.

When Loronar decided to follow the trend established by other ship production companies and add weaponry to their light freighters and transports, the E-9 was one of the first to receive the upgrade and subsequent advertising promotion. Sales rose dramatically, as customers suddenly noticed the vessel's value and guaranteed the survival of the line.

The success was short-lived, however, as the Empire cracked down on shipbuilding companies that incorporated weapons into their ships. Loronar pleaded with the Imperial Bureau of Shipyards and Construction and fought a long legal battle that nearly forced the company to stop production of the line. Finally, Loronar gained permission to continue to produce and sell the E-9 as an armed transport with the justification that the ship would be used as an exploration vessel and required the armament to defend itself away from the protection offered by the Empire.

With a renewed purpose, Loronar upgraded the ship's sensor suite, changed its marketing strategy, and advertised the E-9 as an armed scout vessel. Although sales were not as high as they once were, Loronar decided not to forsake the good fortune they received and continued to support the ship well into the first years of the New Republic.

E-9 Explorers in the Galaxy

Most often, E-9 Explorers can be found away from the Core Worlds in unexplored star systems or at distant starports, used by hardy crews scouting for new planets and secrets away from the notice of the galactic population. However, several of the ships have been used by small mercenary bands as their primary vessel or means of transport to and from various missions. Still other E-9s have fallen into the hands of pirates that use the ship to loot innocent merchants and luxury transports. Merchants and well-to-do citizens have been known to pick up an E-9 Explorer as well, mainly to use the ship as a personal yacht to travel the spacelanes in style.

Saga Edition Statistics

Loronar E-9 Explorer CL 7

Colossal space transport

Init -5; **Senses** Perception +7

Defense Ref 15 (flat-footed 13), Fort 24; +13 armor

hp 150; **DR** 15; **SR** 45; **Threshold** 74

Speed fly 12 squares (max. velocity 950 km/h), fly 4 squares (starship scale)

Ranged 2 laser cannons +2 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total

Base Atk +0; **Grp** +34

Abilities Str 38, Dex 14, Con —, Int 18

Skills Initiative -5, Mechanics +5, Perception +7 (+12*), Pilot -5, Use Computer +7 (+12*)

* *When using sensors, use these skill modifiers instead.*

Crew 4 (Normal); **Passengers** 4

Cargo 30 tons; **Consumables** 2 years; **Carried Craft** none

Hyperdrive x1 (backup x12), navicomputer

Availability Licensed; **Cost** 325,000 (200,000 used)

Laser cannons (2 gunners)

Atk +2, **Dmg** 4d10x2

Not known for producing high-quality repulsorlift vehicles, the designers at Loronar forged a partnership with a company that had a reputation for creating excellent speeders: Mobquet Swoops and Speeders. The engineers from both companies assembled and jointly designed the CS-1 cargo sled, to be sold exclusively with the E-9 Explorer.

The CS-1, unlike many of Mobquet's speeder bikes and swoops, focuses on power rather than speed. While the four-person cab positioned at the front of the vehicle takes up the front quarter, the rest of the sled's 8-meter body is nothing more than an open-air bed dedicated to holding up to 1,000 kilograms of cargo. For most owners, the carrying capacity is enough to meet their needs. A few have tried to upgrade the repulsorlift unit to increase its strength but have had little luck doing so.

A few ingenious owners have even figured a way to install weaponry in the bed of the cargo sled and mounted a blaster cannon in the back to help defend their freight in less-civilized areas.

Loronar/Mobquet CS-1 Cargo Sled CL 1

Huge ground vehicle (speeder)

Init +8; **Senses** Perception +5

Defense Ref 12 (flat-footed 10), Fort 15; +2 armor

hp 70; **DR** 5; **Threshold** 25

Speed 8 squares (max. velocity 225 km/h)

Fighting Space 2x2; **Cover** +5

Base Atk +0; **Grp** +20

Abilities Str 20, Dex 14, Con —, Int 12

Skills Initiative +6, Mechanics +5, Perception +5, Pilot +6

Crew 1 (normal); **Passengers** 3

Cargo 1 ton; **Consumables** 1 day; **Carried Craft** none

Availability Licensed; **Cost** 12,000 (6,500 used)

BAAS-CLASS SPACE STATION

By Patrick Stutzman

The *Baas*-class space station was designed, built, and used solely as a supply depot for the Empire. Scattered throughout the Outer Rim, the station provides ample space for any goods to be stored until needed by any Imperial facilities in the area.

The station, though not very big as space stations go, is well-organized and is very efficient with its use of internal space. At the top of its 900-meter height are the control center and many of the station's operational facilities, including living quarters for the crew, stationed troops and any of the station's visitors. The station's administrative and support systems are installed to allow the crew to monitor most of the station from the control center and dispatch others as needed to where they need to be.

Two flight decks near the middle of the station allow incoming vessels to land. The six small hangar bays that make up the upper flight deck are large enough to accommodate freighters up to Gargantuan size, while the five larger hangar bays in the lower flight deck have enough room to allow Colossal-sized ships to land and conduct their business. One or more of the smaller hangar decks house the station's TIE fighter complement and are sealed off from unauthorized personnel. Those ships too large for the bays may berth directly at one of the ten docking ports located several decks below on the widest deck of the station.

The ten levels above and below the flight decks are nothing more than cargo holds for the freight they store. Each level can be navigated through concentric, double-wide corridors that allow shipments to move easier through the level and has repulsorlifts and binary load lifters available to assist in moving cargo.

At the very bottom of the station lies much of the station's engineering and mechanical systems, including life support and the shield generator. Many critics of the station's design state that placing the key systems at the "south pole" creates a nightmare for those technicians that have to deal with maintaining the station's systems. But, no complaints about this layout have been logged yet.

Connecting all of this together is a network of 18 personnel and 6 cargo turbolifts that run the length of the station's axis. Each of the personnel cars is the standard size found throughout the Empire, but the cargo cars is capable of holding up to 35 tons of cargo.

History

A little-known company based on Malastare called Durastar Construction won the bid to design the Empire's newest spaceborne supply depot. After the blueprints were approved by the Empire, Durastar demonstrated that the station could be assembled quickly and efficiently at their facilities. Construction of the *Baas*-class station prototype was completed in orbit around an uninhabited planet in Malastare's star system and in a record time of 25 standard days. Pleased with the results, the Empire ordered dozens more, giving the Durastar the capital it needed to expand its facilities and put production of the stations in full swing.

Durastar devoted all of its resources to the *Baas*-class station, making sure that the quality of their new product was kept high to not disappoint their new client. They did indeed deliver a station that the Empire deployed throughout the galaxy to serve as supply stations for their forces and any planets in need. However, Durastar neglected their other clients to the point that they found better service elsewhere, and the company went out of business within months after delivering the last station to the Empire.

Despite Durastar's failure, the *Baas*-class station served the Empire well, storing and protecting the goods needed to keep its military machine running throughout the galaxy.

Baas-class Space Stations in the Galaxy

Placed far from the Core Worlds as deep-space supply depots, the *Baas*-class space station is not a highly-visible facility. However, it has been seen throughout the Outer Rim at strategic locations, such as the Rainos Cluster. Although unconfirmed, many believe that a few of the stations were moved to provide supplies for the construction of the second Death Star at Endor. During the Empire's rule, many stations placed in highly strategic locations were even guarded by additional ships beyond the scant four TIE fighters and are known to have the protection of an Imperial Star Destroyer ready to jump in and fend off any unwanted guests.

After the Empire's fall, many of the stations were abandoned, leaving them to be claimed by pirates or enterprising smugglers. A number of planetary governments were quick enough to claim the stations near them and use for either storing extra food or as an early-warning defense outpost. A few stations were placed where a couple of governments attempted to take the station for their own and started a war over who owned the facility and could use it for their own.



Baas-class Space Station **CL 7**

Colossal (cruiser) space station

Init -10; **Senses** Perception +5

Defense Ref 6 (flat-footed 6), Fort 48; +11 armor

hp 900; **DR** 20; **SR** 200; **Threshold** 248

Speed fly 0 squares (starship scale)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +0; **Grp** +63

Abilities Str 86, Dex 0, Con —, Int 20

Skills Initiative -10, Mechanics +5, Perception +5, Pilot -10, Use Computer +5

Crew 250 (normal); **Passengers** 100 plus 50 Imperial troops

Cargo 1,000,000 tons; **Consumables** 2 years; **Carried Craft** 4 TIE fighters

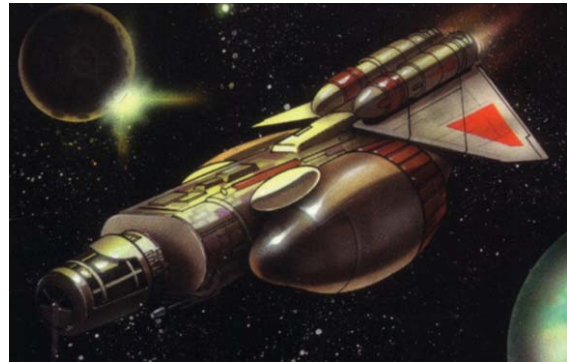
Availability Military; **Cost** not available for sale

STARFELD INDUSTRIES Z-10 SEEKER

By Patrick Stutzman

Designed to be a scouting and trade vessel, the Z-10 Seeker ultimately found its place in the galaxy working as a small courier ship or a high-speed light freighter.

When the engineers at Starfeld Industries designed the Z-10, they hoped to create a starship that was small enough to accommodate a small crew complement but efficient enough to perform well for its owner. In many ways, they reached their goal. The Z-10 Seeker is what many designers call a "tight design", meaning that it makes the most out of the space it has available and runs well as long as it is properly maintained with regular checkups and repaired with the recommended parts.



For many owners that enjoy the opportunity to customize their ships, a "tight design" means that the ship breaks down if not kept up often and does not easily take nonstandard parts. The "tight design" also means very little space is available to add other systems that the owner may wish to introduce to the ship, and removing any systems to make room for those additional features the owner will add may end up affecting other systems in the process, creating even more problems that need to be dealt with before the ship can fly again. In fact, the stock version of this ship has no available emplacement points. If the owner is crafty enough to make space for a new system, any Mechanics checks made to install new systems to the ship receive a -5 penalty, and the time to install the new system is doubled.

However, people that use the ship have little reason to modify the ship. The Z-10's superb maneuverability rating coupled with its high rate of speed and low crew requirement make the ship an excellent choice for those individuals and organizations needing to reach their destination quickly and with very few, if any, delays. Plus, the Z-10 comes with a high-grade sensors package that helps the ship avoid any entanglements with any vessels that come between it and its destination.

The sensors do have the disadvantage of being directly tied to the ship's weapon targeting system. If the sensors go offline during combat, the weapons lose any bonuses it would normally have from the ship's Intelligence, taking a -2 penalty to all attacks until the sensors are back online. In addition, if the weapons are damaged for any reason, the sensors shut down due to a feedback loop created by the targeting system. When one factors this in with the ship's weak hull and lack of shields, it becomes evident that the Z-10 Seeker was never intended to see combat, and exercising discretion is the better course of action when faced with a potential adversary.

The Z-10 Seeker has only 5 tons of cargo space built into the ship, but it is capable of carrying up to 2 standard heavy cargo pods attached to the main fuselage, bringing the total cargo capacity for the ship to 45 tons. The ship even has a built-in ejection system that allows the pilot to jettison the cargo pods in case of an emergency. As a result, standard cargo pods can be attached without having to be specially modified, saving the owner thousands of credits.

History

Starfeld Industries originally created the Z-10 Seeker as a ship for those customers that involve themselves in scouting or low-volume trade. Though the company had high hopes for their newest ship model, their timing could not be worse. Due to events they could not foresee that influenced the market (namely the emergence of the Separatists and the events that led to the Clone Wars, sales were extremely low. Their profits were so low, that the company almost went bankrupt.

The sudden change in the economy forced the company to change their advertising strategy. Fortunately, the adjustment was made at about halfway into the war, a time when many enterprising individuals looked for a fast ship. When Starfeld shifted their promotional style and sold the Z-10 to couriers, delivery companies and small freight forwarders, sales picked up and helped the company survive well past the conclusion of the war and into the height of the Empire.

Unfortunately, many of the companies that were contracted by Starfeld to provide various components for the Z-10, such as Miradyne Computer Systems, went out of business shortly after the Z-10 was first introduced. The abrupt loss of support for many of the ship's key systems made replacement parts for the Z-10 extremely rare, and very few companies manufactured alternate components. Even some systems that were purchased from companies that survived the economic recession, such as BlasTech Industries, were just as proprietary as the ones from the failed businesses and created a technical nightmare for anyone attempting to repair the ship.

Despite the problems that crept in, many owners still hold on to their Z-10s, especially if they succeeded in modifying the vessel to the specs they wanted. Besides, many potential owners would turn down a used ship after seeing the changes the previous owner made and realized that the ship would not perform in a manner to their liking. Finding a stock version of a Z-10 Seeker is a rare find in the galaxy, and one that is in good operating condition is even rarer still.

Z-10 Seekers in the Galaxy

Most Z-10s that people will see can be found flying short distances between planets of virtually any region of the galaxy. Many pilots use their ships for delivering small loads of cargo or important documents either within the same star system or to another planet within the same sector. Why they choose not to use the ship for longer jumps or much laborious trips becomes obvious when maintenance is considered. With the little amount of available parts available for repairs to be done, pilots do not want to take the chance of taxing the ship's systems too much and risk it breaking down.

Smugglers that own a Z-10 decided to take advantage of the stereotype the ship provides and portray themselves as small-time couriers making a delivery. In many ways, they are not lying. But, the idea that such a cramped ship could not possibly carry any hidden contraband is prominent in the minds of many law enforcement officers, and they allow the ship through without a second thought.

Certain individuals with the desire to have a personal transport of their own like the appeal of the Z-10. Low crew requirements and just enough space to accommodate the pilot's personal belongings make the ship attractive to those wanting to get away from the crowded Core Worlds.

Starfeld Z-10 Seeker **CL 5**

Gargantuan space transport

Init +1; **Senses** Perception +7

Defense Ref 17 (flat-footed 11), Fort 24; +6 armor

hp 90; **DR** 10; **Threshold** 44

Speed fly 16 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)

Ranged light laser cannon +2 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total

Base Atk +0; **Grp** +29

Atk Options autofire (light laser cannon)

Abilities Str 38, Dex 22, Con —, Int 14

Skills Initiative +1, Mechanics +7, Perception +7 (+12*), Pilot +1, Use Computer +7 (+12*)

Crew 1 (normal); **Passengers** 2

Cargo 45 tons; **Consumables** 2 months; **Carried Craft** none

Hyperdrive x1 (backup x12); navicomputer

Availability Licensed; **Cost** 86,000 (69,000 used)

**Due to the ship's sensor enhancement package, use these skill modifiers instead when operating the ship's sensors.*

Light laser cannon (pilot)

Atk +2 (–3 autofire), **Dmg** 3d10x2

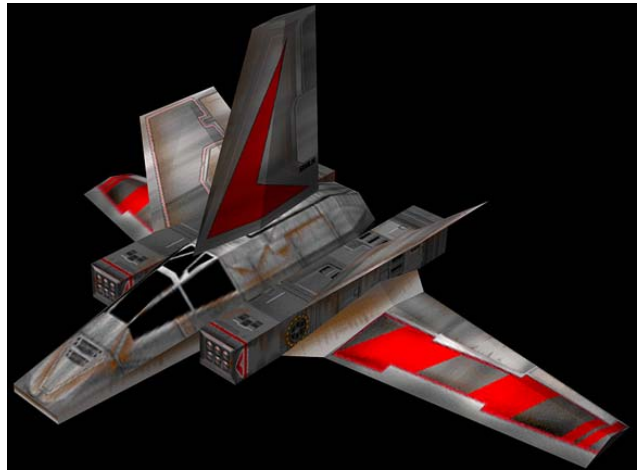
CYGNUS SPACEWORKS ALPHA-CLASS XG-1

"STAR WING"

By Patrick Stutzman

The *Alpha*-class XG-1 is a starfighter in use by the Galactic Empire throughout its fleet. More commonly known as an assault gunboat, the "Star Wing" represents the Empire's first attempt at implementing a space superiority fighter in its defense force.

Wider than it is long, the XG-1 is modeled very similarly to the well-known *Lambda*-class shuttle used throughout the Empire. Its wing design also has the set dorsal fin and two primary lateral wings that fold up while in landing configuration, but the *Alpha*-class also has two additional smaller wings positioned about halfway between the dorsal fin and the primary wings that act as stabilizer fins to improve the ship's maneuverability over its shuttle counterpart. In fact, the fighter earned its nickname "Star Wing" from the five-point silhouette it creates when in flight mode and all five wings are extended.



Unlike the TIE fighters in common use in the Empire's navy, the *Alpha*-class gunboat has a shielding system installed as added protection during combat. Specifically designed to directly counter the space superiority fighters in use by the Rebellion, the shields improves on those used in the *Lambda*-class shuttle, providing a higher energy output for better protection. In addition to the shields, the XG-1 also carries a hyperdrive and a larger array of weapon systems at the pilot's disposal, making the fighter a vastly superior fighter over the standard TIE fighter. The missile package normally carried by the *Alpha*-class consists of 16 concussion missiles, but it can be exchanged for up to 12 proton torpedoes, 8 heavy concussion missiles or shieldbuster torpedoes, or 4 heavy space mines.

Like so many others, the ship is not without its flaws, the most notable of which is its flight control computer. The performance of the computer is not the issue; the RCS-6 computer system has performed admirably in the past. The main issue is that the system was developed by Miradyne, a computer production company that went out of business several years before the *Alpha*-class fighter was designed. Why Cygnus Spaceworks decided to use a computer system from a company that could not provide technical support is a question that has largely remained unanswered to date. But, Cygnus compensated by providing their own technical support for the system.

Critics of the design stated that the gunboat's results in performance testing by Cygnus indicate that the ship is too slow and maneuvers much like other fighters in its class, making it a poor choice for a space superiority fighter. The Empire compared these results to other fighters and found that it is less maneuverable than its counterpart, the X-wing fighter, and slower than even the standard TIE fighter. However, it proved to be highly effective against the Y-wing fighter and even performed well in groups against smaller capital ships.

History

When the XG-1 was first introduced into the Empire's arsenal, it was the only fighter with hyperdrive capability. Although it was initially looked upon favorably by naval commanders and squadron leaders, its ability to undertake long-range missions were limited due to the fact that no other fighters could escort the ships anywhere beyond the range of their sublight engines. As a result, the *Alpha*-class ships were forced to engage in heavy assault runs where they relied on TIE fighter escorts to protect them against superior starfighters like the X-wing. Once their escorts were lost, they found their attention split between fending off Rebel fighters and striving to accomplish their mission.

As time went on, Imperial strategists devised a plan to use the *Alpha*-class ships on missions where travel through hyperspace was necessary. The ships would be divided into two groups: one group would attack the intended target with heavy ordnance, while the other group would fly as their escorts. Within a short span of time, Sienar Flight Systems introduced the TIE Avenger to the Imperial fleet, which also came equipped with shields and its own hyperdrive. The Avengers would accompany the *Alpha*-class gunboats as escorts, allowing a greater number of the "Star Wings" to concentrate on the primary target, while they kept any defending fighters distracted.

Several years later, the Empire elected to phase the XG-1 out of service, since plans to deploy the newly-developed TIE Defender throughout the fleet to replace it were already in place. However, Admiral Zaarin's move against the production facilities for the TIE Avenger and Defender forced the *Alpha*-class out of retirement to stop the incursion. Upgraded with current technology, the gunboat piloted by the Imperial pilot named Maarek Stele defeated both the Rneekii pirates and Admiral Zaarin's TIE Defenders, proving that the ship was still fully capable of serving the Empire.

***Alpha*-class XG-1 "Star Wings" in the Galaxy**

The *Alpha*-class gunboat's deployment throughout the Empire makes it highly likely that it will be encountered at some point in one's travels. Each Star Destroyer in the fleet carries five XG-1 vessels as part of its support ship contingent, although the ship does not necessarily need the support of a Star Destroyer to fulfill its duties like TIE fighters do.

Typical missions that call for the use of the *Alpha*-class are those where TIE fighters would be incapable of accomplishing successfully. They are sent out for attacks on orbital stations, smaller capital ships, or groups of ships as well as long-range scouting. The ion cannons also allow the "Star Wings" to be used for situations where starships need to be taken intact, such as customs assignments.

***Alpha*-class XG-1 "Star Wing" CL 10**

Gargantuan starfighter

Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +7 armor

hp 130; **DR** 10; **SR** 30; **Threshold** 46

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)

Ranged laser cannons +5 (see below) or

Ranged ion cannons +5 (see below) or

Ranged medium concussion missiles +5 (see below)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +33

Atk Options autofire (laser cannons, ion cannons)

Abilities Str 43, Dex 18, Con —, Int 16

Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none

Cargo 100 kg; **Consumables** 3 days; **Carried Craft** none

Payload 16 missiles

Hyperdrive x1 (backup x10); navicomputer

Availability Military **Cost** not available for sale (likely valued at 125,000)

**If the ship has an astromech droid, use these skill modifiers instead.*

Laser cannons (pilot)

Atk +5 (+0 autofire), **Dmg** 5d10x2

Ion cannons (pilot)

Atk +5 (+0 autofire), **Dmg** 6d10x2 ion

Medium concussion missiles (pilot)

Atk +5, **Dmg** 9d10x2, 4-square splash

CRUSADER-CLASS CORVETTE

By Patrick Stutzman

The *Crusader*-class corvette is a vessel designed for the purpose of engaging smaller support craft, such as starfighters and bombers. Considered by many to be armed with too many weapons for a ship of its size, many warlords and military leaders desired to obtain several of them to supplement their battle fleets in their bids for power.

Certainly, one of the most well-known features of the *Crusader*-class is the high amount of weapon systems installed throughout the ship. The laser cannons are spread out over the hull of the ship to provide an even field of fire against any fighters that dare challenge the corvette. In addition, the starship also has a highly-advanced point-defense laser system to endow the ship with an even greater defense grid at close range. The



point-defense system has not only been used against some of the galaxy's most agile fighters, but it has also successfully targeted and destroyed incoming missiles. Anyone targeting missiles and torpedoes with the point-defense laser cannon receives a +1 equipment bonus to attack.

The corvette also has the advantage of being one of the fastest, if not the fastest, ships of its size at the time it was designed. Equipped with innovative sublight drive systems that push the limits of drive capabilities for a ship of its size, the *Crusader*-class vessel can move ahead of other capital ships to directly engage starfighter squadrons and reduce their numbers before they reach the rest of the fleet. In many ways, the ship's raw speed has also helped it perform other duties for its owners, such as reconnaissance duties and border patrol.

In addition, the ship also takes advantage of a new automated computer system that integrates many of the ship's systems together through its computer network, making monitoring and maintaining the ship possible with fewer crew requirements.

Such advantages do not have their drawbacks, however. Taxing the ship's power plant by moving at maximum speed and firing all of their weapons at the same time has been known to cause power failures throughout the ship, sometimes with disastrous results. Other times, attempting extreme maneuvers while flying at or near maximum speed have created weaknesses in the ship's hull over time, especially near the aft of the ship. Also, heavy damage to the ship's computer system has been known to cause problems with the ship's damage control system, and false damage reports have resulted from such damage sometimes.

Tactical Fire: The *Crusader*-class corvette works very well as a support craft for space fleets and provides excellent cover against starfighters and smaller craft, lending valuable assistance to nearby capital ships. As a standard action, a *Crusader*-class corvette can forgo all attacks to provide tactical fire to all adjacent squares. All allied starships within that area receive a +1 bonus to all attack rolls against ships of Gargantuan size or smaller.

History

Originally designed several years after the end of the Clone Wars, the *Crusader*-class corvette was first offered to the Galactic Empire as a short-range corvette specializing in planetary defense and system patrols. Though the representatives of Mandal Hypernavtics gave an excellent presentation, the Empire decided to buy a small amount of the ships to see if they liked their performance. Although the two ships they tested performed admirably, the Empire ultimately refused to form a contract with the company and assigned the two they had bought to patrol duty at the Maw Installation.

Distraught by the loss of the contract, the lead designer named Danar Len chose to mothball the design and leave the company, despite the encouragement of the rest of the team for him to have faith in their work. After Len left, the company offered the ship design to the Mandalorians, who accepted the ship without a second thought, and production quickly began. After seeing the ship's production bloom, Mandal Hypernavtics began selling the ship to planetary and small interstellar governments as a short-range defense vessel with a great degree of success.

Several years later, Mandal Hypernavtics was approached by an individual named Tyber Zann looking for several ship designs to add to his growing fleet. While perusing what the company had to offer, the *Crusader*-class corvette was one of many that caught his eye. Despite hearing that the ship had been used by the Mandalorians, he offered to pay a sizable sum to put it into production for his own fleet and with updated systems to take advantage of recent technological developments. The design team gathered together again, upgraded the systems for the ship and submitted the revamped design. The new version of the ship received much praise from Zann and the executives of Mandal Hypernavtics, and production began immediately.

Many years after Zann's fleet fell, the *Crusader*-class corvette would gain galaxy-wide notice again, when Admiral Daala emerged from the Maw installation and initiated her series of attacks on the New Republic. She included the two corvettes originally assigned by

the Empire in her fleet. Her success with the ships proves to the Imperial Remnant that the ships are highly effective as anti-starfighter support vessels, and they renegotiate with Mandal Hypernavitics to purchase a fair number of the corvettes for use in their own fleet.

Crusader-class Corvettes in the Galaxy

During the Dark Times, the *Crusader*-class corvette can be most commonly seen in use by the Mandalorians as they conducted their own missions throughout the galaxy. However, the ship appears more and more frequently patrolling the space around independent systems and neutral space stations.

As the Rebellion transforms into the New Republic, the ship gains the attention of some of the Imperial warlords, but they have a hard time procuring the ships, as the Mandalorians are highly reluctant to part with them without a fight.

With the Imperial Remnant incorporating the corvettes into their fleet, the *Crusader*-class ships become highly visible within Imperial space as patrol ships near prominent planets and support ships within the Imperial fleet.

***Crusader-class Corvette* CL 16**

Colossal (frigate) capital ship

Init +0; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 36; +12 armor, Vehicular Combat

hp 950; **DR** 15; **SR** 120; **Threshold** 136

Speed fly 4 squares (starship scale)

Ranged 2 point-defense laser cannon batteries +14 (see below) and

Ranged 3 point-defense laser cannons +6

Fighting Space 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +53

Atk Options if any

Abilities Str 62, Dex 18, Con —, Int 18

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 80 (skilled); **Passengers** none

Cargo 3,600 tons; **Consumables** 1 year; **Carried Craft** none

Hyperdrive x1 (backup x12), navicomputer

Availability Restricted **Cost** 5.2 million (2.6 million used)

**Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Point-defense laser cannon battery (5 gunners)

Atk +14, **Dmg** Dmg 6d10x2

Point-defense laser cannon (gunner)

Atk +6, **Dmg** 4d10x2

HERAKLON-CLASS TRANSPORT

By Patrick Stutzman

The *Heraklon*-class transport is one of the primary freighters in use by the Galactic Republic around the time of the Dark Wars that plagued the galaxy. Versatile in scope, the transport has proven itself to be rather useful to many different organizations for many different reasons.

The simple layout of the ship allows for easy navigation throughout. The bridge and all quarters for the crew have been placed in the fore of the ship, and the engineering section and ship systems are located aft in the tail of the ship, leaving the majority of the ship dedicated to cargo holds. The cargo section can be set up for transportation of goods as a bulk freighter, or it can have partitions installed with little effort to accommodate specialized cargo like livestock or exotic creatures.



In addition to the movement of cargo, the *Heraklon*-class transport also can be configured to allow a sufficient amount of passengers to take berth and fly to another world. The ship can be equipped to accommodate up to 450 passengers in steerage quarters, each with three fold-up bunks and storage lockers for any personal effects, or up to 150 well-to-do guests in luxurious cabins. A number of travel companies have purchased a fleet of the transports with extreme luxury upgrades to be used as cruise liners and offered vacation trips to exotic destinations within the Core Worlds and the Inner Rim.

In order to take advantage of cheaper production costs, the *Heraklon*-class transport was designed without any defense systems. The idea, as promoted by the sales representatives of Sadon Shipwrights, is that the transport should stay focused on its primary objective: transport goods from point A to point B. Given, the *Heraklon*-class vessel can perform the job very well when moving cargo within the Core Worlds where little threat of pirates or other outlaws exists. Beyond that, trader captains will do one of several things: not travel there, rely on luck or the will of the Force that nothing happens to them, travel with other merchants in a caravan, or hire someone with an armed vessel to fly escort for protection. In fact, the same sales representatives at Sadon have stated that they have a network of pilots that are more than willing to be hired to provide armed escort services for their clients and recommended one or more of those pilots to their customers.

History

Sadon Shipwrights, having a long history of designing and selling reliable transports for the general public, created the *Heraklon*-class transport as an improved version of the older *Dionad*-class transport that was in use by private organizations within the Republic a few years before the outbreak of the Mandalorian Wars. Featuring upgraded computer systems and an improved hyperdrive system, sales for the *Heraklon*-class started high and maintained that level of success for quite some time, becoming more popular than similar transports created by rival shipbuilders.

An incident that brought the *Heraklon*-class vessel into the limelight was when the Zhug brothers sought to enter the port of Iziz in 3,951 BBY. Despite their efforts, Colonel Tobin's blockade prevented their entry by shooting down the ship and forcing it to crash on the nearby moon of Dxun.

The incident, coupled with the bad press that followed, caused sales to drop significantly for a while. As some executives at Sadon looked to designing a new freighter to eventually replace the *Heraklon*-class transport, others saw an opportunity to revisit their advertising strategies and presented the ship in a new light, focusing on the safety of the crew and cargo of the ship should an accident take place. The ploy worked, and sales rose again to profitable levels, guaranteeing stability for the ship in the galactic market for many years to come.

Heraklon-class Transports in the Galaxy

Most of the *Heraklon*-class transports found in the Core Worlds and Inner Rim are configured to be cruise ships and passenger vessels, ferrying people between various star systems as far out as some prominent Outer Rim worlds. Many of the ships that travel away from the Core Worlds will be accompanied by at least two starfighters or one armed vessel, perhaps more depending on the importance of the contents being carried.

However, most of the transports encountered throughout the galaxy are the ones carrying cargo. These typically do not have any type of armed escort, instead depending on their wits and local law enforcement to protect them and their cargo from any interlopers.

Others that have managed to get their hands on a *Heraklon*-class vessel have been known to adapt the ship to be used for smuggling. Although customs officials may suspect illicit cargo being carried within the holds of the ship, crafty smugglers have found a myriad of pockets within the boughs of the ship to safely stash what they want to hide.

Pirates have successfully used the transport for their own purposes as well. Altering part of the central section of the ship with concealable hangar bays, many pirate gangs house several small fighters in concealed hangars to ambush an unsuspecting merchant vessel venturing too close to the pirates' claimed territory. They also have been known to use the transport as a mobile base to avoid being discovered by the authorities.

Sadon Shipwrights *Heraklon*-class Transport **CL 7**

Colossal (frigate) capital ship

Init -5; **Senses** Perception +5

Defense Ref 11 (flat-footed 11), Fort 33; +11 armor

hp 540; **DR** 15; **Threshold** 133

Speed fly 12 squares (max. velocity 725 km/h), fly 3 squares (starship scale)

Fighting Space 1 square (starship scale); **Cover** total

Base Atk +0; **Grp** +48

Atk Options if any

Abilities Str 57, Dex 10, Con —, Int 14

Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +5

Crew 20; **Passengers** 450 (steerage) or 150 (luxury)

Cargo 75,000 tons; **Consumables** 3 months; **Carried Craft** none

Hyperdrive x3

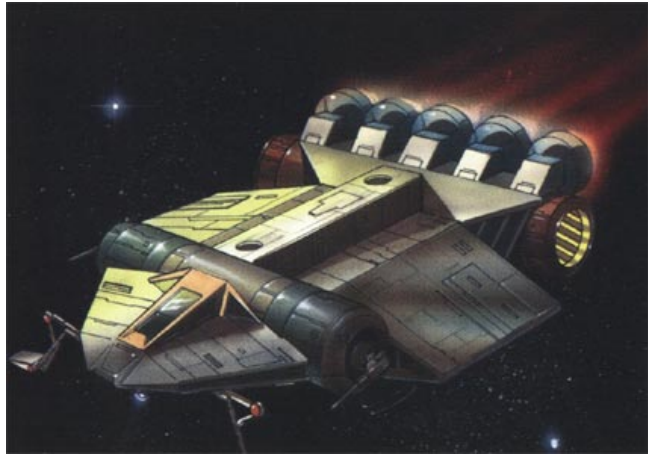
Availability Licensed **Cost** 1,250,000 (600,000 used)

SUWANTEK SYSTEMS TL-1800 TRANSPORT

By Patrick Stutzman

The Suwantek Systems TL-1800 was originally created to act as a poor man's freighter, having little armament, light shields, and a low speed when compared to other freighters in its class. However, the TL-1800 does have the advantage over many others in that it was designed specifically to carry cargo pods to supplement the already spacious cargo capacity.

The cargo pods are specially designed by Suwantek to hold more than the typical cargo pod bought and sold throughout the galaxy. The TL-1800 cargo pods can hold up to 100 tons of cargo and are modular to the extent that they can be linked to one another for easy attachment to the ship. A single TL-1800 can safely hold up to 4 of these cargo pods in space, but atmospheric resistance against the ship forces ship owners to detach all but one pod to safely navigate while flying in a planet's atmosphere. Anyone piloting a TL-1800 within an atmosphere receives a -5 penalty to any of his Pilot checks for every cargo pod attached to the ship beyond the first.



The TL-1800 hosts a superior engine assembly with Suwantek's Y-v-6 model sublight drive. Although the drive does not allow the ship to be quick, it does relief ship captains' minds with its low maintenance requirement. The Y-v-6 needs a checkup only once per standard year, unlike the recommended 3 to 5 times for other freighters. Likewise, the TL-1800's hyperdrive, Suwantek's StarBurn 4, performs well and requires an overhaul about once per standard year as well.

One of the few civilian-owned freighters allowed to carry weapon systems, the TL-1800 comes equipped standard with two laser cannons. The cannons, however, are locked into a forward-firing position, but they can be fire-linked to improve the weapons' performance. A strange twist with this is that the weapon systems in the TL-1800 are designed by Siemar Flight Systems, Suwantek's parent company, and are believed to be one generation older or the same generation as the weapon systems used in the Empire's TIE Interceptor starfighters.

The one major flaw perceived by many owners of earlier models of the TL-1800 is the navicomputer with which the ship comes equipped. Instead of contracting the task out to a company known for designing reliable navicomputers such as Industrial Automaton or Fabritech, Suwantek took a risk and designed their own, the Portal Delta navicomputer. The Portal Delta system performs very poorly, is prone to glitches, and requires almost constant maintenance. As a result, many ship owners quickly remove the Portal Delta and replace it with a better system or rely on an astromech droid.

History

Suwantek Systems, being a subsidiary of Siemar Flight Systems, is a fairly new company when compared to other shipbuilding corporations such as the Corellian Engineering Corporation and SoroSuub. When they started marketing their ships centuries before the rise of the Empire, people initially believed that the company would not last long, since their ship designs did not inspire very many consumers. But, Suwantek persisted and, with the introduction of the TL-1200, sales picked up.

The TL-1800 followed in the footsteps of its older cousin and found its niche within the galactic community. Originally advertised as a less expensive alternative to CEC's famous YT-1300 freighter and using the modular cargo pods as a major selling point, many low-budget merchants took the bait and bought the ship.

Shortly after sales of the TL-1800 reached its peak, news of Suwantek's inferior navicomputer spread, and sales dipped for a short while. Eventually, customers realized that a small investment in another navicomputer or an astromech droid solved the problem. But, Suwantek realized their mistake and abandoned the Portal Delta for a more reliable Fabritech model. While this wise move helped pick up sales for a short time, the damage to the ship's reputation caused by the Portal Delta had already been done, and the ships never did sell as well as before.

However, the TL-1800 caught the eye of one particular organization that bought a large number of them and put them to good use: the Imperial Security Bureau. The ISB began using the TL-1800 to transport high profile personnel and highly classified cargo around the galaxy without drawing much attention. Whether Suwantek and Siemar executives put in a good word for the ship to the ISB is not known, but those people that suspected it did not complain about it for very long.

TL-1800s in the Galaxy

The TL-1800 found widespread use with merchants having lower incomes in the Outer Rim Territories. Its capabilities to carry large amounts of cargo, coupled with its lower price tag, gave even the most desperate of traders hope to be successful in their career.

Although the intended market for the TL-1800 was for small merchant companies and intra-system freight forwarders, the ship found success among mercenaries, pirates and other organizations that preferred to operate covertly. One such organization that purchased several of the ships and put them to good use was the Imperial Security Bureau. By using the TL-1800 to quietly move top secret and classified goods and information, they virtually guaranteed that their valuable cargo would reach its destination unhindered.

Suwantek TL-1800 Transport **CL 6**

Colossal space transport

Init -2; **Senses** Perception +7

Defense Ref 15 (flat-footed 12), Fort 26; +12 armor

hp 120; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)

Ranged 2 laser cannons +2 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total

Base Atk +0; **Grp** +36

Atk Options if any

Abilities Str 42, Dex 16, Con —, Int 14

Skills Initiative -2, Mechanics +7, Perception +7, Pilot -2, Use Computer +7

Crew 1-2 (normal); **Passengers** 7

Cargo 110 tons; **Consumables** 3 months; **Carried Craft** none

Hyperdrive x2 (backup x10), navicomputer

Availability Licensed **Cost** 41,500 (15,000 used)

Laser cannons (2 gunners)

Atk +2, Dmg 4d10x2

MYTHMAKING IN *STAR WARS*

By Matthew Grau

An Introduction

Over the last fifty years, more and more writers have begun to deliberately use what Joseph Campbell coined the monomyth. Through extensive study, Campbell came to believe that nearly all myths, even if from radically different times or places, kept to the same basic structure with the same basic stages. In essence, the monomyth speaks to all people in all places in all times because it represents a commonality of human experience and understanding. It is a powerful storytelling tool when used properly.

George Lucas made deliberate use of the monomyth when creating *Star Wars*, which is part of what has made these space opera stories become modern myths that have endured now through several generations. In fact, the monomyth and its elements have become so central to the *Star Wars* franchise that if it were missing, whatever it was missing from would not be *Star Wars*.

This series of articles will explore the monomyth and its elements as they apply to *Star Wars* and teach you how to use them in your *Star Wars* roleplaying games. Adopting them as practice will not only make your games more epic, they will take on an undeniable character that can only be part of the modern myth that is the *Star Wars* franchise.

In this first article, we will explore the nature of the Hero and then go on to look at other character archetypes in the following two. In articles four and five, we will explore the various stages of the hero's journey, and article six will look at how to use the monomyth as a tool to design your games. At each step along the way, we will show how these concepts were used in different pieces of the *Star Wars* franchise.

The Masters

It is Joseph Campbell that is credited with bringing the monomyth to the world in his book *The Hero With A Thousand Faces*. In more recent times, Christopher Vogler expanded on Campbell's work for the film industry in his book *The Writer's Journey: Mythic Structure for Writers*. It is from these two seminal works that the majority of this material is drawn. There are also several interviews with Joseph Campbell available on DVD, for further research.

THE HERO

Hero. The word conjures many images in our minds the moment we hear it. For some, it is the red-caped Superman, racing to save the planet from certain destruction. For others, it is the two-fisted adventurer exploring places unknown. For some, it is the soldier bravely serving his country in a foreign land. And for others, it is the fireman risking his life to save people from the burning rubble of the Twin Towers. The word itself is Greek, meaning "to protect and serve." In nearly any example we can think of, this is what our heroes do. They are the ones that save us when no one else can. They are the ones that put their lives on the line for the good of those around them.

What we discover in the monomyth is that, regardless of culture, all of our heroes have things in common. This is absolutely true in *Star Wars*. The Exile, Obi-Wan Kenobi, Vader's secret apprentice, Luke Skywalker, Han Solo, Cade Skywalker, and a host of other heroes from the many eras of *Star Wars* all fit the following criteria which make them fit the label hero.

Most apparently, heroes do things. They do not accomplish great things by sitting around and talking about or contemplating things. Certainly, thought and counsel are important factors in making good decisions, particularly when sizable or difficult consequences hang in the balance, but action is what is required of the hero in order to overcome the things that face him. Obi-Wan does not sit in his hut on the edge of the Dune Sea contemplating what Leia's message might mean to the galaxy. Anakin Skywalker does not wonder what General Grievous will do with the captured Chancellor Palpatine. They spring into action, because that is what is needed.

Heroes live on the razor's edge. To them, death is not some faceless thing that is years yet coming. They face death on a regular basis, defying it in unbelievable ways. To the hero, each moment is precious and nothing can be taken for granted. Each day may very be the last. This may not be the case at every moment during the hero's life, but it is the case in all the points that make the epic stories of which they are a part.

As our (the audience's) window into the story, there is always something with which we can identify about our heroes. There are things about them that are universal, whether it be their personal traits or history, or their motivations. We can see something of ourselves in them. Luke Skywalker begins his journey as a young farmer who seeks something grander than what he has and, as an adoptee, some answers about the family he never knew. Starkiller, Vader's secret apprentice, struggles with his sense of self – should he follow the ways of his corrupt "father" or should he follow his heart as he is drawn to the light. Obi-Wan Kenobi is a patriot, fighting for a way of life in which he deeply believes. Life and family, personal identity, conviction – these are but a few examples, but ones with which we, regardless of culture or age, can identify. Through that identification, we can experience the story more fully for we understand it more fully, regardless of trappings.

Furthermore, no hero is perfect. As there are traits or history or motivations that are universal, each hero also has some kind of understandable flaw. After all, we are all flawed and it allows us to further identify with our heroes if they suffer the same human frailties as the rest of us. As they say, we might like or even lust after perfect people, but we fall in love with those who are flawed – not in spite of the flaws, but because of them. Luke Skywalker is brash and impatient, like many other young men his age. Starkiller is, fundamentally, the product of an abusive household and his ideas of how the world works are simply off. Obi-Wan Kenobi is an idealist and an optimist, sometimes blinded to the corruption and treachery right under his nose. We all suffer from being young at one point, many have had to deal with the tragedy of abuse, and most people want to see the best in others. Their flaws are ours.

Despite their universal characteristics, heroes are always separate. There is something in who they are, perhaps their destiny, that sets them apart from those around them. Han Solo is a smuggler, but also a former Imperial officer who fled the Empire after being exposed to its corruption. He is a criminal, but one with a heart of gold, and this makes him different from the blood-thirsty scoundrels that are a part of his world. Cade Skywalker never fully fit into a life of bounty hunting and piracy, as he was a former Jedi and heir to the Skywalker legacy. His predecessor Luke grew up on Tatooine, a desert planet on the Outer Rim, dreaming of becoming a pilot and leaving the provincial world his fellows found comfortable. Little does he know he is set apart further as the only son of Darth Vader. In every case, the destiny that draws heroes to great things does not let them simply fit in with the world.

Sacrifice is essential to heroism and there is always some element of it in the hero's journey. Heroes must give of something of themselves, something of which they love, or simply suffer mind, body, and soul in order to overcome the great odds that face them. Their journeys are not those of everyday mortals and as such the things they have at risk are so much greater. Princess Leia suffers the loss of her homeworld Alderaan and the cold-blooded murder of every man, woman, and child on that peaceful planet. Starkiller must give his life in battle with the Emperor in order to save the existence of the nascent Rebel Alliance. Luke Skywalker loses his aunt, uncle, and mentor to the Empire, nearly loses his friends, and loses a hand in order to finally bring down Darth Vader and Emperor Palpatine. When the game is great, so are the stakes and sometimes the heroes lose. However, triumph is nothing without setbacks and joy is nothing without tragedy.

Through their journey, heroes grow. They are never the same after their adventure. These changes are not simply cosmetic either, though such changes may be a part. They are fundamental, the kind of things that change the very core of who the heroes are. Luke Skywalker transforms from a whiny kid from a backwater planet with big dreams into a full-blown Jedi Knight who resurrects a nearly extinct tradition. Starkiller grows from his roots as a child raised in the ways of the Sith to turn his back on his ways and become a Jedi and an integral part in the formation of the Rebel Alliance. Cade Skywalker transforms from a young Jedi and witness to terrible tragedy to a self-serving bounty hunter back into a Jedi with powerful healing abilities. In the *Star Wars* roleplaying game, players have another measure of growth – character level. As heroes in the roleplaying game grow, their experience is translated literally into game statistics. However, advancement in game statistics is something that should only be used as a tool to the greater story and not an end unto itself. They can easily be used to facilitate the characters' growth as heroes as part of their epic journeys.

Though obviously called by destiny, heroes may be willing or unwilling to answer. All heroes, as we'll explore in the third article in this series, have a moment of pause before they launch on their adventure and this is different from being unwilling. For example, Luke Skywalker has a moment on Tatooine where he questions whether leaving his family to follow Obi-Wan is something he should do. Ultimately, after his family is killed by Stormtroopers, he willingly leaves. On the other hand, Han Solo was dragged into Luke and Leia's story against his will. He was firmly committed to his life of crime and simply picked up Luke and Obi-Wan because he needed to pay off Jabba the Hutt. Next thing he knows, his ship is being pulled into the Death Star and the rest is history.

Some heroes don't immediately appear to be what most would consider to be heroes on the surface. They are anti-heroes, characters that perform heroic actions while not being heroic themselves. Again, Han Solo is an example of this. He braves death to rescue Princess Leia aboard the Death Star, going above and beyond the call of the simple mercenary, even though it appears his only motivation is financial gain. Cade Skywalker might be another example, who is drawn to heroics despite having embraced a life of bounty hunting and piracy. On the flip side, Starkiller would not be an example of an anti-hero. He begins his story arc as a villain, who undergoes a change of heart as he is exposed to the greater universe. When he becomes a hero, he becomes a hero.

While in many myths of the West the heroes are loners (or close to it), heroes of the East most often come in groups. *Star Wars* more closely follows the myths of the East in this regard – heroes always come in groups. In the *Knights of the Old Republic* era, the reformed Revan travelled with Carth Onasi, Bastila Shan, Mission Vao, and others. During the *Rise of the Empire* era, Obi-Wan Kenobi and Anakin Skywalker fought with Padme Amidala, Ahsoka Tano, R2-D2, Commander Cody, Captain Rex, and others. During the Rebellion, Luke Skywalker fought with Leia Organa, Han Solo, Chewbacca, R2-D2, C-3PO, and more. Even Starkiller, though supposedly a lone Sith apprentice, had his people – the droid Proxy, Juno Eclipse, and eventually Rahm Kota. This norm works perfectly with the *Star Wars* roleplaying game, where players gather with groups of characters, all who are intended to be the heroes.

Keeping all this in mind, at the center of your story are your heroes – the characters your players have created. The *Star Wars* roleplaying game provides you with all the mechanics to create heroes of all kinds. This analysis of heroes should give you a better base from which to build the non-mechanical aspects of your characters, so that they are truly befitting the mantle of *Star Wars*.

In the next article, we will begin to look at character archetypes, as found in story and psychology, and how they apply to the monomyth.

ARCHETYPES, PART I

The Use of Archetypes

In our last article, we explored Heroes in the monomyth – those larger than life characters that drive our most memorable stories. In this article and the next, we're going to take a look at another key element of mythmaking – the use of archetypes.

Famous psychologist Carl Jung posited that basic themes of life emerge through consistent patterns in the collective unconscious. He referred to them as archetypes. For what we are discussing here, that simply means that archetypes are types of characters that have significant impact in any story because they speak to common types of people and human experience, regardless of geography or culture. In that context, they fit perfectly within the idea of the monomyth.

Archetypal characters become tools that fulfill useful functions in your story, that help it also fit into the eternal resonance that is the monomyth. Once you master these concepts, you will be able to populate your *Star Wars* game with such archetypes and they will help you in your task as Gamemaster. You will come to understand their importance as you read on.

Here, we are going to look at three key archetypes as they apply to *Star Wars*: the Mentor, the Threshold Guardian, and the Herald.

The Mentor

Originally referred to as the Wise Old Man/Woman by Joseph Campbell, this archetype is perhaps more easily known as the Mentor. The characters that teach, guide, or protect the Heroes or provide them with important gifts are Mentors. They are designed to help prepare the Hero for the trials ahead, or to guide the Hero through them. Though they may arrive later, Mentors usually appear early in the story when the Hero needs the most guidance. They also motivate the Hero to action and help him overcome his fears. One example of this is the relationship between Ben Kenobi and Luke Skywalker. Young Luke meets Ben just as his destiny begins to unfold. If it were not for Ben, Luke may have given into his fears and stayed on Tatooine – even after the death of his Aunt and Uncle. Ben takes on the role of Mentor in many ways. He tells Luke about his father Anakin, gives the boy his first lightsaber, and begins to tutor him in the ways of the Jedi. Without Ben's influence, Luke would never have become a Jedi, may never have left Tatooine, and would have most likely been killed by Stormtroopers looking for C-3PO and R2-D2. Luke owed a great deal of who he was and who he became to his Mentor.

Sometimes, as an aspect of their instruction, Mentors must act as the Hero's conscience as he wavers in his own judgment or wrestles with his own emotions. The relationship between Obi-Wan Kenobi and Anakin Skywalker is an excellent example of this. Anakin's impulsive nature and deep personal anger consistently move him to make poor decisions, or at least not decisions befitting a Jedi, during his years as an apprentice. Obi-Wan was always there to correct his action or thinking, to guide him in the ways of the Jedi Code and teach him to be mindful of the living Force. Even after Anakin became a Jedi Knight, he still looked to his master for guidance, on some level knowing that his own internal moral compass did not point true north.

There are those Heroes who are already on their journey, whose Mentor comes from the inside – oftentimes in the manifestation of a code. In *Star Wars*, both the Jedi Code and the Code of the Sith immediately spring to mind. Once Darth Malak betrays Revan, he becomes the Dark Lord, beholden to none. What guides him in his conquest is the Code of the Sith, which preaches passion, strength, and power. Obi-Wan Kenobi, a Mentor to others, draws his strength from the Jedi Code, which practices control, inner peace, and harmony. Whenever these types of characters need guidance, they can look to their own internal mentor to help them find their way.

Mentors don't have to be put together Heroes in their own right. It is perfectly okay for them to be damaged or broken in some kind of way. Jolee Bindo acts, in his own way, as a Mentor to the amnesiac Revan, though he is a rebellious Jedi, occasionally blathering, and somewhere between light and dark in his adherence to the Force. Both of Luke Skywalker's Mentors, Ben Kenobi and Yoda, have been utterly defeated and outcast. Yet, in these cases and others, the Mentor's contribution to the Hero was still profound.

Following that line of thinking, Mentors can also be dark in nature. In *Star Wars*, many of these kinds of mentors are villains in their own right. Chancellor Palpatine, before his disfigurement, was such a Mentor to Anakin Skywalker. Not outright evil, at least not on the surface, the Chancellor had been a Mentor to the young Jedi since Anakin was a boy and his guidance was most certainly dark at times. Ultimately, it was designed to mentor the young Jedi down the path of the dark side. Then you have relationships such as that of Darth Vader and Starkiller, wherein Vader's tutelage was that of a Sith Lord and dark and cruel as it comes.

Many times the Mentor also functions as a parental figure. Ben Kenobi became a father-figure to Luke Skywalker, Qui-gon Jinn the same to a young Obi-Wan Kenobi, and Chancellor Palpatine the same to Anakin Skywalker. These are but a few examples, though this type of Mentor-Hero relationship runs through *Star Wars*.

The Threshold Guardian

Another archetype pertinent to the monomyth is the Threshold Guardian. Essentially, while the Heroes travel on their paths, there are characters that will arise to prevent them from easily stepping across the threshold into whatever new world is next. They are not the primary villains, but rather are designed to test the Hero, whether it be his abilities or his resolve, to make sure that he is ready for the challenges that lay before him. They prevent the Hero from charging ahead without being fully prepared.

These characters manifest in many ways in *Star Wars*. On the benign end, Owen Lars was a Threshold Guardian to young Luke Skywalker. Owen was firmly against Luke leaving the farm, for reasons of his nephew's safety. He was a living test to see if Luke was willing to embrace his destiny, even though it was not in his upbringing or convenient for him to do so. The Jedi Council acts as a Threshold Guardian to Anakin Skywalker. First, the Council tries to keep the young boy from training, then they keep him as an apprentice for a good long time, then they refuse to confer on him the title of Jedi Master, and then they try to keep him from a seat on the Council itself. They test him at many points along the way. Imagine how swiftly and dangerously Anakin would have fallen to the dark side if it weren't for the Council's vigilance.

On the other hand, there are more violent manifestations of this archetype. Darth Maul is a Threshold Guardian to Obi-Wan Kenobi. Only if Obi-Wan can defeat the Sith hammer can he go on to deal with what waits for him in the Clone Wars. Darth Tyrannus tests Anakin Skywalker to see if he is indeed ready to walk down the path of being the Chancellor's apprentice. Calo Nord opposes Revan to see if she is ready to take her place as a Hero of the Jedi. The droid Proxy continuously tests Starkiller to make certain that he is worthy of the title Sith. Eventually, the secret apprentice must destroy the droid to cross the threshold into his rejection of the dark side.

The Herald

Where Threshold Guardians test the Hero, characters that are manifestations of the Herald archetype come to shake up the Hero's world and get him on his path. The appearance of a Herald is the catalyst that makes it so that the Hero can no longer live in the ordinary world he has called home. In essence, they are the energy that motivates the Hero to be a Hero.

Every Hero in *Star Wars* has his or her own personal Herald. Young Anakin Skywalker would have been content to remain Watto's slave if not for Qui-gon Jinn entering his life. The older Jedi discovers the boy's natural power in the Force and brings him out into the greater universe. Luke Skywalker begins on his path not because of the droids, but because of a message by Princess Leia Organa. Compelled by her plight, he goes off to meet his Mentor and ultimately realize his destiny. Bastila Shan is a Herald for the amnesiac Revan, the bond they share drawing the former Sith Lord on a path that will crush the Sith Empire. Starkiller's Herald might not be so obvious – Juno Eclipse. It is her appearance in his life that sparks the first feelings that blossom into love, one of the primary reasons the secret apprentice starts to question his path with the Sith.

For now, let these concepts sink in and see if you can identify other characters that fit these archetypes. We will discuss more about how to utilize them once we have finished our archetype discussion in the next article.

ARCHETYPES, PART II

Archetypes Continued

In our last article, we began our exploration of a key element of mythmaking – the use of archetypes. To review, famous psychologist Carl Jung posited that basic themes of life emerge through consistent patterns in the collective unconscious. He referred to them as archetypes. For what we are discussing here, that simply means that archetypes are types of characters that have significant impact in any story because they speak to common types of people and human experience, regardless of geography or culture. In that context, they fit perfectly within the idea of the monomyth.

In the first of the archetype articles, we looked at the Mentor, the Threshold Guardian, and the Herald. Here, we are going to look at three more key archetypes as they apply to *Star Wars*: the Shadow, the Shapeshifter, and the Trickster. When we're done, we're going to explore how to utilize all of the archetypes in your *Star Wars* adventures.

The Shadow

The Shadow archetype, as in psychology, represents the dark side of things. The Shadow is made up of all the things the Hero doesn't like about himself or the world. Shadows typify the demons that whisper to the Hero, the skeletons in his closet. Most times, the Shadow is represented by the villain or villains, who are often the mirror into which the Hero must look and also overcome in himself what lurks beneath. Shadows are not always vile and evil – they often have humanizing qualities (or qualities with which one can identify, in the case of aliens).

The Shadows in *Star Wars* are so often Sith. Luke Skywalker fought against his Shadow in Darth Vader, who represented the brutality and oppression against which the young Hero fought. However, Vader also wanted to be with the son who had been taken from him – a normal and very human emotion. He was also an example to Luke of what the young Jedi could become if he gave in to his anger and hate. Revan's Shadow was Darth Malak, ruler of the Sith Empire and scourge of the galaxy. There was little in Malak that one could call humanizing, but his traits of greed and envy are common to the human condition. Most importantly, he was the mirror to Revan, a reminder of what he once was and could easily become again.

Shadows may also be seductive. Anakin Skywalker fought against his Shadow in Chancellor Palpatine. Unknown to Anakin, Palpatine was a Sith Lord that embraced everything that the Jedi rejected and was bringing democracy to its knees. However, Palpatine also treated the boy like a son (or at least a nephew) for more than a decade, protecting and guiding him. In the end, Palpatine used Anakin's fears and desires against him, luring him to the dark side with promises of power over life and death.

Stories and Heroes are, in many ways, defined by their villains. The better the villain, the better the story. It is important to create a powerful Shadow antagonist if one wishes to resonate with the monomyth.

The Shapeshifter

Always seeming to be changing are the Shapeshifters. They are never consistent for very long. Their chaotic natures are designed to bring about further suspense in the story, as well as to create doubt for the hero. Oftentimes, the role of the Shapeshifter is taken on by characters for stretches of the story, to fulfill the aforementioned dramatic purpose. Anakin Skywalker, even as an adult, had traits of a Shapeshifter. One never knew which Anakin he would get – the noble Jedi, the angry boy, the loving husband, the rebellious apprentice. Sometimes in conversation, he would cycle through several of these manifestations. Princess Leia Organa, with regards to her relationship with Han Solo, was a Shapeshifter. Was she going to thank him or pick a fight? Was she going to insult him or kiss him? Their relationship was rocky and uncertain, causing dramatic tension between the characters – until they finally fall in love and things stabilize.

Characters that typify the outsider are also often Shapeshifters. The outsider is a character that comes from an unusual, sometimes tragic, background, who remains aloof from the other characters. They dispense wisdom, but are also not necessarily to be relied upon. Han Solo is a perfect example. He is a former Imperial officer turned outlaw smuggler, who pretends to be mean and self-serving while hiding his heart of gold. At varying times, he is mercenary, kind, arrogant, caring, and more. Until his capture and incarceration by Boba Fett, Han Solo is a moving target in terms of his personality.

The Trickster

Ubiquitous in *Star Wars* is the Trickster – the comic relief. The Trickster's antics bring about change, as well as providing the much needed relief from the otherwise near-constant dramatic tension. Their comedy makes the serious parts of the story more meaningful. R2-D2 and C-3PO are perhaps the most famous examples of Tricksters, spanning two eras of *Star Wars*. Even in the most tense of situations, C-3PO's finicky nature comes through, most often in humorous complaints – or at least humorous to us. R2-D2's comedy is of a more physical nature. Whether it be being swallowed by a swamp beast on Dagobah and spit back out, spraying Battle Droids with

oil and lighting them on fire as they slip and slide about, or simply revving up his partner in crime, R2-D2 is almost always amusing. Of course, both characters are heart-felt and invested in the drama that surrounds them.

Tricksters can be catalysts for needed change in others. Jar-Jar Binks, though a bumbling buffoon most of the time, had a profound influence in the fate of Naboo. It is he that warned his people of the Trade Federation's invasion, who guided the Jedi to the palace to rescue Princess Amidala, and who ultimately arranged the meeting that resulted in alliance between the Naboo and the Gungans. His antics put him in the right places at the right times to cause changes that were for the good of all. HK-47, though dark and bloodthirsty, sometimes played the role of the Trickster for Revan and his companions. The droid's condescending and humorous attitude towards organic life was not only funny, it was a reminder of who Revan once was. He helped Revan stay the course of redemption, reinforcing that change.

Using Archetypes

Archetypes are tools. They are designed to be functions that you can assign to characters in your story that will help expand the drama – and resonate with the monomyth. Each of them is useful and each of them is appropriate for nearly any kind of story. However, they are not something to which to be enslaved.

When you are designing your *Star Wars* game, you will be dealing with a situation in which you have many Heroes. Every character portrayed by a player is one. It would be difficult and redundant to have separate characters for each of the archetypes for each of the Heroes. As you are creating the key NPC's for your game, choose only one or two of the characters who will have Mentors. It should be obvious which are the most appropriate – Jedi or Sith are the easy targets.

The Shadow archetype is the easiest – it will be your villain. The thing to keep in mind is that Shadows have certain traits that you will want to incorporate into the design of your primary antagonists. There is something humanizing about them, so resist the urge to make them nothing but monsters. They also contain something in them which your Heroes (one or several) will not want to face, because it is an aspect of themselves with which they cannot deal.

Threshold Guardians are also fairly easy. They are all those who somehow oppose your Heroes along the way. They are those that are minor hurdles all the way up to the minions of the primary antagonist. These types of characters are naturally designed into roleplaying adventures. Heralds are likewise a built-in roleplaying concept, being the person who inspires the characters to undertake their adventure.

The Shapeshifter is one you may not even need to assign. As your story goes on, players will undoubtedly portray their characters as inconsistent and you will do the same, so the dramatic tension will increase naturally.

Some of the Heroes may take on one or two of the archetypes. There is often someone who desires to play a character with comic tendencies, so you might wish to have a conversation with him about taking on the role of the Trickster. Remember that the Trickster is more than just a clown – it is a character that lightens things at the appropriate moment, and also forces or inspires needed change. Furthermore, one or two of the characters might take on the role of the Herald, moving the group to form or at least to take action.

So, as you can see, it's mostly likely not going to be very difficult for you to incorporate archetypes into your *Star Wars* game. However, the magic really happens when you put archetypes into the structure of the monomyth.

MONOMYTH STRUCTURE, PART I

Stages of the Monomyth

In our last article, we completed our exploration of a key element of mythmaking – the use of archetypes. Here we will begin to explore the stages of the monomyth, so that you can use this structure to build your own epic and enduring stories.

At the heart of the monomyth is the structure of the story. Each Hero, regardless of who he is and the setting in which he lives, follows a similar path. This structure has existed in mythology for generations and it speaks to us. It resonates with the human condition and what it takes to truly overcome and persevere. When we experience a story that utilizes the structure of the monomyth, it occurs to us as meaningful and epic. We identify with the Heroes and join them on what is most like the adventure of a lifetime.

The monomyth certainly resonates in *Star Wars*. How else could a 1970's medium-budget space opera have become such a household name (aside from the ground-breaking effects)? George Lucas studied the monomyth and used it to form his story. By adding the elements of the monomyth to his space opera, the story of *Star Wars* took on an eternal characters, speaking to the audience on a deep level. Even people who had no love for "sci-fi" were able to watch *Star Wars*, enjoy it, and be touched by it.

In this article, we will explore the stages of the monomyth as they apply to the first half of a story, encompassing the first act and first-half of the second act. The important thing to keep in mind is to not take the titles of the stages too literally – instead, study the spirit of what they represent. When you are creating your *Star Wars* roleplaying story, knowing how to broadly implement these stages will allow you to use the monomyth over and over again, with it never appearing the same way twice.

Act I

The purpose of Act I is to set the stage for the real action of the story. During Act I, you should answer the where (setting), the who (main Characters), and the what (plot) of your story, as well as have introduced the beginnings of any subplots. You should also have introduced the antagonists' main goal, or at least evidence of it. At the end of the Act, something moves the Hero into the real meat of the story.

1. The Call to Adventure

Every story starts in the ordinary world of the Hero. He is living his life, doing the everyday sorts of things he does everyday. It is important to take a moment to experience the world of the Hero as it occurs to him in his routine. This makes the special world of the story, into which he will soon be venturing, that much more impactful.

However, something intrudes on the Hero's ordinary world. Whatever it is, it is something that he cannot ignore, something that intrudes into his life, and speaks to him. This is the Call to Adventure, a thing or event that draws the Hero onto the path of the story.

For example, Luke Skywalker is a simple farm boy, born and raised on Tatooine. His everyday life involves little excitement, aside from racing and shooting wildlife. However, one day his uncle Ben Lars picks up new droids for the farm. As part of his ordinary world, Luke is sent to clean them and get them ready for use. The cleaning process sets off a holographic transmission inside the little droid R2-D2 – a princess calling for help, imploring a man with a name similar to a hermit Luke knows. Luke is compelled by the damsel in distress and now wants to find "Ben" Kenobi. This pushes him onto the path of the greater adventure that is *A New Hope*.

Ben Kenobi was once a young padawan known as Obi-Wan Kenobi. His ordinary world as a boy was a more exciting place than Luke's, traveling the galaxy as the apprentice of Jedi Knight Qui-Gon Jinn. One day, he is asked to go with his master to enter into negotiations with the Trade Federation, who has implemented a trade blockade on the planet of Naboo. This is all routine for young Obi-Wan. However, shortly after he and his master arrive, the Trade Federation attempts to assassinate them. This one moment starts a chain reaction in which Obi-Wan is called into the greater adventure that is *The Phantom Menace*.

Thousands of years before either Skywalker or Kenobi were born, the amnesiac Revan believes himself to be a part of the Galactic Republic. Fighting against the Sith is part of his everyday world. However, the Sith attack the Endar Spire, forcing Revan to flee the ship with Carth Onasi. This one event changes everything for Revan, who starts on the path of *Knights of the Old Republic* while marooned on the planet Taris.

In each of these cases, you can see that something enters the Hero's normal life which he cannot deny. In *Star Wars*, that thing is most often a matter of life and death.

2. Refusal of the Call

Heroes don't just leap onto the path of adventure without some trepidation. After all, they are meant to be characters with which we can empathize, and any sane person would give pause when facing what the Heroes most definitely will face. In the monomyth, this moment is called the Refusal of the Call.

Oftentimes, the Hero simply feels that what is ahead is out of his league. He feels that he is not up to the challenge, that such things are better left to more qualified people. It could also be that he is afraid of the consequences, which are often death or worse. However, the refusal doesn't have to be an outright retreat from the call. It can sometimes simply be the Hero's acknowledgement that what is ahead is dangerous, as well as possibly scary or beyond him. It just has to be a moment where the magnitude of what the Hero is about to embark on weighs on him.

The thing about the Refusal of the Call is that when the Hero looks back on his ordinary world, what he has already experienced makes it feel banal. The excitement about what has already happened makes his old life seem somehow insubstantial – something that often drives him forward on the path of the story.

When Ben asks Luke to come with him to Alderaan, the boy balks. He uses the excuse that he has to stay and help his uncle, when really the world Ben is proposing is much too big for the simple farm boy.

Obi-Wan and Qui-Gon are not interested in getting into the politics of the blockade or the war the Trade Federation is threatening. They just want to survive Naboo, rescue the captive Queen Amidala, and get back to Coruscant. The pair refuses to get drawn in any more than that.

Revan only wants to rescue the captive Jedi Bastila Shan and get off of Taris. His only desire is to survive and get back to the Republic.

3. Supernatural Aid

Before the Hero sets out on the path of the story, he is usually counseled by a mentor. This character shows up at exactly the right time to give the Hero an object or special advice that is designed to prepare him for the road ahead. Whatever it is that the mentor gives him, it is crucial for the Hero's ultimate success – though at the time it may not make much sense.

Luke Skywalker unknowingly seeks his mentor, Ben Kenobi. Luke's only intention is to bring Ben his droids and find out what R2-D2's mysterious message is about. However, once the two are together, Ben enchants Luke with stories of the Jedi Knights, gives the boy his father's lightsaber, and gives him his first lessons in the Force. As we know, this pivotal point is exactly what Luke needs to survive what lays in store for him.

Obi-Wan's aid is less dramatic. His mentor, Qui-Gon Jinn travels with him and the padawan spends much time checking in with his master for guidance. It is, however, Qui-Gon's teachings that allow him to survive the rocky road of *The Phantom Menace*.

Once Revan escaped from Taris, he was brought to Dantooine. The Jedi enclave there took Revan in, teaching him in the ways of the Force (or reawakening the teachings). The lessons that Revan learned from the enclave are the only thing that could have prepared him for his ultimate confrontation with Darth Malak.

You'll notice that the Refusal of the Call and Supernatural Aid may not always occur one after the other. These two points can be used flexibly in your story – sometimes they are reversed.

4. The Crossing of the First Threshold

Eventually, the Hero is ready (or is forced) to go beyond his ordinary world into the special world of the story. This moment is often marked and protected by a threshold guardian, who must be overcome in order for the Hero to be committed to and worthy of the adventure ahead. Overcoming the threshold guardian doesn't always need to be violent, but often is in *Star Wars*.

Luke, having lost everything he's known, must still pass through the hornet's nest that is the seedier side of Mos Eisley and survive Stormtrooper attack to leave the planet. By proving that he can survive and handle himself in the face of imminent danger, Luke is worthy of joining Ben on his adventure.

Obi-Wan and Qui-Gon don't just get to leave Naboo with ease. They are forced to infiltrate the city and fight their way past the forces of the invading Trade Federation. By facing an army, rescuing the Queen Amidala, and surviving, Obi-Wan proves that he's ready for the coming of the Sith.

Revan must fight against ancient Rakatan war droids in the crypt on Dantooine. By destroying these deadly droids, he proves that he is strong enough to learn the secret of the Star Maps – and ultimately the one to walk the path of destroying the Star Forge.

5. Belly of the Whale

Just as Jonah was transformed by surviving his ordeal with the whale, the Hero is transformed into something new by crossing the first threshold. The Hero enters the special world of the story changed.

Luke takes his first steps towards becoming a Jedi and a man of action.

Obi-Wan is transformed into a man worthy of being a Jedi Knight.

Revan becomes a Jedi Knight, growing from being a lost amnesiac (and former Sith Lord).

Act II (Part)

Things really start to happen in the first half of Act II. The Hero begins to uncover pieces of the puzzle (or come closer to the ultimate goal by steps) by overcoming hurdles one at a time. Every step along the way builds the drama of the story.

6. The Road of Trials

The Hero has now entered the special world of the story and things start to heat up. Nothing is going to be easy from here on out. He must now face a series of obstacles and challenges. While each has consequences, they also hold rewards – they amplify his consciousness and awareness of the greater world and cause him to grow in ability in order to more effectively face what lies ahead.

Luke Skywalker, after his escape from Tatooine, is trained by Obi-Wan in the ways of the Force and lightsaber combat. Hurdle one is learning new skills while mastering himself. As that is happening, they travel to Alderaan, as directed by Princess Leia. Hurdle two is getting there. He arrives to find the planet destroyed and is promptly captured by the Empire. Hurdle three is survival and escape. Then, he discovers that Princess Leia is being held captive on the Death Star. Hurdle four is pushing deep into the lion's den. Finally, he and his companions must stage a daring escape now that enemy knows they are there. Hurdle five, escape and survive again.

Obi-Wan and Qui-Gon must take their damaged ship to Tatooine, deal with unfriendly locals who will not accept their currency, help the young Anakin Skywalker win the pod races, repair their ship, and ultimately face the new threat of the Sith through Darth Maul.

Revan's journey is long and arduous. He must endure the trials of three planets before things really heat up, including the hostile sand people of Tatooine, the corporate greed and oppression of the Czerka Corporation on Kashyyyk, and the litigious détente of Republic and Sith on Manaan. Each planet functions as its own Road of Trials, each building to a conclusion that catapults Revan on the path to the next.

As you can see, the obstacles seem to ratchet up in intensity with every success. These challenges are designed to build towards the Midpoint – the middle of the movie, where everything changes.

Subplots

As the Hero journeys into the special world of the story, smaller personal plots begin to grow. These subplots highlight the human element of the story, taking focus away from the grand plot at hand to show that those involved are just people. These humanizing elements are important and allow us to identify more fully with the Heroes.

In *A New Hope*, Luke and Ben's personal relationship as apprentice and master grows. In *The Phantom Menace*, the rescue and training of young Anakin Skywalker become an important element. In *The Empire Strikes Back*, the love affair between Leia and Han blossoms. In *Knights of the Old Republic*, Revan's memories begin to return as visions, driving him towards the revelation of his identity and the cover up that went with it.

7. Midpoint

Halfway through such a tale, something always happens to change things so that the second half is fundamentally different from the first. It is an exciting change, where we discover that the story wasn't exactly what we thought it was and that the drama is even more than we expected. It is to this point that the Road of Trials builds. Sometimes the Midpoint is a false relief and sometimes it brings further darkness to the story.

Luke Skywalker and his companions finally believe that they have escaped Darth Vader and the Death Star. It is false comfort, however, as the Empire planted a homing beacon on the Millennium Falcon and is not tracking them to a primary rebel base.

Obi-Wan and Qui-Gon discover that the Trade Federation blockade is hardly the real threat. The Sith have returned to the galaxy.

Revan, while on his travels, discovers that the Sith have destroyed the Jedi enclave on Dantooine, the birthplace of the new Revan. Their light has been extinguished from the galaxy.

MONOMYTH STRUCTURE, PART II

Stages of the Monomyth, Continued

In our last article, we explored the stages of the monomyth as they apply to the first half of a story, encompassing the first act and first-half of the second act. Here we will complete our exploration of the final stages of the monomyth, so that you can use this structure to build your own epic and enduring stories.

To review, at the heart of the monomyth is the structure of the story. Each Hero, regardless of who he is and the setting in which he lives, follows a similar path. This structure has existed in mythology for generations and it speaks to us. It resonates with the human condition and what it takes to truly overcome and persevere. When we experience a story that utilizes the structure of the monomyth, it occurs to us as meaningful and epic. We identify with the Heroes and join them on what is most like the adventure of a lifetime.

Again, the important thing to keep in mind is to not take the titles of the stages too literally – instead, study the spirit of what they represent. When you are creating your *Star Wars* roleplaying story, knowing how to broadly implement these stages will allow you to use the monomyth over and over again, with it never appearing the same way twice.

Act II (Part)

Things really start to happen in the first half of Act II. The Hero begins to uncover pieces of the puzzle (or come closer to the ultimate goal by steps) by overcoming hurdles one at a time. Every step along the way builds the drama of the story.

8. Mother as Goddess

Once conditions have changed (the Midpoint), the Hero has a moment where one of two things might happen. He may experience some kind of connection with an opposite sex figure that allows him to unite his masculine and feminine sides, or to simply mature. He may also experience a kind of total love that alters his world, similar to the kind of love an infant might feel from his mother.

In *A New Hope*, Luke Skywalker has a crush on Princess Leia that intensifies when they meet face to face in the Death Star's detention block. This forces him to man up ways he had not previously. Fortunately, he does not know she's his sister yet.

In *The Phantom Menace*, Obi-Wan Kenobi experiences the love Shmi Skywalker has for her young son, Anakin. She is willing to let him go off into the galaxy to have a better life and make a difference, even though she can't come with and will most likely never see him again.

In *Knights of the Old Republic*, Revan experiences the love of Elora for her Jedi husband Sunry. She continues to love him, even though he was having an affair with a Dark Jedi and was also guilty of killing her in cold blood. If love like this can exist, then Revan can be redeemed.

9. Woman as Temptress

The special world is not content to leave the Hero to his experience of union or love. Temptations arrive that attempt to lead the Hero from his path, to a path that might destroy him or remove him from the equation. In *Star Wars*, as many Heroes are Jedi, this is often represented by the lure of the Dark Side of the Force.

Luke Skywalker must deal with his first experience with the Dark Side of the Force on the Death Star, through Darth Vader. Though it does not immediately tempt him, it is the shades of things to come.

Obi-Wan Kenobi has his first true experience with the Dark Side, as Darth Maul attacks on Tatooine. Though Obi-Wan isn't tempted immediately, Maul represents the thing against which he must be wary.

Revan travels to the Sith homeworld of Korriban and experiences the pull of the Dark Side through the Sith Academy and in the tombs of the Dark Lords. It is a world of his own creation, calling for him to return.

10. Atonement with the Father

Finally, the Hero meets the point to which the entire journey has been building. This is where the Hero must confront the ultimate power of his journey in the special world. This ultimate power doesn't always need to be a person – it can also be a thing or some kind of event.

On the Death Star, Luke must confront the overwhelming forces of the Empire as they try to escape. He witnesses the confrontation between Ben Kenobi and Darth Vader, as the former apprentice exacts a decades-old vendetta.

As Obi-Wan and Qui-Gon finally overcome the trials of Tatooine in order to get back into the real story afoot, Darth Maul appears without warning and attacks. He is the most dangerous foe they have ever fought, and also represents a much bigger threat to the galaxy.

Revan finally finishes facing the shades and tombs of the Dark Lords of Korriban to find the final Star Map. He now knows the secret location of the Star Forge.

11. Apotheosis

Because of his experience confronting the ultimate power, death enters the picture. Sometimes the Hero is transformed by the threat of death or the experience of another's death. Sometimes someone close to him transcends death to move onto the world of the spirit. Sometimes, death is represented by a lull, the eye of the storm, where there is a period of rest. Sometimes it is several elements of the above.

Luke quickly becomes no stranger to death. He is transformed by the death of Ben Kenobi (though he is transformed into spirit) and by the threat of his own death. He is no longer the brash farm boy – he is becoming something else.

Obi-Wan is confronted by a manifestation of death – Darth Maul. His experience with the Sith changes him.

Revan is confronted by his own death, or at least the death of his identity as a Dark Lord of the Sith. He finally makes a choice – be who he was or who he has become.

12. The Ultimate Boon

Through his trials, confronting the ultimate power, and apotheosis, the Hero has earned the thing that brought him to the special world in the first place. He has attained the Holy Grail of his adventure, the thing that makes all the difference.

R2-D2 and Princess Leia in hand, Luke heads back with the plans to the Death Star to save the day.

All the pieces fall into place for Obi-Wan. All that is left is to help Queen Amidala return to Naboo to rescue her people from the predations of the Trade Federation.

Revan discovers the location of the Star Forge and how to get there.

Act III

This act is for building to the ultimate point of the story and for wrapping up loose ends. The Heroes should experience increased tribulations, to the point at which they are not sure how they are supposed to survive or succeed, leading up to the climax – the most important or exciting part of your story. From the climax, they move into the denouement, which should tie up all loose ends and answer most, if not all, questions. In general, everything after the climax should be quick.

13. Refusal of the Return

Now that the Hero has been transformed by his journey, there may a couple of reasons why he wouldn't want to return. He may be excited by his adventure in the special world that he does not want to go back to the ordinary world. Alternatively, he may wonder if he should bring his hard-won ultimate boon back to the ordinary world, who may not be ready for or deserve it.

In *Star Wars*, this typically manifests a little differently. The Hero usually does not have to go back to the ordinary world, but instead make a choice to return to a version of the special world that will become his new ordinary world. What was is gone, but there will be routine in what is to come.

Luke Skywalker joins the Rebel Alliance as a starfighter pilot. This is a far cry from the farm boy he recently was, but he is also no longer a special hero as he was on the Death Star.

Obi-Wan is no longer just the padawan, nor is the intrepid adventurer that has travelled with Qui-Gon. He is now being relied upon to behave as a Jedi Knight and a full-blown warrior.

Revan is no longer an amnesiac soldier, nor is he the heroic adventurer. He is now a Jedi Knight, being relied upon by the Jedi Council to destroy everything he built as a Dark Lord.

14. The Magic Flight

Oftentimes, the journey to return with the boon is as perilous is the journey to get it. Sometimes the Hero has stirred up the hornet's nest by stealing the ultimate boon and the forces guarding it chase him to get it back. This is often the part of the story where an exciting life-or-death chase occurs.

Luke and his friends flee the Death Star, but they are chased by Tie Fighters. They must fend off the Tie Fighters until they can get clear and plot a hyperspace route.

Obi-Wan and his friends must break through the Trade Federation blockade in order to get to Naboo.

Revan and his companions must break through the Sith lines guarding the Star Forge and the planet Rakata.

15. Rescue from Without

When the Hero began his journey, he needed the guidance of a Mentor in order to prepare him properly to survive and succeed. Sometimes the Hero needs powerful guidance or the help of rescuers to get back from his journey. The forces that oppose him may be too great, now that he has stirred up the hornet's nest, or he may have been weakened by his experience in the special world.

Strangely, Darth Vader is actually the thing that rescues Luke and his friends. He lets them go, for he has planted a tracking device on the Millennium Falcon that will lead him to the Rebel's base.

The Gungans are Obi-Wan's rescue. In order for the small band of Naboo security volunteers and the Jedi to infiltrate the palace and capture Nute Gunray, they need the Gungan army to draw out the Trade Federation's army.

Revan receives his rescue from the Rakatans that still hold the old ways. They help him disarm the field that prevents ships from reaching the Star Forge.

16. Crossing of the Return Threshold

Just as he crossed a threshold to get to special world, the Hero must also cross a threshold to get back. This can often be difficult for the Hero, as he is returning to the ordinary world and must accept it as the place he belongs.

Again, in *Star Wars*, this often manifests a little differently. The Hero is returning to a new ordinary world, distinct from the world in which he began, and he must accept his place in it – which may not be as prominent as the place he occupied in the special world.

Similar to the Refusal of the Call, Luke Skywalker becomes a rull-of-the-mill starfighter pilot for the Rebel Alliance, Obi-Wan becomes an agent of the Jedi Council, and Revan becomes a Jedi Knight in service to the Council, not even a general.

17. Master of Two Worlds

The Hero ultimately triumphs because he can master both the world inside of him and the world outside of him, the special world and the ordinary world, the material world and the spiritual world. During the climax, he reaches a new understanding of himself and the things around him.

Luke begins to use the Force in the trenches of the Death Star.

Obi-Wan masters his fear while facing Darth Maul.

Revan masters himself, balancing the Light Side he is with the Dark Side he was.

18. Freedom to Live

The Hero's new understanding and mastery lead him to freedom. He now has the freedom to live as he is no longer afraid of failure or death. Instead of being the Hero of what once was, he becomes the Hero of now and what is to come.

Luke uses the Force to fire the photon torpedo that destroys the Death Star. By doing so, he also begins to resurrect the Jedi tradition.

Obi-Wan conquers his fear and baits Darth Maul into thinking he is defeated – he then kills his assailant. In doing so, he cripples the Sith for the moment and becomes the first guardian against their return.

Revan rejects his old ways to destroy Darth Malak and the Star Forge. He brings an end to the Sith Empire, the very thing he built.

PLANET HOPPERS 1-4

By Eric Cagle

Come along with Planet Hoppers to take a virtual tour of the planets, moons, and other points of interest in the *Star Wars* galaxy. Learn about the geography, politics, creatures, and sentient beings that make these places perfect for adventure.

- 1: Cathar
- 2: Cona
- 3: Phindar
- 4: Skako

CATHAR

Casualty of the Mandalorian Wars

Planet Features

Region: Expansion Region

Climate: Temperate

Gravity: Standard

Moons: 1

Length of Day: 24 standard hours

Length of Year: 259 local days

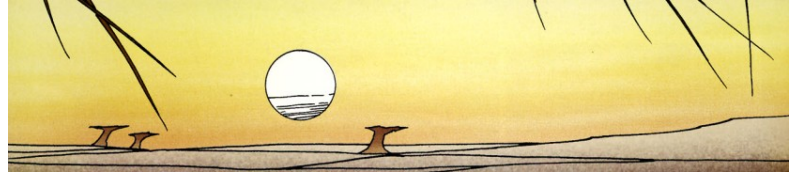
Sapient Species: 99% Cathar (native), 1% other species

Government: Tribal

Capital: None

Major Exports: None

Major Imports: Luxury goods, technology



Knowledge (galactic lore)

DC RESULT

- 10 The Cathar are a noble, yet warlike, species whose clans are governed by their elders. They are quick but relatively simple and easily angered
- 15 Cathar society is built around large celebrations of their warriors. Their religion revolves around the blood hunt, in which individual Cathar battle entire hives of dangerous insects called kiltik.
- 20 Slavers capture female Cathar but deem males too violent and unpredictable to make decent slaves.
- 25 There are variable subspecies of Cathar that have different physical features. The Cathar have produced several notable Jedi.

The Cathar are sentients with an ancient and well-respected culture from the planet of Cathar. They are consummate hunters, trackers, and warriors, and they can claim many Jedi and other famous individuals in their history. The species has at least two known subspecies, the Juhani and Myr Rho, which are notably less catlike than the baseline species.

Over three thousand years before the Battle of Yavin, Cathar was attacked by the Mandalorians. After their orbital defenses were eliminated, the Cathar species was almost annihilated, with huge numbers taken as slaves. Some Cathar managed to escape and quickly spread throughout the galaxy -- the only thing that kept the race from becoming extinct. The Cathar eventually returned and repopulated their home planet around the time of the Clone Wars, although it never achieved the same splendor as before.

Cathar society is tribal, divided into clans that are led by elders. Each clan claims a copse of city-trees as its own, although some clans possess huge swaths of city-trees that stretch throughout the plains. Cathar mate for life, and their loyalty is such that if a Cathar's partner dies, he or she never engages in another relationship ever again. This thread of loyalty and honor can be found in all aspects of Cathar life.

Ecology

Cathar is a temperate planet dominated by vast savannahs, open plains, and low, rough mountains. Instead of oceans, Cathar has two huge, shallow seas and numerous ponds, lakes, and marshlands. The largest of these plains is the Vast Veldt, a barren wasteland created by the appetites of beasts called the kiltik.

Scattered throughout the savannahs are strange and enormous trees that rise hundreds of meters into the air. These trees are large and sturdy enough to be hollowed out by the Cathar and used as dwellings. Cathar settlements are usually found where the city-trees are denser than normal, often near the edges of the plains, and follow along the routes of underground rivers. These trees are covered in elaborate friezes and bas relief etchings that depict important figures and moments of Cathar history. Every Cathar strives for the day when his own life will be immortalized on one of the city-trees.

Besides the Cathar, the most prolific and dangerous creatures on the planet are the kiltik. These giant beetlelike beasts were omnivorous and were responsible for razing vast swaths of Cathar with their voracious appetites. The Cathar hosted periodic hunts to eliminate as many of these pests as possible; these hunts were a vital part of Cathar society. After the Mandalorian Wars, it is thought that the kiltik were wiped out, although this has never been proven, and whole nests might remain underground.

Kiltik CL 13

Huge beast 14

Init +14; **Senses** low-light vision, Perception +8

Defenses Ref 32 (flat-footed 30), Fort 34, Will 25
hp 203; **DR** 5; **Threshold** 34

Speed 8 squares**Melee** bite +17 (2d6+14) or

bite +19 (2d6+21) with Powerful Charge

Base Atk +10; **Grp** +27**Atk Options** Power Attack, Powerful Charge, Trip

Abilities Str 25, Dex 14, Con 30, Int 1, Wis 12, Cha 10**Special Qualities** low-light vision**Feats** Power Attack, Powerful Charge, Skill Training (Initiative, Stealth), Trip**Skills** Climb +19, Initiative +14, Stealth +4**Adventure Seeds**

Here are some ways to incorporate Cathar into your adventures.

In an adventure set in the era immediately prior to the Mandalorian Wars, the heroes find themselves on Cathar just as the Mandalorians began their assault on the planet. Although repelling the Mandalorians is impossible, the heroes could help to get some of the Cathar safely off the planet -- as long as they can get back to their ship without getting blown up.

After being framed for a crime he didn't commit, the son of a rich and powerful Cathar noble heads into the Vast Veldt on a blood hunt to exterminate a hive of kiltik and regain his honor. After a week, his father asks the heroes to investigate and find out what happened to his son -- a horrible breach of the Cathar code of honor. Is it possible that the young Cathar slipped off the planet? Regardless, the heroes find themselves in the middle of a kiltik hive of angry drones.

CONA

Salt Junkies and Star Dragons

Planet Features

Region: Inner Rim

Climate: Arid/Jungle

Gravity: Standard

Moons: 1

Length of Day: 28 standard hours

Length of Year: 298 local days

Sapient Species: 60% Arcona (native), 40% other species

Government: Hive collective

Capital: Tylcarros

Major Exports: Chemicals, metals, minerals

Major Imports: Water

Knowledge (galactic lore)

DC RESULT

- 10 Cona is an old member of the Galactic Republic. Although behind the technological curve, it's still an important system.
- 15 Cona possesses rich mineral deposits and is the home of many mining corporations.
- 20 The mining corporations are given vast tracts of land to exploit in exchange for massive shipments of water, which the planet lacks.
- 30 It is rumored that an enigmatic species known as "Star Dragons" inhabit the ammonia jungles of Cona.

Knowledge (social sciences)

DC RESULT

- 20 Simple sodium chloride -- salt -- is extremely addictive to Arcona. A few grams can cause massive physiological craving. Salt addicts are easy to spot as the normally green Arcona eyes turn gold.
- 25 Draconian laws have been put in place to prevent smugglers from bringing salt into Cona or selling it to Arcona throughout the galaxy, though a lucrative illegal business exists that sells the substance.

Cona is an old world that has been part of the Galactic Republic for thousands of years. The planet is rich with minerals of all kinds, and mining is its major industry. In fact, wildcatters were the first to discover the planet and its people long ago, establishing mining interests long before Cona's inclusion in the Galactic Republic. Numerous mining companies are based on Cona or have extensive operations there. Some have been on the planet for literally a thousand years or more, the Arcona Mineral Harvest Corporation being the largest. Arcona allow this exploitation of their world for the massive shipments of water that are brought in as payment for their resources, though they are also handsomely rewarded in credits and development.

Despite the millennia of mining, the planet's crust has yet to show signs of depletion, and new mining ventures are set up every day. Competition is fierce and industrial espionage and sabotage is commonplace, meaning that there's plenty of room for adventure. The influx of miners or executives means that Cona has become much more cosmopolitan, though many other species assigned to work there consider it hazardous due to the toxic atmosphere. The planet is somewhat of a technological backwater; Arcona are content to allow others to import or develop new technology for their use.

Ecology

Cona is a harsh planet. The lack of axial tilt produces two dominant ecosystems: blazing hot deserts and dense, lush jungles. Ammonia makes up a large portion of the atmosphere, and oxygen is found primarily in the bedrock of the planet, from which it is tapped and stored by the populace. Thus, most species must wear breathing apparatus when walking around outdoors. Prolonged exposure to the atmosphere causes a slow degeneration. For every session that a non-Arcona character breathes the atmosphere without the benefit of a filter or breath mask, he moves down 1 step on the condition track. The Arcona can breathe oxygen-heavy atmospheres without harm.

The ammonia jungles are filled with bizarre species of plants and animals. Water is a precious commodity on Cona, worth its weight in credits. Most of the water is found within the plant life, and huge farms exist on the fringes of cities where the water is extracted and placed into holding tanks.

New Species: Arcona

Arcona are a scaleless reptilian species that hails from the ammonia-rich planet of Cona. Despite their enormous green eyes, Arcona have poor eyesight because of the dense atmosphere of their homeworld. They use their tongues to taste the air. Arcona live in hives and have a drastically reduced sense of individuality; they commonly refer to themselves as "we." Arcona have a biological flaw that

makes them susceptible to becoming addicted to common salt. Too much of that substance can cause hallucinations and craving and turn their eyes from green to gold.

Arcona Species Traits

Arcona share the following species traits.

Ability Modifiers: -2 Wisdom, +2 Charisma. Arcona aren't as perceptive as many other beings, but they are known for their ability to socially adapt to life in the galaxy at large.

Size: Medium

Great Fortitude: Arcona gain a +2 species bonus to their Fortitude Defense. Arcona have adapted to the harsh environment of Cona and can convert many different toxins into harmless chemicals.

Scent: Arcona have keen senses of smell. At close range (within 10 squares), they ignore concealment and cover for the purposes of Perception checks, and they take no penalty from poor visibility when tracking (see the Survival skill on page 73 of the *Saga Edition Core Rulebook*).

Languages: Arconese, Basic



Adventure Seeds

Here are some ways to incorporate Cona into your adventures.

Although the laws that prevent salt from being smuggled into the system are some of the harshest in the galaxy, some still try it, and they come up with creative ways to get the stuff through customs. The heroes are asked by a patron to pilot a ship to Cona for a particular errand. Once there, technicians (working for local smugglers) begin removing panels within the ship, revealing a secret stash of salt. A particularly greedy Arcona trade official then blackmails the heroes -- bring more salt, or he'll reveal the smuggling operation and implicate the heroes and their patron.

Nemlor Minerals, a small upstart mining company, has received a lucrative lease from the Cona government for exploratory digging deep in one of the untouched jungles. When workers go missing, the heroes are brought in to investigate. The jungles are full of dangerous fauna, but another mining company recently set up shop nearby, so the heroes have a lot of ground to cover to discover the truth.

Myths persist of a species called the Duiuogwuin, otherwise known as Star Dragons. This enigmatic species has been seen on other planets and even in the cold vacuum of space. A wealthy and eccentric Arcona has set up a safari into the depths of the jungle to hunt for evidence of the Star Dragons, taking the heroes along as guides and protection. Although the hunt eventually becomes fruitless, the Arcona insists that they continue, making more and more demands and requiring the heroes to take more dangerous risks.

PHINDAR

Nice Place for a Mindwipe

Planet Features

Region: Outer Rim

Climate: Tropical

Gravity: Standard

Moons: 0

Length of Day: 28 standard hours

Length of Year: 401 local days

Sapient Species: 95% Phindian (native), 3% Human, 2% other species

Government: Criminal Syndicat (pre-44 BBY), democracy (post-44 BBY)

Capital: Laressa

Major Exports: Technology, illegal technology (pre-Empire Era)

Major Imports: Foodstuffs, medicine, weapons

Knowledge (galactic lore)

DC RESULT

- 15 Phindar is a technologically advanced planet on the Outer Rim. Its native species, the Phindians, are known for their long arms and contradictory nature.
- 20 Before 44 BBY, Phindar is utterly controlled by a criminal organization known as the Syndicat. They have a particular stranglehold over bacta and other medicine. After 44 BBY, the planet is a democracy.
- 25 The Syndicat has access to technology called the "renewal process," which wipes the minds of sentient beings in a similar manner to wiping droids.

Knowledge (social sciences)

DC RESULT

- 15 Phindians are a technologically advanced species, but they are probably best known for their penchant for exaggeration and sarcasm
- 20 Most other sentients find Phindians difficult to work with, since they can be confusing, abrasive, and contradictory in what they say and do.
- 25 The Syndicat used the renewal process to keep the population in line. Numerous Phindians who underwent the process can be found working as slaves throughout the galaxy.

Located in the Outer Rim, Phindar is a planet whose technological advancements have had a huge impact on its populace. A hundred years prior to the Clone Wars, Phindian scientists mastered technology that had the ability to wipe most of the memories from a sentient being, similar to the method used to wipe the processors of droids to prevent them from acquiring potentially damaging quirks and flaws. This process, known as "renewal," fell into the hands of criminals. First, they used it to subjugate rivals and hapless commoners, but eventually, the process reached the highest echelons of government. In a few short years, this band of criminals, known as the Syndicat, found themselves the ruling body of the planet.

Utterly ruthless, the Syndicat and its use of the renewal process have a stranglehold on almost every aspect of life on Phindar. Average Phindians live in anxious terror, knowing that one wrong statement or action could result in their disappearance and then eventual return having undergone renewal.

The Phindians, with the help of Jedi Knight Qui-Gon Jinn and his then-Padawan Obi-Wan Kenobi, overthrew the Syndicat in 44 BBY. Reform happened quickly, and the Phindians elected a governor to represent the planet. The Confederacy of Independent Systems attacked the orbital base known as Phindar Station in 20 BBY, further pushing Phindar toward unity with the Republic (and later New Republic).

Ecology

Although the world's population covers most of the planet, Phindar still has large areas of wilderness. The planet is warm and humid, allowing huge swaths of jungles and swamps. Toward the poles, these areas become more temperate forest. Enormous mountain ranges cut through these jungles like knife slashes. It is believed that the Phindians developed their long arms to assist in brachiating through the trees, although they are not capable of doing such today.

Much of the dangerous wildlife of Phindar has been either eradicated or relegated to well-tended preserves, though there still are many vicious plant species that are capable of killing a person with poison, spikes, or flesheating acid. Phindians are not particularly drawn to the wilderness and prefer the hustle and bustle of their busy, crowded cities. The bright green oceans of Phindar have never truly been explored and could contain all manner of wealth and resources for anyone willing to brave them.

The Renewal Process

Before its collapse by the Jedi Qui-Gon Jinn and Obi-Wan Kenobi, the Syndicat had been remarkably successful in keeping the secret of renewal. Using advanced technological techniques, the process is relatively quick and noninvasive, leaving no scarring or other physical evidence. However, anyone who interacts with a renewal victim quickly concludes that something is amiss. Although the process never

seemed to make it off the planet, it can be assured that someone has tried it, possibly with the Syndicat quashing rumors to maintain their stranglehold on the technology and their power.

A victim undergoing the process is strapped down with his head inside a mechanical chamber. The victim is then subjected to a precise series of energy pulses to his brain and nervous system. These jolts are extremely painful, even damaging (see below).

Every two hours, the renewal process makes an attack roll (1d20 + 10) against the target's Will Defense. If the attack succeeds, the target moves -1 step along the condition track, and the next attack roll is made with a +5 bonus.

If the target is removed from the machine before the renewal process makes three successful attacks, he escapes with his memories intact. Each debilitating step can be reversed by separate DC 30 Treat Injury checks. However, if the process makes three successful attacks on the target, the mindwipe is permanent. The target loses all memories pertaining to his identity. He retains all skills, Force powers, racial abilities, and the like, but he forgets his name, friends, and other personal memories. There are rumors that the renewal process can be used in reverse, but this has not been verified. It is up to the GM to determine if this is possible.

New Species: Phindians

Phindians stand between 1.6 and 1.9 meters tall, with dark skin that sometimes exhibits white splotches. Their eyes resemble yellow or gold orbs that stare in a mournful manner. The most notable feature of Phindians is their incredibly long arms, which reach far past their knees. Phindians are aloof and contrary with strangers, prone to sarcasm and exaggeration.

Species Traits

Phindian share the following species traits:

Ability Modifiers: +2 Intelligence, -2 Charisma

Size: Medium

Conditional Bonus Feat: Phindians that have Mechanics as a trained skill gain Skill Focus (Mechanics) as a bonus feat.

Bonus Feat: Skill Training (Knowledge [technology])

Languages: Phindian, Basic



Adventure Seeds

Here are some ways to incorporate Phindar into your adventures.

The Syndicat is a good mid-level criminal enterprise to throw at the heroes without resorting to the usual suspects like the Black Sun or the Hutts. Because of their mastery of renewal technology, thugs from the Syndicat are less likely to kill someone as punishment. Instead, they prefer to wipe a victim's mind and consign him to permanent slavery.

Although rebellion is rare on Phindar, small cells of resistance fighters exist. The heroes could be tasked with bringing weapons to these rebels. The only way to effectively move such items on Phindar is to act as if you are working directly for the Syndicate.

The Syndicat's main source of power is its control over medical supplies coming to the planet, especially bacta. This proves to be a problem when the heroes are serving as bodyguards for a diplomatic mission to Phindar. An accident seriously injures their client, and bacta is the only thing that can save him. The heroes must deal directly with the Syndicat to gain access to a medical facility that contains the life-saving material. The thugs demand outrageous fees or unsavory favors in exchange for saving the diplomat's life. If the heroes fail to strike a deal, they risk their client's death, bringing them all manner of hardships.

SKAKO

A World Under Pressure

Planet Features

Region: Core

Climate: Temperate (urban)

Gravity: Standard

Moons: 2

Length of Day: 27 standard hours

Length of Year: 370 local days

Sapient Species: 100% Skakoan (native)

Government: Corporate

Capital: None (planetwide)

Major Exports: Technology

Major Imports: Foodstuffs, medicinal goods



Knowledge (galactic lore)

DC RESULT

- 10 Skako is the home planet of the Skakoan, a species that has major influence in the enormous Techno Union.
- 15 The Techno Union has representation in the Galactic Senate and wields tremendous political power.
- 20 Like Coruscant, the surface of Skako is completely covered in a single, massive city. The planet's atmosphere is incredibly dense, meaning that few Skakoans leave, and few other sentients visit. Those that do require special pressure suits to survive.

Knowledge (social sciences)

DC RESULT

- 10 Skakoans are cold, calculating, and extremely logical in their thinking. Their written language is similar to engineering schematics, and their speech is close to Bocce and Binary.
- 15 Skakoans dislike many other species, especially Humans, and have a sympathetic view toward separation from the rest of the Galactic Republic.
- 20 Skakoans are very afraid of suffering a horrible death due to asphyxiation or explosive decompression. Those that leave the planet are considered incredibly brave or foolish by the rest of the species.

Skako is a rich and heavily populated planet in the Core. A world-spanning city covers its surface, and the planet is a major source of microelectronics, starship engineering, and cutting-edge manufacturing techniques. Visitors to Skako (see below) find a highly efficient, if joyless, world with technology that is slightly ahead of the galactic norm.

Skako, and thus the Skakoans, are among the most influential members of the Techno Union, a huge megacorporation with several well-known subsidiaries such as Baktoid Armor Workshop, Hoersch-Kessel Driveworks, Inc., and Balmorran Arms. Preceding the Clone Wars, the Skakoan foreman Wat Tambor pledged to support the Separatists under Count Dooku, resulting in the expulsion of the Techno Union from representation in the Galactic Senate. After the time of the Empire, the Imperials dismantled the Techno Union, and the xenophobic Skakoans pulled away from the rest of the galaxy.

Ecology and Points of Interest

Skako's atmosphere is a methane gas base mixed with other exotic chemicals, and it is heavily pressured. This combination means that most sentient beings can survive on the planet only by wearing specialized pressure suits or by remaining in specific zones that are depressurized and filled with regular air.

Skako is an ecumenopolis -- a planet completely covered by a single worldwide city. Comparisons have been made to Coruscant, though Skako lacks much of the aesthetics, art, and vibrancy of that world. Most of the buildings are drab and functional, akin to the Skakoans themselves. The unique atmosphere also means that few sentients visit the planet and thus bring fewer influences, leaving a single monolithic culture.

Hardly any of Skako's original ecology survives, except for creeping vines that twist their way in and around older buildings. Some of these vines can grow to incredible thickness and length -- up to a hundred feet thick and a thousand miles long. Besides the Skako, the largest animals on the planet are the octuptarra, tall creatures with eight eyes and a gasbag-shaped head whose many legs allow them to clamber along vines. Many Skakoans keep small octuptarras as family pets, and the octuptarra combat tri-droids were inspired by their shape and movement.

An area known as the Power Mounds is the most sacred site of Skako and factors heavily into the complex religion of the Skakoans. It is the resting place of the Book of the Boolmide, kept and read by the Elders of the religion. Chosen individuals who travel to this place and read from the book can open the Gates of Grontessiant, a supposedly mythical realm.

New Species: Skakoan

Skakoans are cool, calculating, and humorless beings with a strong sense of self-preservation. Their thought processes are more akin to droids, focusing on logic and reason—showing emotion is both a rarity and sign of insanity. They have an innate understanding of achiness and computers and are excellent engineers, although most Skakoans focus their energy towards business ventures. Due to their unique physiology, Skakoans must wear special pressure suits to survive off of their home planet.

Skakoan Species Traits

Skakoans share the following species traits.

Ability Modifiers: –2 Dexterity, +2 Intelligence. Skakoans lack agility but have a rigidly logical, almost computerlike mind.

Size: Medium

Bonus Feat: Armor Proficiency (light)

Mechanical Savant: Once per encounter, a Skakoan can make a standard action Mechanics or Use Computer check as a swift action.

Conditional Bonus Feat: Skakoans with Mechanics as a trained skill gain Skill Focus (Mechanics).

Special Equipment: Skakoans suffer limitations outside their native atmosphere. Without a pressure suit (see below), a Skakoan takes 1d6 points of damage each round and begins to suffocate. Skakoan characters begin play with a light pressure suit at no cost.

Automatic Languages: Basic, Skakoform (written)/Skakoverbal (spoken)

Skakoan Pressure Suits

In order to survive off planet, the Skakoans have created three types of pressure suits. The suits are as effective as certain types of armor, but they are bulkier due to the additional breathing equipment and pressurizers.

Light pressure suit: As armored flight suit (Speed –2 squares)

Medium pressure suit: As battle armor (Speed –1 square)

Heavy pressure suit: As armored spacesuit (Speed –1 square)

Adventure Seeds

Here are some ways to incorporate Skako into your adventures.

The heroes are sent to Skako to meet with key officials about the Techno Union's ties to the burgeoning Separatist Movement. After the Skakoans do their best to reassure the heroes of their intention to remain within the Republic, the heroes return to their quarters. An hour later, their pressure regulators and atmospheric scrubbers seemingly "fail," and the heroes must escape before they are crushed and/or asphyxiated.

After the Empire fell, the Skakoans barred entry to the planet to outsiders. However, word reaches back to the Jedi Council about a non-Skakoan child on the world who bears the signs of a powerful connection to the Force. Unfortunately, the child and her parents are trapped in one of the many sublevels of the city-planet and can neither leave nor reveal their presence to the Skakoans. The heroes must somehow find a way onto the planet, survive the toxic and crushing atmosphere, and rescue the child and her parents.

POINT BLANK RPG: A STAR WARS ROLEPLAYING GAME CLONE WARS BATTLE

By Sterling Hershey

Late in the Clone Wars, the Republic dislodges the Separatists from their bases and holdings in the Core Worlds. Damaged but not defeated, Separatist forces withdraw and regroup in fortified regions in the Outer Rim, pursued by determined Republic fleets. Along the way, the Separatists attempt to divert the Republic forces into spending time and resources engaging lesser targets.

One of these targets is a Separatist base on the planet Garia in the Brak Sector, located close to the Corellian Run. An active Separatist base so near the important hyperspace trade route could threaten Republic fleets, disrupt their supply lines, and target vulnerable civilian vessels. In one of many such actions, clone units detach from the fleet to attack the base directly. After a brief orbital and air bombardment is cut short by the activation of an unexpected shield, Republic walkers and ground forces blast the base and its outer defenses.

In the midst of the battle, an AT-TE walker leads the assault on the base's droid control and command center. A direct hit from a volley of missiles disables the armored beast at the fortified entrance. Immobile, but still armed, the AT-TE faces down the droids at point blank range. The heroes must rush to its aid and sustain the momentum of the attack. However, the droids have a surprise of their own -- agile commando droids are en route to deal with the heavily armed clones. The success of the attack hinges greatly on this pivotal moment.

Using These Encounters

This article presents a set of Saga Edition mass combat and battlefield encounters chronicling the attack on Garia's main Separatist base. Most of the encounters rely on the mass combat rules in *The Clone Wars Campaign Guide*, but the article presents one battlefield encounter at a critical moment. Gamemasters should feel free to create additional battlefield encounters or expand on the mass combat encounters if they wish to have a larger scale or a more detailed battle.

Although this set of encounters is specifically designed for use in the Clone Wars, it may be adapted to other battles, eras, and locations. The GM may replace the unit and character stats or simply rename the units provided, if they are similar enough. Suggestions for different eras include:

Old Republic: Replace the Separatists with Sith or Mandalorian military units, and replace the clones with Republic troops or Jedi. The encounter could be on Taris or an Outer Rim world invaded by the Mandalorians.

Replace the AT-TE with a crashed starship or other large-scale vehicle.

Dark Times or Rebellion Era: Consider reversing the situation for this era. Replace the Separatists with Rebels or other anti-Imperial forces, and replace the clones with Imperial troops. Replace the AT-TE with an AT-AT. The heroes might play the defending Rebels or the attackers in an Imperial campaign.

New Jedi Order: Replace the Separatists with Yuuzhan Vong, and replace the clones with New Republic and Jedi units. Replace the AT-TE with an AT-AT, Floating Fortress, or similar large vehicle. Any planet invaded by the Yuuzhan Vong is an appropriate location.

Legacy Era: This battle could take place between the Galactic Alliance and the Empire before Darth Krayt's takeover. Replace the Separatists with Galactic Alliance troops, and replace the clones with Imperial Knights and stormtroopers. Coruscant or another world invaded by the Empire is an appropriate location. The AT-TE could be replaced with an advanced walker or large vehicle.

Attack Summary and Setup

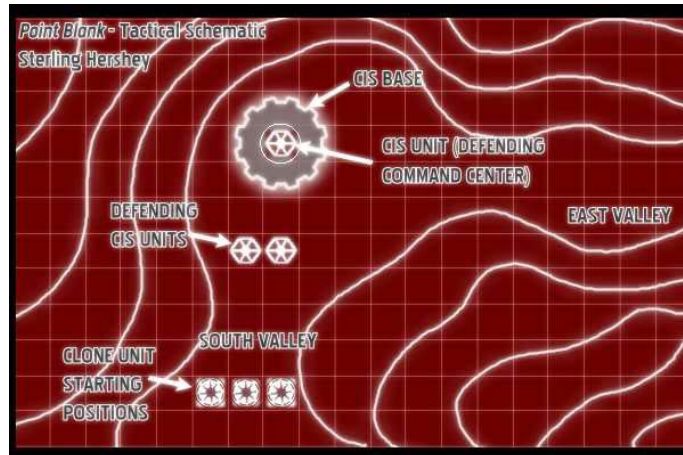
There are four phases with three encounters.

- A brief bombardment from Republic starships and gunships, cut short by the activation of an undetected shield protecting the base.
- A mass combat encounter ground assault bashing through the base's outer defenses to the edge of the shield.
- A battlefield combat encounter highlighting the pivotal battle at the main entrance to the droid command center.
- A final mass combat encounter ground attack on the droid control and command center.

The heroes are expected to be members of, or highly integrated with, the clone military units, and of high enough rank or stature to warrant leading units of the ground assault. If the heroes do not have the authority to do so, they may be placed under the command of a higher ranking officer, but this will diminish their tactical choices during the mass combat encounters. Alternatively, the players could run alternate heroes or GM characters that have the authority to carry out the attack and then switch to their normal characters for the battlefield encounter.

The heroes begin aboard an *Acclamator*-class starship, preparing to depart with their mass combat units. Each of the heroes must join one of two ground assault units and choose a role to fill. The ground assault units are battalions of clone troopers. These are not the only two units in the battle, but they are the only two the heroes may join. As long as the GM allows it, heroes may fulfill any of the typical mass combat roles (see page 100 of *The Clone Wars Campaign Guide*).

Initially, the heroes are told that the plan is for the ground units to mop up fighting within the base after an orbital and air bombardment blows the defenses to pieces. However, plans soon change when the droids activate their shield.



Bombardment Read-Aloud Text

While the heroes are en route to the battle zone, the orbital bombardment and air assault begins. Read the following aloud.

As you descend through the atmosphere aboard your assault craft, you see the orbital bombardment beginning to strike the target area. Great flashes of turbolaser fire burst into fiery hues as they pound the base, followed by the familiar rockets from LAAT/i gunships. As you approach the rendezvous points and staging areas for the mop-up action, an energy field ignites, covering the central structures of the base. The voice of the assault's commanding officer, Admiral Jonoin, immediately cuts through all other communications:

"All units: That shield is strong enough to nullify our bombardment. All air and ground units will attack the base via the southern valley. Once you smash through their defenses, penetrate the shield, enter the droid control center, and shut down the droids and the shield."

With that, the ground units are deployed in the designated attack zone, while the air units target droid defensive structures and defending units outside the shield.

Clone firepower will not penetrate the shield, but individuals and vehicles may pass through it at low speed. The heroes probably know this, but if they are not used to battlefield conditions, the GM can have them make a DC 15 Knowledge (technology) or DC 5 Knowledge (tactics) check.

Encounter 1: Ground Assault (CL 5)

At this point, the heroes take over their roles within the mass combat unit, and the attack begins (see the Tactical Schematic map, which is starship scale). Their ultimate goal is to reach the droid control and command center indicated on the map. One other clone trooper battalion participates in the assault, as directed by the GM. Two heavy super battle droid units oppose them (see below). Both were caught in initial stages of the bombardment and use the disadvantaged numbers in parentheses. Additionally, gunships and walkers take the lead assaulting the main fortifications.

Once the two droid units are defeated, proceed to the battlefield encounter below. If the Republic units are repelled, they must regroup and attack again, after waiting for reinforcements to arrive (an additional battalion).

Clone Trooper Battalion with BARC Speeder Contingent (3)

Clone trooper battalions are a mainstay of the Grand Army of the Republic. See page 97 of *The Clone Wars Campaign Guide* for stats, and add the following to each battalion for the BARC speeder vehicle contingent:

Twin Light Blaster Cannons

Atk +8, Dmg 5d10

B2-Series Heavy Super Battle Droid Battalion (2)

Super Battle Droids are common battlefield foes for the clones. Heavy Super Battle Droids have greater firepower.

B2-Series Super Battle Droid Battalion CL 9

Colossal ground unit (droid [4th-degree] nonheroic 6/soldier 1)

Init +4; **Senses** Perception +8

Languages Basic, Binary

Defenses Ref 13 (flat-footed 12), Fort 15, Will 11

hp 168 (126 disadvantaged); **DR** 15; **Threshold** 65; **Attrition** 126/84/42 (94/64/32 disadvantaged)

Immune droid traits

Speed 1 square (starship scale)

Melee unarmed +7 (see below)

Ranged wrist blasters +6 (see below) or

Ranged wrist blasters +4 with Rapid Shot (see below) or

Ranged missile launcher +6 (see below)

Fighting Space 1 square (starship scale)

Base Atk +5; **Grp** +7

Abilities Str 14, Dex 12, Con —, Int 11, Wis 11, Cha 7

Special Qualities half damage from nonarea attacks

Skills Perception +8

Systems walking locomotion, remote receiver, backup processor, synchronized fire circuits, 2 hand appendages, integrated comlink, plasteel shell (+2 armor)

Possessions wrist blasters (as blaster rifle), missile launcher arm (as missile launcher), 4 missiles

Unarmed

Atk +7, **Dmg** (1d3+2)x2

Wrist Blasters

Atk +6 (+1 autofire), **Dmg** 3d8x2

Wrist Blasters with Rapid Shot

Atk +4, **Dmg** 4d8x2

Missile Launcher

Atk +6, **Dmg** 6d6x2

B2-Series Heavy Super Battle Droid Battalion Tactics

The heavy super battle droids initially fire their missiles, then switch to blasters. Though tougher than the clone units, the droid units are outnumbered.

Ground Assault Conclusion

Once one of the droid units is completely defeated, or both units are reduced to the final third of their hit points, the heroes advance to the battlefield encounter below. Their mass combat units continue to fight with the remaining droids. Gamemasters should handle the remaining mass combat as a backdrop for the battlefield encounter.

Encounter 2: Point Blank (CL 10)

Read the following aloud:

The clone troops blast their way through the throngs of clankers to the edge of the shield. As you pass through the shield's perimeter, a massive volley of rockets and missiles plows into the AT-TE walkers ahead of you.

Clone voices fill the comlinks as walker after walker reports heavy damage. Finally, Admiral Jonoin's commanding voice cuts through the chaos, calling you by name and ordering you to immediately aid the lead walker, which is immobile but still firing at the entrance to the droid command and control center.

As you advance through the shattered defenses, you approach a narrow opening leading into the inner courtyard and the entrance to the command center. Ahead you see a battered AT-TE, smoking heavily through holes in its armor, its right side legs collapsed. However, its front- and top-mounted weapons continue to fire at the opening to the command center, directly in front of them. Although the droids stand little chance in the face of such firepower, it is clear that eventually their numbers will overcome the damaged walker.

This encounter uses the Teth Courtyard map from *The Clone Wars Map Pack: The Attack on Teth*. Optionally, the GM may extend the battle area by using the Teth Monastery from *The Clone Wars Map Pack: The Showdown at Teth Palace*, which joins at the hall entrance. The heroes enter the Teth Courtyard map from the Landing Area side, behind the AT-TE. No other functioning walkers are close enough to provide aid, and the gunships cannot penetrate the shield. If there are four or fewer heroes, add clone trooper followers, squads, or BARC speeders for backup. If the encounter goes poorly for the heroes, allow a few clones or a clone squad to arrive and provide assistance.

For the first 2 rounds, the droids attack from the entrance hall. At the start of round 3, the commando droid reinforcements arrive in one of the areas indicated on the map.

SAGA EDITION CONVERSION GUIDE

By Gary M. Sarli

Ultimately, the best way to start a campaign for the new Saga Edition of the *Star Wars Roleplaying Game* is by generating new characters. However, many players will want to transfer characters from the previous version of the rules outlined in the *Revised Core Rulebook*. These guidelines are designed to help you convert characters, equipment, and other mechanics from the previous version into the new rules.

Throughout the process, remember that conversion from one game system to another is by definition an inexact science. Though the guidelines provide a foundation for conversion, they can't be exhaustive, nor are they perfect. You'll see a lot of vague references to approximation, estimates, and "starting points." You and your Gamemaster should work together to ensure that the spirit of your character is preserved during the process, even if the numbers don't always add up the same.

THE BASICS

There have been a few simple changes to basic mechanics that apply to virtually every character in the game.

Hit Points: For heroic characters, hit points are equal to vitality points, but add twice your maximum vitality points from your class at 1st level to your total. For example, a soldier 5/noble 3 would add 20 hit points to his total; his class at first level has d10 vitality, and twice the maximum (10 vitality points) yields +20 hit points.

For nonheroic characters, hit points are 1d4 + Con modifier per level (an average of 2.5 hit points + Con modifier per level, rounded down).

Defenses: Your Reflex, Fortitude, and Will Defense scores are calculated with a new method. Each defense score has a value of 10 + heroic level (or armor bonus, if any) + relevant ability modifier + best class defense bonus + size modifier (if any). See the Saga Edition rulebook, page 36, for a list of class defense bonuses, and see each prestige class description for their individual class defense bonuses.

Damage Threshold: Your damage threshold is equal to your Fortitude Defense unless you are greater than Medium size (see *Creatures*, page 15 of this document) or you have a talent, feat, or class feature that increases it.

SPECIES

For the most part, species from the previous rules are playable in the new rules. The primary changes you'll need to make are outlined below. As always, compare the new species to existing species in the Saga Edition rulebook to see if your conversion is significantly better or worse than those species, making adjustments as you see fit. Species that originally appeared in the *Revised Core Rulebook* but not in the *Saga Edition rulebook* are outlined in Table 1: Species. For others, follow the guidelines below.

TABLE 1: SPECIES

SPECIES	SPECIES TRAITS
Geonosian	+2 Str, -2 Int, -2 Wis, -2 Cha; speed 6 sq., fly 8 sq.; +1 natural armor; +2 species bonus to Fortitude Defense vs. radiation; low-light vision; bonus feat: Weapon Proficiency (advanced melee weapons); conditional bonus feat: Skill Focus (Mechanics) if trained in Mechanics; languages: Geonosian.
Jawa	+2 Dex, -2 Str, -2 Cha; Small (+1 Reflex Defense, +5 Stealth); speed 4 sq.; may take 10 on Survival checks in desert terrain, reroll Mechanics checks when repairing an object, vehicle, or droid; darkvision; languages: Jawa and Jawa Trade Language.
Kaminoan	+2 Con, -2 Wis; speed 6 sq.; may take 10 on Survival checks in aquatic terrain, reroll Treat Injury and Knowledge (life sciences) checks; languages: Kaminoan and Basic.
Noghri	+2 Dex, -4 Cha; Small (+1 Reflex Defense, +5 Stealth); speed 6 sq.; scent; primitive; bonus feat: Martial Arts I; reroll Initiative checks; languages: Honoghran.
Tusken Raider	+2 Con, -2 Int, -2 Wis; speed 6 sq.; reroll Stealth and Survival checks; languages: Tusken.

Speed: Your new speed (in 1.5-meter squares) is determined by your old speed (in meters), as shown in the chart below.

OLD SPEED	NEW SPEED
18–20 meters	10 squares
14–16 meters	8 squares
10–12 meters	6 squares
6–8 meters	4 squares
4 meters	2 squares
2 meters	1 square

If you have an additional movement type (for example, a climb speed or a swim speed), convert the speed to squares as described above. Any species with a climb speed can reroll Climb checks or take 10 even under stress, and any species with a swim speed can reroll Swim checks or take 10 even under stress.

Skills: If the species gains a skill bonus of some sort, replace it with one of the options outlined below; of these, the "reroll" option is by far the most common. Generally, a species shouldn't have special rules for more than two skills.

Reroll: You may reroll a skill check for a given skill, but you must keep the second result. If the species' bonus in the previous rules only applied to part of a skill (for example, Intimidation is now just a part of Persuasion), limit the reroll to a single use of that skill (for example, you can reroll only when using Persuasion to intimidate). This is best used for a species that is naturally good—or, rather, naturally unlikely to fail—with a given skill, whether trained or not.

Conditional Bonus Feat: You gain Skill Focus (skill) if you are trained in that skill. This is best for skills where the species is best known for producing highly skilled experts or professionals in a given field. For example, Bothans make exceptionally good spies, but they spend a lot of time training to achieve that distinction. In addition, this may be used as a way to further enhance a species' natural aptitude with a skill that already gets a reroll. For example, Cereans get a reroll and a conditional bonus feat for Initiative.

Take 10 Under Stress: You may take 10 at any time with the skill. This is usually reserved for Swim and Climb checks when the species has a swim or climb speed, respectively.

Other Abilities: Most other abilities should have a clear analog. For example, a species that used to gain Iron Will as a bonus feat should instead get a +2 species bonus to its Will Defense. Similarly, a species with Toughness as a bonus feat should gain either Toughness (if you want them to last a bit longer in a fight) or Improved Damage Threshold (if you want them to be hard to hurt or kill). Low-light vision and darkvision are kept intact, but make sure you use the versions shown in Chapter 2: Species.

DROIDS

Droids are the one aspect of the new rules that are best converted by starting from scratch. Unlike the previous rules, *Saga Edition* presents a comprehensive system for designing and building new droids, so retaining the balance in the new rules can be tricky. Still, if you want to convert a droid and keep it as close as possible to the previous version, follow the steps outlined below.

Abilities: For unique, heroic droids (such as one created specifically for a player character), no adjustment is necessary. For mass-produced models of droids, determine the droid's natural ability scores by subtracting the size modifiers by degree and size (*Saga Edition* rulebook, pages 186–187); discard the droid's original Constitution score, since it is not used in the new rules. Replace these ability scores with 13, 12, 11, 10, and 9, from highest to lowest (or 15, 14, 13, 12, and 10 if the droid's first level is in a heroic class). If two ability scores have the same value, you may put the higher score in whichever one you wish. Finally, add the degree and size modifiers back into the ability scores to determine their final value.

Hit Points and Damage Threshold: If the droid is Large or greater size, make sure you add the appropriate adjustment to the droid's hit points and damage threshold (see Table 11–2, *Saga Edition* rulebook, page 187).

Speed: Determine the droid's speed as shown for species (see above), up to the maximum listed for the droid's locomotion system and size 3 (see Table 11–3, *Saga Edition* rulebook, page 188).

Unarmed Damage: Replace the droid's unarmed damage with the appropriate amount for its size and appendages (see Table 11–4, *Saga Edition* rulebook, page 190).

Other Systems and Accessories: Most other systems and accessories should have a clear equivalent in the new rules. When in doubt, compare to a droid that has game statistics in both systems (such as an R2 astromech, a 3PO protocol, or a B1 battle droid).

CLASSES AND PRESTIGE CLASSES

Classes and prestige classes are substantially changed from their previous versions (see Table 2: Classes and Prestige Classes, and Table 3: Class Features). Instead of having predetermined class features that are granted at particular levels, classes and prestige classes in *Saga Edition* have "talents" that can potentially be selected in any order. This maximizes the degree of customization possible in the new rules, but it makes converting an old character somewhat tricky.

Keep in mind that some classes have been merged with others, and each class is meant to be very flexible in its scope. Don't get caught up on the *name* of a class; instead, focus on its functionality and role. For example, an officer, business executive, or professor might all be members of the noble class despite having no aristocratic background. They are logical members of that class because of their leadership skills and education.

OTHER PRESTIGE CLASSES

To convert other prestige classes to the *Saga Edition* rules, use existing prestige classes as a starting point for a comparison. A few specific suggestions are outlined below.

Requirements: Convert skill rank requirements to skill training in the equivalent skill, and add a "Minimum Character Level" requirement equal to (required skill ranks) – 3. For other requirements, look for an equivalent talent, feat, or class feature.

Hit Points: Prestige classes should grant the same number of hit points at each level as their old versions granted in vitality points.

Starting Feats: Prestige classes should not have starting feats in the new rules.

Defense Bonuses: To figure out a prestige class's class defense bonuses, look at the previous progression of Fortitude, Reflex, and Will saving throws to determine if they are "high" (starting at +2), "medium" (starting at +1), or "low" (starting at +0). Generally, a high bonus should be +4 in the new rules, a medium bonus should be +2, and a low bonus should be +0. For example, a prestige class with a good Fortitude save and a medium Reflex save should have class defense bonuses of +4 Fortitude Defense and +2 Reflex Defense.

The total of all class defense bonuses should be +6 for most prestige classes. If you went over this amount, reduce class defense bonuses (starting with the lowest) until you reach the right amount. For example, if a class had two high and one medium saving throw, this would be +4, +4, and +2—four points too many. Reducing the lowest class bonus first, we're left with +4 and +4 in the highest two—still two points too many. Removing points from them equally yields +3 and +3—a total of six points.

Class Features: Most class features can be left intact or used with slight adjustments. Note that the new rules generally avoid giving a bonus to skill checks. Instead, consider abilities that reduce penalties, allow rerolls, or allow the character to take 10 even under stress. As always, look for an existing talent or class feature in the *Saga Edition* rules that is close to the previous class feature.

TABLE 2: CLASSES AND PRESTIGE CLASSES	
OLD CLASS	NEW CLASS OR PRESTIGE CLASS
Force adept	Scout* and Force adept
Fringer	Scout
Jedi consular	Jedi and Jedi Knight
Jedi guardian	Jedi and Jedi Knight
Noble	Noble
Scoundrel	Scoundrel**
Scout	Scout
Soldier	Soldier
Tech specialist	Scoundrel
OLD PRESTIGE CLASS	NEW CLASS OR PRESTIGE CLASS
Bounty hunter	Bounty hunter
Crime lord	Crime lord
Dark side devotee	Force adept
Dark side marauder	Force adept
Elite trooper	Elite trooper
Jedi ace	Ace pilot
Jedi investigator	Jedi and bounty hunter
Jedi master	Jedi Master
Officer	Officer
Sith acolyte	Sith apprentice
Sith Lord	Sith Lord
Sith warrior	Sith apprentice
Starship ace	Ace pilot
OLD PROFESSIONAL CLASS	NEW CLASS OR PRESTIGE CLASS
Diplomat	Nonheroic
Expert	Nonheroic
Thug	Nonheroic

* The Force adept concept can be played with any class, but those that come from isolated worlds (the default for Force adepts in the Revised Core Rulebook) are most often scouts.

** Many scoundrels are also well adapted to the gunslinger prestige class.

TABLE 3: CLASS FEATURES	
OLD CLASS FEATURE	NEW MECHANIC
<i>Fringer</i>	
Barter	Barter (talent: scout)
Bonus class skill	Skill Training (feat)
Bonus feat	Bonus feat (scout)
Jury-rig	Jury-Rigger (talent: scout)
Survival	Fringe Savant (talent: scout)
<i>Force adept</i>	
Bonus feats	Bonus feat (scout)
Comprehend speech	n/a
Force secret	Force Secret (feature: Force disciple)
Force talisman	Force Talisman (talent: Force adept)
Force training	Force Training (feat)
Force weapon	Attune Weapon (talent: Force adept), Empower Weapon (talent: Force adept)
Skill emphasis	Skill Focus (feat)
<i>Jedi consular</i>	
Block	<i>Negate energy</i> (Force power) or <i>rebuke</i> (Force power)
Bonus feats	Bonus feat (Jedi)
Deflect (attack)	Redirect Shot (talent: Jedi)

Deflect (defense)	Deflect (talent: Jedi)
Deflect (extend defense and Force training)	Draw Fire (talent: soldier)
Healing	Force Training (feat)
Increase lightsaber damage	Force Treatment (talent: Force adept)
Jedi Knight	n/a
Skill Emphasis	Bonus feat (Jedi)
<i>Jedi guardian</i>	Skill Focus (feat)
Block	<i>Negate energy</i> (Force power) or <i>rebuke</i> (Force power)
Bonus feats	Bonus feat (Jedi)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Deflect (extend defense and Force training)	Draw Fire (talent: soldier)
Increase lightsaber damage	Force Training (feat)
Jedi Knight	n/a
<i>Noble</i>	Bonus feat (Jedi)
Bonus class skill	Skill Training (feat) Bonus
feats	Bonus feat (noble)
Coordinate	Coordinate (talent: noble)
Favor	Connections (talent: noble)
Inspire confidence	Inspire Confidence (talent: noble)
Inspire greatness	Ignite Fervor (talent: noble)
Resource access	Wealth (talent: noble)
<i>Scoundrel</i>	
Bonus feats	Bonus feat (scoundrel)
Illicit barter	n/a
Lucky	Knack (talent: scoundrel) or Lucky Shot (talent: scoundrel)
Precise attack	Sneak Attack (talent: scoundrel)
<i>Scout</i>	
Bonus feats	Bonus feat (scout)
Evasion	Evasion (talent: scout)
Extreme effort	Extreme Effort (talent: scout)
Heart	n/a
Skill mastery	Acute Senses (talent: scout), Improved Initiative (talent: scout), or Improved Stealth (talent: scout)
Trailblazing	Long Stride (talent: scout) or Surefooted (talent: scout)
Uncanny dodge	Uncanny Dodge I/II (talent: scout)
<i>Soldier</i>	
Bonus feats	Bonus feat (soldier)
<i>Tech specialist</i>	
Expert mastery	Skill Focus (feat) Instant
Research	Skill Training (feat)
Skill Emphasis	Trace (talent: scoundrel)
Tech specialty	Skill Focus (feat)
OLD PRESTIGE CLASS FEATURE	Tech Specialist (feat)*, Fast Repairs (talent: scoundrel)*, Hot Wire (talent: scoundrel)*, Quick Fix (talent: scoundrel)*, Personalized Modifications (talent: scoundrel)*, Gimmick (talent: scoundrel), Master Slicer (talent: scoundrel), Demolitionist (talent: soldier)
NEW MECHANIC	
<i>Bounty hunter</i>	
Sneak attack	Sneak Attack (talent: scoundrel)
Target bonus	Familiar Foe (feature: bounty hunter)
<i>Crime lord</i>	
Contact	Connections (talent: noble)
Exceptional minions	Attract Minion (talent: crime lord)
Inspire fear	Inspire Fear I/II/III (talent: crime lord)
Minions	Attract Minion (talent: crime lord)
Resource access	Wealth (talent: noble)
<i>Dark side devotee</i>	
Dark side Skill Emphasis	Embrace the Dark Side (talent: Force adept)
Dark side talisman	Force Talisman (talent: Force adept)
Force training	Force Training (feat)

Force weapon	Attune Weapon (talent: Force adept) and Empower weapon (talent: Force adept)
<i>Dark side marauder</i>	
Bonus feats	Bonus feat (soldier)
Force training	Force Training (feat)
<i>Elite trooper</i>	
Deadly strike	Devastating Attack (talent: soldier) and Greater Devastating Attack (talent: elite trooper)
Uncanny dodge	Uncanny Dodge I/II (talent: scout)
Weapon Focus	Weapon Focus (feat)
Weapon specialization	Weapon Specialization (talent: soldier)
<i>Jedi ace</i>	
Familiarity	Expert Gunner (talent: ace pilot)
Jedi Knight	Bonus feat (Jedi)
Starfighter defense	Vehicle Dodge (feature: ace pilot)
Starfighter evasion	Vehicular Evasion (talent: ace pilot)
Starship focus	Force Pilot (talent: Force)
<i>Jedi investigator</i>	
Bonus feat	Bonus feat (Jedi)
Contact	Connections (talent: noble)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Favor	Connections (talent: noble)
Jedi Knight	Bonus feat (Jedi)
Profile	Nowhere to Hide (talent: bounty hunter)
Target bonus	Familiar Foe (feature: bounty hunter)
<i>Jedi Master</i>	
Bonus feat	Bonus feat (Jedi)
Deflect (attack)	Redirect Shot (talent: Jedi)
Deflect (defense)	Deflect (talent: Jedi)
Force secret	Force Secret (feature: Jedi Master)
Increase lightsaber damage	n/a
<i>Officer</i>	
Bonus feat	Bonus feat (noble or soldier)
Improved tactics	Tactical Edge (talent: officer)
Leadership	Inspire Confidence (talent: noble)
Requisition supplies	Connections (talent: noble)
Tactics	Deployment Tactics (talent: officer)
Uncanny survival	Shift Defense I/II/III (talent: officer)
<i>Starship ace</i>	
Familiarity	Expert Gunner (talent: ace pilot)
Improved starship evasion	Juke (talent: ace pilot)
Starship defense	Vehicle Dodge (feature: ace pilot)
Starship evasion	Vehicular Evasion (talent: ace pilot)

* See Saga Edition Web Enhancement 1, "The Tech Specialist," on Wizards of the Coast's *Star Wars* Web site.

SKILLS

Skills have changed substantially in that there are no longer skill ranks, and most skills have been combined into new skills. To convert your character's skills, look at the number of ranks in each skill. If you have a number of ranks equal to at least half your character level, you should probably be trained in the equivalent skill (or possess the talent, feat, or other mechanic) shown on Table 4: Skills.

If you run out of trained skills (determined by your starting class), consider taking the Skill Training feat (available as a bonus feat to all classes). If you have trained skills left over, allocate them to whatever skills best fit your character's background and personality.

TABLE 4: SKILLS

OLD SKILL	NEW MECHANIC
Appraise	Knowledge (technology) (skill)
Astrogate	Use Computer (skill)
Balance	Acrobatics (skill)
Bluff	Deception (skill)
Climb	Climb (skill)
Computer Use	Use Computer (skill)
Craft	Mechanics (skill) or Knowledge (technology) (skill)
Demolitions	Mechanics (skill) and Demolitionist (talent: soldier)
Diplomacy	Persuasion (skill)
Disable Device	Mechanics (skill)
Disguise	Deception (skill)
Entertain	Persuasion (skill)
Escape Artist	Acrobatics (skill)
Forgery	Deception (skill)
Gamble	Gambler (talent: scout)
Gather Information	Gather Information (skill)
Handle Animal	Persuasion (skill) or Knowledge (life sciences) (skill)
Hide	Stealth (skill)
Intimidate	Persuasion (skill)
Jump	Jump (skill)
Knowledge (alien species)	Knowledge (life sciences) (skill) or Knowledge (social sciences) (skill)
Knowledge (archaeology)	Knowledge (galactic lore) (skill) or Knowledge (social sciences) (skill)
Knowledge (architecture)	Knowledge (technology) (skill)
Knowledge (astronomy)	Knowledge (physical sciences) (skill)
Knowledge (biology)	Knowledge (life sciences) (skill)
Knowledge (bureaucracy)	Knowledge (bureaucracy) (skill)
Knowledge (business)	Knowledge (bureaucracy) (skill)
Knowledge (chemistry)	Knowledge (physical sciences) (skill)
Knowledge (engineering)	Knowledge (technology) (skill)
Knowledge (forensics)	Knowledge (physical sciences) (skill)
Knowledge (genetics)	Knowledge (life sciences) (skill)
Knowledge (geography)	Knowledge (galactic lore) (skill)
Knowledge (history)	Knowledge (galactic lore) (skill)
Knowledge (Jedi lore)	Knowledge (galactic lore) (skill)
Knowledge (medicine)	Knowledge (life sciences) (skill)
Knowledge (physics)	Knowledge (physical sciences) (skill)
Knowledge (politics)	Knowledge (social sciences) (skill) or Knowledge (bureaucracy) (skill)
Knowledge (streetwise)	Knowledge (bureaucracy) (skill) or Knowledge (social sciences) (skill)
Knowledge (tactics)	Knowledge (tactics) (skill)
Knowledge (technology)	Knowledge (technology) (skill)
Knowledge (wilderness lore)	Knowledge (life sciences) (skill) and/or Survival (skill)
Knowledge (world lore)	Knowledge (galactic lore)
Listen	Perception (skill)
Move Silently	Stealth (skill)
Pilot	Pilot (skill)
Profession	n/a
Read/Write Language	Linguist (feat)
OLD SKILL	NEW MECHANIC
Ride	Ride (skill)
Search	Perception (skill)
Sense Motive	Will Defense and/or Perception (skill)
Sleight of Hand	Deception (skill)
Speak Language	Linguist (feat)
Spot	Perception (skill)
Survival	Survival (skill)
Swim	Swim (skill)
Treat Injury	Treat Injury (skill)
Tumble	Acrobatics (skill)

OLD FORCE SKILL	NEW MECHANIC
Affect Mind	Mind trick (Force power)
Battlemind	Battle strike (Force power)
Drain Energy	n/a
Empathy	Force Perception (talent: Force) and/or Force Persuasion (talent: Jedi)
Enhance Ability	n/a
Enhance Senses	Use the Force (skill) and/or Force Perception (talent: Force)
Farseeing	Farseeing (Force power)
Fear	Mind trick (Force power)
Force Defense	Rebuke (Force power)
Force Grip	Force grip (Force power)
Force Lightning	Force lightning (Force power)
Force Stealth	Clear Mind (talent: Jedi)
Force Strike	Force slam (Force power) and/or Force thrust (Force power)
Friendship	Force Persuasion (talent: Jedi) and/or Charm Beast (talent: Dathomiri Witch)
Heal Another	Vital transfer (Force power)
Heal Self	Vital transfer (Force power)
Illusion	n/a
Move Object	Move object (Force power)
See Force	Use the Force (skill)
Ride	Ride (skill)
Search	Perception (skill)
Sense Motive	Will Defense and/or Perception (skill)
Sleight of Hand	Deception (skill)
Speak Language	Linguist (feat)
Spot	Perception (skill)
Survival	Survival (skill)
Swim	Swim (skill)
Treat Injury	Treat Injury (skill)
Tumble	Acrobatics (skill)
OLD FORCE SKILL	NEW MECHANIC
Affect Mind	Mind trick (Force power)
Battlemind	Battle strike (Force power)
Drain Energy	n/a
Empathy	Force Perception (talent: Force) and/or Force Persuasion (talent: Jedi)
Enhance Ability	n/a
Enhance Senses	Use the Force (skill) and/or Force Perception (talent: Force)
Farseeing	Farseeing (Force power)
Fear	Mind trick (Force power)
Force Defense	Rebuke (Force power)
Force Grip	Force grip (Force power)
Force Lightning	Force lightning (Force power)
Force Stealth	Clear Mind (talent: Jedi)
Force Strike	Force slam (Force power) and/or Force thrust (Force power)
Friendship	Force Persuasion (talent: Jedi) and/or Charm Beast (talent: Dathomiri Witch)
Heal Another	Vital transfer (Force power)
Heal Self	Vital transfer (Force power)
Illusion	n/a
Move Object	Move object (Force power)
See Force	Use the Force (skill)

FEATS

In most cases, feats haven't changed too much, but feats that provide a bonus to skill checks are an exception. Most of these feats are best realized with the Skill Focus feat. Use Table 5: Feats to determine the equivalent mechanic for all of your character's feats in the old rules.

TABLE 5: FEATS

OLD FEAT	NEW MECHANIC
Acrobatic	Skill Focus (Acrobatics) (feat)
Advanced Martial Arts	Martial Arts III (feat)
Alertness	Skill Focus (Perception) (feat)
Ambidexterity	Dual Weapon Mastery I (feat)
Armor Proficiency (heavy)	Armor Proficiency (heavy)
Armor Proficiency (light)	Armor Proficiency (light)
Armor Proficiency (medium)	Armor Proficiency (medium)
Armor Proficiency (powered)	n/a
Athletic	Skill Focus (Climb) and/or Skill Focus (Jump)
Blind-Fight	Keen Shot (talent: scout)
Cautious	Skill Focus (Mechanics) (feat)
Cleave	Cleave (feat)
Combat Expertise	Melee Defense (feat)
Combat Reflexes	Combat Reflexes (feat)
Defensive Martial Arts	n/a
Dodge	Dodge (feat)
Endurance	Endurance (skill)
Exotic Weapon Proficiency	Exotic Weapon Proficiency (weapon) (feat) or Weapon Proficiency (lightsabers) (feat)
Fame	n/a
Far Shot	Far Shot (feat)
Force-Sensitive	Force Sensitivity (feat)
Frightful Presence	n/a
Gearhead	Skill Focus (Mechanics) (feat)
Great Cleave	Great Cleave (feat)
Great Fortitude	Improved Defenses (feat)
Headstrong	n/a
Heroic Surge	n/a
Improved Bantha Rush	Bantha Rush (feat)
Improved Critical	Triple Crit (feat)
Improved Disarm	Improved Disarm (feat)
Improved Initiative	Initiative (skill)
Improved Martial Arts	Martial Arts II (feat)
Improved Trip	Trip (feat)
Improved Two-Weapon Fighting	Dual Weapon Mastery III (feat)
Infamy	n/a
Influence	Connections (talent: noble)
Iron Will	Improved Defenses (feat)
Lightning Reflexes	Improved Defenses (feat)
Low Profile	n/a
Martial Arts	Martial Arts I (feat)
Mimic	Skill Focus (Deception) (feat)
Mobility	Mobility (feat)
Multishot	Burst Fire (feat)
Nimble	Skill Focus (Acrobatics) (feat) or Skill Focus (Deception) (feat)
Persuasive	Skill Focus (Deception) (feat) or Skill Focus (Persuasion) (feat)
Point Blank Shot	Point Blank Shot (feat)
Power Attack	Power Attack (feat)
Quick Draw	Quick Draw (feat)
Quickness	Toughness (feat)
Rapid Shot	Rapid Shot (feat)
Rugged	Skill Focus (Survival) (feat)
Run	Run (talent: scout)
Sharp-Eyed	Skill Focus (Perception) (feat)
Shot on the Run	Running Attack (feat)
Skill Emphasis	Skill Focus (feat)
Spacer	Skill Focus (Pilot) (feat)
Spring Attack	Running Attack (feat)
Stamina	Extra Second Wind (feat)

Starship Dodge	Vehicle Dodge (feature: ace pilot)
Starship Operation	Vehicular Combat (feat)
Steady	Skill Focus (Acrobatics) (feat)
Stealthy	Skill Focus (Stealth) (feat)
Sunder	n/a
Surgery	Skill Focus (Treat Injury) (feat)
Toughness	Improved Damage Threshold (feat)
Track	Expert Tracker (talent: scout)
Trick	Skill Focus (Deception) (feat)
Trustworthy	Skill Focus (Persuasion) (feat) or Skill Focus (Gather Information) (feat)
Two-Weapon Fighting	Dual Weapon Mastery II (feat)
Weapon Finesse	Weapon Finesse (feat)
Weapon Focus	Weapon Focus (feat)
Weapon Group Proficiency	Weapon Proficiency (pistols) (feat)
Weapon Group Proficiency	Weapon Proficiency (simple) (feat)
Weapon Group Proficiency	Weapon Proficiency (rifles) (feat)
Weapon Group Proficiency	Weapon Proficiency (advanced melee weapons) (feat)
Weapon Group Proficiency	Weapon Proficiency (heavy weapons) (feat)
Weapon Group Proficiency	Weapon Proficiency (heavy weapons) (feat)
Whirlwind Attack	Whirlwind Attack (feat)
Zero-G Training	Spacehound (talent: scoundrel)
OLD FORCE FEAT	NEW MECHANIC
Alter	Use the Force (skill)*
Attuned	Equilibrium (talent: Force)
Aware	Improved Sense Force (Force technique)
Burst of Speed	Surge (Force power)
Compassion	Vital transfer (Force power)
Control	Use the Force (skill)* Dissipate
Energy	Negate energy (Force power)
Focus	Disciplined Strike (talent: Force)
Force Flight	Flight (talent: Dathomiri Witch)
Force Mastery	Quicken Power (Force secret)
Force Mind	Battle Meditation (talent: Jedi)
Force Speed	Surge (Force power)
Force Whirlwind	Improved Move Light Object (Force technique)
Improved Force Mind	Battle Meditation (talent: Jedi)
Knight Defense	Lightsaber Defense (talent: Jedi)
Knight Mind	Battle Meditation (talent: Jedi)
Knight Speed	Surge (Force power)
Lightsaber Defense	Lightsaber Defense (talent: Jedi)
Link	Improved Telepathy (Force technique)
Malevolent	Telekinetic Power (talent: Force)
Master Defense	Lightsaber Defense (talent: Jedi)
Master Mind	Battle Meditation (talent: Jedi)
Master Speed	Surge (Force power)
Mettle	Battle strike (Force power) or rebuke (Force power)
Mind Trick	Mind trick (Force power)
Rage	Dark rage (Force power)
Sense	Use the Force (skill)*

* Optionally, you might take a talent from the Force talent tree of the same name (Alter, Control, Sense).

EQUIPMENT

Like everything else, equipment usually works similarly to how it did before, but there are a few significant exceptions.

WEAPONS

The primary things you'll need to adjust with weapons are range, translating multifire/autofire into the new rules, and (occasionally) changing damage dice.

Range

Ranged weapons have their range determined by their weapon group. In addition, they may have the accurate/inaccurate quality, depending on their range increments (see Table 6: Accurate and Inaccurate Weapons by Range Increment).

Exotic Weapons: To determine the range for an exotic weapon, compare it to the most similar weapon to determine what range group it should use. For example, a Medium-size weapon with a stock is probably most similar to a rifle, while a Large shoulder-fired weapon is probably most similar to a heavy weapon. Determine the accurate or inaccurate quality as described above.

TABLE 6: ACCURATE AND INACCURATE WEAPONS BY RANGE INCREMENT

WEAPON GROUP	INACCURATE	ACCURATE
Heavy	60 m or less	120 m or more
Pistols	8 m or less	12 m or more
Rifles	20 m or less	40 m or more
Simple	4 m or less	12 m or more
Thrown	2 m	6 m or more

Autofire Capability

Most weapons are single-shot only. Rifles with a multifire setting will have single-shot and autofire capability in the new rules. Any weapon with an autofire setting in the old rules will be an autofire-only weapon in the new rules.

Threat Range

Note that all weapons inflict critical hits at the same rate in the new rules, so the critical threat range in the previous rules is not used.

Damage

Damage dice are the same, with a few exceptions:

Explosives: Grenades, thermal detonators, and the like no longer have a bonus after their damage dice (for example, 4d6+1 is now 4d6). Other explosive weapons, such as missile launchers and flechette launchers, have d6 damage dice. Figure the weapon's maximum damage and divide by 6, rounding down, to determine the number of damage dice.

Example: A DF-D1 flechette launcher deals 5d8 points of damage. Its maximum damage is 40; dividing by 6 and rounding down, we get 6. Thus, in *Saga Edition*, the DF-D1 deals 6d6 points of damage.

Blasters: All blasters deal 3 dice of damage. Add the weapon's maximum damage to its minimum damage, and look up the result on the following chart:

MAX DAMAGE	NEW DICE
12 or less	3d3
13–18	3d4
19–24	3d6
25–30	3d8
31–36	3d10
37 or more	3d12

Example 1: An A-280 blaster rifle deals 3d8+3 points of damage. Its maximum damage is 27, and its minimum damage is 6, yielding a total of 33. According to the chart, the A-280 blaster rifle deals 3d10 points of damage in the new rules.

Example 2: A DY-225 heavy blaster deals 3d8–2 points of damage. Its maximum damage is 22, and its minimum damage is 1, yielding a total of 23. According to the chart, the DY-225 heavy blaster deals 3d6 points of damage in the new rules.

Slugthrowers and Powered Melee Weapons: All slugthrowers and powered melee weapons deal 2 dice of damage. Add the weapon's maximum damage to its minimum damage, and look up the result on the following chart:

Example 1: A great force pike deals 3d8 points of damage. Its maximum damage is 24, and its minimum damage is 3, yielding a total of 27. According to the chart, a great force pike deals 2d12 points of damage in the new rules.

MAX DAMAGE	NEW DICE
7 or less	2d3
8–11	2d4
12–15	2d6
16–19	2d8
20–23	2d10
24 or more	2d12

Example 2: A vibrorapier deals 2d6+2 points of damage. Its maximum damage is 14, and its minimum damage is 4, yielding a total of 18. According to the chart, a vibrorapier deals 2d8 points of damage in the new rules.

Nonpowered Weapons: All other nonpowered weapons should only deal a single die of damage. Add the weapon's maximum damage to its minimum damage, and look up the result on the following chart:

MAX DAMAGE	NEW DICE
4 or less	1d3
5–6	1d4
7–8	1d6
9–10	1d8
11–12	1d10
13 or more	1d12

ARMOR

Armor works differently in *Saga Edition*, providing a bonus to Reflex Defense (and sometimes Fortitude Defense) instead of Damage Reduction.

Armor Bonus to Reflex Defense: The armor bonus to Reflex Defense is equal to the armor's previous Damage Reduction. Add +1 to the armor bonus if the suit had a DR of 3 or more, add +2 to the armor bonus if the suit had a DR of 5 or more, and add +3 to the armor bonus if the suit had a DR of 7 or more.

Equipment Bonus to Fortitude Defense: Most full-body armor (that is, covering the whole body, including the head and face) provides an equipment bonus to Fortitude Defense. This bonus is +1 for an armor bonus of +4 or less, +2 for an armor bonus of +5 to +8, +3 for an armor bonus of +9, and +4 for an armor bonus of +10.

Maximum Dex Bonus: Most armor has a Max Dex Bonus equal to $(12 - \text{armor bonus})/2$, rounded down.

OTHER EQUIPMENT

With few exceptions, equipment will work as written in the new rules, but devices that provide an equipment bonus of greater than +2 should be very rare. In these cases, consider alternatives that reduce penalties or add capabilities instead of adding bonuses.

For example, a camouflage poncho might grant the ability to have concealment as long as you are in the poncho's designated terrain type and you are either prone or adjacent to an object that would grant concealment or cover. Camo scout armor might do the same thing in any terrain. A shadowsuit might take this a step further and allow the wearer to reroll Stealth checks (keeping the second result, even if it is worse).

Electronic Devices: Most electronic devices that provide a skill bonus have an Intelligence of $10 + (2 \times \text{bonus})$, but very simple electronic 13 devices—that is, those that don't provide a skill bonus—usually have an Intelligence of 1.

VEHICLES AND STARSHIPS

Converting vehicles and starships can be a little tricky because you need to determine statistics in a particular order. Follow the guidelines below in the order listed.

Size: A vehicle's new size is based on its old size (in character, starship, or station scale), as shown on Table 7: Vehicle Sizes. You'll need this when recalculating Reflex Defense.

Speed: A vehicle's speed is determined by its maximum velocity (in km/h). Generally, capital ships (that is, anything of Colossal [frigate] or greater size) do not have a character-scale speed rating. At this 1.5-meter-square scale, they don't move around *on* battlefields—they *are* battlefields.

MAX VELOCITY	SPEED*
less than 10 km/h	2 squares
10–29 km/h	4 squares
30–99 km/h	6 squares
100–299 km/h	8 squares
300–999 km/h	12 squares
1,000 km/h or more	16 squares

* Reduce speed by one step for walkers of Gargantuan or greater size.

Maximum velocity itself does not change.

Speed (starship scale): For airspeeders and starships with a maximum velocity rating (in km/h), determine the vehicle's speed in space using the following chart:

MAX VELOCITY	SPEED (IN SPACE)
less than 800 km/h	1 square
800–949 km/h	2 squares
950–1,049 km/h	3 squares
1,050–1,199 km/h	4 squares
1,200–1,299 km/h	5 squares
1,300 km/h or more	6 squares

If a starship does not have a maximum velocity rating, its new speed in space is equal to 1/2 its space speed in the previous rules.

Hit Points: Hit points are determined by the vehicle's previous Hull Points. The exact formula is determined by the vehicle's class (starship vs. vehicle) and its previous Hull Points.

Starship with 200 or more Hull Points: Hit points = Hull Points x 3.

Starship with less than 200 Hull Points: Hit points = Hull Points.

Other vehicle (including airspeeders): Hit points = Hull Points x 2.

Damage Reduction: A vehicle's damage reduction is determined by its size: up to Large, DR 5; Huge or Gargantuan, DR 10; Colossal or Colossal (frigate), DR 15; Colossal (cruiser) or greater, DR 20. Ground vehicles with 150 or more hit points add an additional +5 to their DR (maximum DR 20).

Shield Rating (SR): A vehicle's SR is equal to its Shield Points / 2, rounding down to the nearest multiple of 5.

Strength: A starship's Strength is determined by its hit points and size (both determined above). A vehicle's strength is determined by its hit points only.

Starship, Colossal (station): Strength = 98 + (hit points/75). Starship, Colossal (cruiser): Strength = 74 + (hit points/75). Starship, Colossal (frigate): Strength = 50 + (hit points/75). Starship, Colossal or less: Strength = 26 + (hit points/7.5). Other vehicle, 100 or more hit points: 18 + (hit points/10). Other vehicle, less than 100 hit points: 10 + (hit points/5).

Constitution: Any living vehicle (such as Yuuzhan Vong technology) will have a Constitution equal to its Strength score. This doesn't affect hit points or Fortitude save, but it can be useful for determining if a coralskipper or another living vehicle dies after being reduced to 0 hit points. Living vehicles automatically have all appropriate environmental immunities. For example, a coralskipper is not subject to vacuum, atmospheric, or radiation hazards because it is a starship designed to function in such hostile environments.

All nonliving vehicles (that is, the vast majority of *Star Wars* technology) have no Constitution score at all.

Dexterity: There is no direct analog to a vehicle's Dexterity in the previous rules. Use the guidelines below to estimate a vehicle's Dexterity, picking a specific value in the listed range based on how that vehicle compares with others. When in doubt, give the vehicle the minimum Dexterity in a given range.

A vehicle shouldn't have a Dexterity score below 10 unless it is an immobile space station.

DEXTERITY	VEHICLE
10-13	Most freighters, dreadnoughts, heavy walkers
14-16	Most cruisers, most frigates, armed transports, heavy bombers, light walkers, heavy repulsorlift vehicles
17-19	Corvettes, most starfighters, light repulsorlift vehicles
20-23	Superiority fighters, combat airspeeders, older speeder bikes
24-26	Most speeder bikes, swoops, interceptors

Intelligence: A vehicle's Intelligence score is generally 10 + the best fire control bonus of all its weapons. For relatively modern vehicles with sophisticated on-board computers (that is, almost everything in the *Star Wars* galaxy, except vehicles from underdeveloped planets), the minimum Intelligence should be 12 for ground vehicles and 14 for airspeeders and starships.

TABLE 6: ACCURATE AND INACCURATE WEAPONS BY RANGE INCREMENT				
CHARACTER SIZE	STARSHIP SIZE	STATION SIZE	NEW SIZE	SIZE MODIFIER
Fine	—	—	Fine	+10
Diminutive	—	—	Diminutive	+5
Tiny	—	—	Tiny	+2
Small	—	—	Small	+1
Medium	—	—	Medium	-0
Large	Fine	—	Large	-1
Huge	Diminutive	—	Huge	-2
Gargantuan	Tiny	—	Gargantuan	-5
Colossal	Small	Fine	Colossal	-10
—	Medium	Diminutive	Colossal (frigate)	-10
—	Large	Tiny	Colossal (frigate)	-10
—	Huge	Small	Colossal (frigate)	-10
—	Gargantuan	Medium	Colossal (cruiser)	-10
—	Colossal	Large	Colossal (cruiser)	-10
—	—	Huge	Colossal (station)	-10
—	—	Gargantuan	Colossal (station)	-10
—	—	Colossal	Colossal (station)	-10

Weapons: Damage for starship weapons stays the same as in the previous rules. For other vehicles, weapon damage will change depending on the die type used:

Damage #d10: New damage is #d10x2.

Damage #d8: New damage is #d10.

Any other damage dice: No change except for dropping any modifiers (for example, 4d6+1 becomes 4d6).

Autofire: Turbolasers, heavy cannons, single laser cannons (that is, those that aren't fire-linked, double cannons, or quad cannons), ion cannons, tractor beams, and missile/torpedo/grenade launchers are single-shot only. All other vehicle weapons have autofire capability.

Capital Ships: Capital ships have half as many batteries (round down) as in the previous rules. This accounts for the lack of fire arcs and the somewhat messy issue of batteries, which had a different meaning in the older d6 version of the game than in the later d20 versions.

Grapple: A vehicle's grapple modifier is equal to its pilot's base

attack bonus + the vehicle's Strength modifier + the vehicle's special size modifier (Large +5, Huge +10, Gargantuan +15, Colossal +20, Colossal [frigate] +25, Colossal [cruiser] +30, Colossal [station] +35).

Armor Bonus: A vehicle's armor bonus is determined by its hit points, class, and size.

Starship with 200 or more hit points: Armor bonus is equal to hit points/500 – size modifier, rounded down. For example, a Colossal (frigate)-sized starship with 1,000 hit points would have an armor bonus of +12 (1,000/500 is equal to 2, and 2 minus –10 is equal to 12).

All other vehicles: Armor bonus is equal to hit points/50 – size modifier, rounded down.

Reflex Defense: The vehicle's Reflex Defense is equal to 10 + size modifier + armor bonus (or pilot's heroic level) + Dexterity bonus.

Fortitude Defense: The vehicle's Fortitude Defense is equal to 10 + its Strength bonus (or Constitution bonus, for living vehicles).

Damage Threshold: Damage threshold is equal to Fortitude Defense + special size modifier (Large +5, Huge +10, Gargantuan +20, Colossal +50, Colossal [frigate] +100, Colossal [cruiser] +200, Colossal [station] +500).

CREATURES

While most of the guidelines under Species, Skills, and Feats apply to creatures, the following tips will make conversion a little easier.

Class and Level: All creatures convert their existing class and level into levels of the beast class.

Hit Points: Creatures' hit points are equal to their vitality points, and their hit points and base attack bonus may be adjusted upward or downward depending on their class in the old rules

CREATURE CLASS	HIT POINTS
Herd animal	+(2 × level)
Parasite	+(1 × level)
Predator	no change
Scavenger	+(1 × level)
Vermin	no change

Base Attack Bonus: All creatures now have a base attack bonus equal to their level × 3/4. This will decrease the base attack bonus for predators but increase it for herd animals and parasites.

Size: Creatures' sizes stay the same, but the size bonuses have changed, and size bonuses are no longer added to attack bonuses. Use the following chart to adjust the creature's Reflex Defense and attack bonuses:

SIZE	REFLEX DEFENSE	ATTACK BONUS
Colossal	–2	+8
Gargantuan	–1	+4
Huge	n/a	+2
Large	n/a	+1
Medium	n/a	n/a
Small	n/a	–1
Tiny	n/a	–2
Diminutive	+1	–4
Fine	+2	–8

Natural Attacks: A creature's natural attacks should be changed to match the description in the *Saga Edition rulebook*, pages 274–275. Note that a creature adds double its Strength modifier to its damage if it has only one type of natural attack, and beasts no longer take a penalty for using secondary natural attacks.

Natural Armor: Creatures have natural armor equal to that listed in the old rules or their beast class level, whichever is less.

Defenses: Creature's defense scores are equal to 10 + the relevant ability modifier (Dexterity for Reflex Defense, Constitution for Fortitude Defense, and Wisdom for Will Defense). If the creature has natural armor, add its value to its Reflex Defense.

Damage Threshold: Creatures' damage thresholds are equal to their Fortitude Defense, plus a bonus for creatures of greater than Medium size: Large, +5; Huge, +10; Gargantuan, +20; Colossal, +50.

Speed: Adjust a creature's speed as described under Species (page 2 of this document).

Skills: Adjust a creature's species bonus to different skills as described under Species (page 2). In addition, you may convert a skill bonus into a bonus trained skill. Normally, most beasts will have only one trained skill.

Other Abilities: Most special abilities can be used as written, but follow the guidelines under Species (page 2) for converting anything unusual.

SAGA EDITION PREVIEW

By Rodney Thompson

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- 3: Use the Force, Luke!
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CLASSES AND CHARACTER CREATION

By Rodney Thompson

The *Star Wars Roleplaying Game: Saga Edition* rulebook comes out in May. Are you ready for the new core rules? Maybe you've already planned your first character. (I know I have -- Chalkazza, a Wookiee bounty hunter). Or maybe you're outlining your first campaign, cooking up villains and nemeses to throw at an unsuspecting band of heroes. Of course, before you can start blasting stormtroopers and locking lightsabers, you've got to be able to create those wonderful characters.

Fortunately, *Saga Edition* has you covered. One of the primary goals of the new edition was to make character creation more flexible. At the same time, we wanted to streamline the process so that new players could jump right in, and we tried to give experienced players a wealth of options when crafting their characters.

As some ravenous readers might know, we've reduced the number of classes to five: Jedi, noble, scoundrel, scout, and soldier. We bid the fringer farewell and send the tech specialist back to the assembly line, granting their heroic abilities to other classes. We also distilled the Jedi guardian and Jedi consular classes into a single Jedi class, which is more in line with what we see in the movies. The Force adept has become a prestige class, but we reinvented the process of creating a non-Jedi Force user. It now involves a new set of mechanics that finally lets players create Force users of their own traditions without being locked into class features that didn't necessarily fit the character's back story.

At the same time, we worked to infuse the remaining classes with excitement and a lot of abilities. If you want to play a "fringer," you're likely to use the scout or scoundrel class, and a "tech specialist" will use the scoundrel class as well. The merging of these classes allows you to create heroic characters that might fit a certain theme while still being able to do exciting things. *Star Wars* is all about excitement, intrigue, and depth, and your character's abilities should convey that.

Talent Trees

When it came time to redesign the classes, we took a hard look at what works for the d20 system and what could be improved. We asked questions such as, "Why do all Force adepts learn to use the Force to understand other languages?" and "Why do all nobles get resource access, regardless of their history?" Sure, certain iconic archetypes stand out in the *Star Wars* universe, but do all iconic roles demand the same class features?

Saga Edition features a system of talents and feats similar to that which was used in the d20 Modern game system. At odd-numbered levels, you select a talent, which lets you do something unique in much the same way that class features did under the old rules. These talents are broken down into subgroups called trees that arrange the talents by function or theme. Some talents can't be selected unless you've already taken another talent from the same tree (much like a feat prerequisite), and thus you build a set of class features that play off of one another.

The changes to the system allow you to build a character to your liking, selecting very specific features rather than being saddled with the same features as every other member of your class. Moreover, the flexible new rules let you choose the order in which you gain abilities, so you can prioritize which talents are most important to you and which ones you'll pick up at a later level. So if you envision your Rodian smuggler as a "run and gun" type, you can build his class features to suit those needs. By the same token, if you want him to be a fast-talking swindler and con artist, he's just as easy to create. If each class represents a classic *Star Wars* archetype, your selection of talents lets you tailor that archetype to your personality and game play style.

You can even create two members of the same class that share almost no talents, and with the addition of prestige classes, you might have absolutely no overlap with other similar characters. This not only allows multiple heroes of the same class to fulfill unique roles, but with larger groups, it ensures that each PC contributes something unique to the game.

In addition, talent trees expand the amount of information we can include in future *Saga Edition* releases. Rather than worrying about alternative or replacement class features, upcoming products will include new talent trees for existing classes, as well as new talents for existing trees.

Talent trees will also keep prestige classes from becoming overly specialized. No longer will the naval officer and the officer need to be two different prestige classes, and the Jedi Knight prestige class can encompass Jedi healers, Jedi investigators, Jedi battlemasters, and so on. The individual requirements for specialization will be carried in the talents themselves, not in totally separate classes.



More Character Options

In addition to providing heroes with access to talent trees, we tried to make individual characters more capable overall. *Saga Edition* uses a hit point system to track damage, with a "condition track" that slides up and down over the course of the battle, imposing and removing penalties. See [Jedi Counseling 101](#) for more on the condition track.

Also, heroes get triple their Hit Die at first level, so they're better able to survive a few blaster shots without going down for the count. We wanted a group of 1st-level heroes to be able to fight stormtroopers in the first game session, if the GM so wished. *Star Wars* characters fight bad guys, and lots of them, and the *Saga Edition* rules let the heroes jump right into light combat. Stormtroopers are still pretty threatening at 1st level, but now heroes have enough resources and abilities that deciding whether to fight or flee is actually a tough decision.

The Force Is With You

We've revamped Jedi and other Force-users to make them more flexible. The single Jedi class contains talent trees for the Jedi consular, the Jedi guardian, and the Jedi sentinel, as well as a talent tree for lightsaber combat. In the *Star Wars* movies, we see that Yoda is part Jedi consular and part Jedi guardian, and now players can create characters that are similar hybrids. Similarly, you can create a Jedi who behaves more like Yoda from the classic trilogy -- focusing more on the Force than the lightsaber -- and you can do it with a great diversity of character options.

Moreover, in *Saga Edition*, you can build a Force adept character using a combination of Force abilities and the talents, feats, and skills of other classes. For example, let's say you want to create an urban Force-user who grew up on the streets of Chandrila and who focuses more on city survival than on "primitive" Force traditions. You could start with a scoundrel as your heroic class and add talents and feats that let her wield the Force while dodging speeders and firing blasters. The new edition of the rules greatly expands the possibilities for Force-users, allowing for a wider array of character options.



Sample Talent Tree: Jedi Sentinel

As an example of what a talent tree might look like, let's walk through the tree for the Jedi sentinel. The Jedi that follow this path are the true enemies of the dark side, hunting down evil wherever they go. Masters of subtlety, Jedi sentinels manage to withstand the lure of the dark side, even when confronted almost constantly with its power.

Clear Mind: You may reroll any opposed Use the Force check made to avoid being detected by other Force-users. You must take the result of the reroll, even if it is worse.

Dark Side Sense: Jedi sentinels are exceptionally talented at rooting out evil. You may reroll any Use the Force check made to sense the presence and relative location of creatures with a Dark Side Score of 1 or higher. You must take the result of the reroll, even if it is worse.

Dark Side Scourge: Against creatures with a Dark Side Score of 1 or higher, you deal extra damage on melee attacks. The number of points of extra damage is equal to your Charisma bonus (minimum +1).

Prerequisite: Dark Side Sense.

Force Haze: You can spend a Force Point as a standard action to create a "haze" that hides you and your allies from the perceptions of others. You can hide a number of creatures in line of sight equal to your class level. Make a Use the Force check and compare the result to the Will Defense of any opponent that moves into line of sight of any creature hidden by your Force haze. If your check result beats the opponent's Will Defense, all hidden creatures are treated as if they had total concealment against that opponent. The Force haze lasts up to 1 minute but is dismissed instantly if anyone hidden by the Force haze makes an attack.

Prerequisite: Clear Mind.

Resist the Dark Side: You gain a Force bonus of +5 to all Defense scores against Force powers that have the "dark side" descriptor. You gain the same bonus against Force powers that originate from any dark Force-user (that is, any Force-user whose Dark Side Score equals his Wisdom score).

Prerequisite: Dark Side Sense.

Sample Stat Block

Here's a preview of a statistics block that was constructed using the *Saga Edition* rules.

Chalkazza, Wookiee Bounty Hunter CL 1

Medium Wookiee scout 1

Force 5; **Dark Side** 0

Init +0; **Senses** Perception +6

Languages Basic (cannot speak), Shryiiwook

Defenses Ref 13 (flat-footed 13), Fort 14, Will 12

hp 26; **Threshold** 14

Speed 6 squares

Melee vibroblade +3 (2d6+3)

Ranged bowcaster +0 (3d10)

Base Atk +0; **Grp** +3

Abilities Str 16, Dex 10, Con 15, Int 8, Wis 13, Cha 8

SQ extraordinary recuperation, Wookiee rage

Talents Acute Senses

Feats Shake It Off, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +3 (may take 10 even when distracted), Endurance +7, Perception +6, Persuasion -1 (may reroll checks to intimidate), Pilot +5, Stealth +5

Possessions bowcaster, vibroblade, binders (2), comlink, macrobinoculars



Improvements All Around

High-level play is much more streamlined and efficient in *Saga Edition*, and combat runs just as smoothly at 20th level as it does at 1st level. Furthermore, the new character creation rules let you build a high-level NPC in 5 to 10 minutes instead of an hour. Because generating enemies and allies on the fly is fast and simple, it's easier for Gamemasters to improvise when players diverge from the planned session.

All in all, the changes to classes, skills, and other systems make the process of generating characters quick and flexible.

In future previews of *Saga Edition*, we'll take a closer look at individual aspects of character creation, such as the skills system and building Force adepts. We'll also examine other aspects of the new rules, such as the revamped combat system, the way droids are handled, and the unified vehicle/starship combat system. Stay tuned to this web site!

"I KNOW A FEW MANEUVERS..."

By Rodney Thompson

One of the most significant changes to the rules in the *Star Wars Roleplaying Game: Saga Edition* is a revamp of the skill system, which was overhauled to make it better fit the style of what a *Star Wars* game should be. The changes to the skill system are part of the overall game design philosophy that went into the creation of the new edition.

Conceptually, the new skill system is similar to that of the d20 System. You still roll a d20, add your skill bonus, and try to overcome a DC based on the challenge presented. The method of arriving at that skill bonus, however, has changed. One goal of *Saga Edition* is to make the game faster and easier to run, and the revamped skill system does just that. Gamemasters will enjoy the benefits of the new skill system as well, since it speeds up the creation of NPC statistics.

Consolidation

One of the first changes made to the skill system was the consolidation of skills. We took a hard look at the skills in the game and refined the list to make it sleeker and more concise. First, we grouped skills by concept and relevant ability modifier, and then we decided which skills to combine. Along the way, we removed some skills that were rarely used in most games. For example, we removed Craft, because traditionally the Repair skill was used to build droids, starships, and so on.

The new, slimmer skill list deals more in concepts and themes than in specifics. However, we didn't want to consolidate too much -- making the skills too generic might have made their purpose less clear, too. Thus, some skills were left unconsolidated because their function was distinct from that of other skills.

For example, we realized that the distinction between the Search and Spot skills was only a matter of intent. Does a character notice something because she's trying to notice it, or does she notice it incidentally? Either way, what matters is the end result. Skills should be differentiated when they differ in utility. But since Search and Spot differed only in intent, they were easy to consolidate.

Once we decided to combine those two skills, we naturally examined the Listen skill next. The game had separate skills for seeing and hearing, but what about the other senses -- smelling, feeling, and tasting? It didn't make sense to represent only some of the senses but not others. So we folded Listen in with the combined Search/Spot to form the core of the new Perception skill, which is used by the GM to determine whether characters notice something by any of their sensory methods.

Lastly, we took a look at Sense Motive. The skill allowed a character to perceive changes in tone (listening), body language (sight), and mannerisms (both) to determine someone's true motives. That sounded a lot like what we were already doing with the Perception skill, and so we folded Sense Motive into the new skill as well.

As you can see from the example above, consolidation allows individual skills to be more consistent with their utility. In *Saga Edition*, a GM need only think in broad terms to determine which skill checks to use in the course of an adventure.

- Will the heroes notice the smell of blaster burns when they walk into a room? Perception!
- Will the heroes convince a diplomat to see their side of things? Persuasion!
- Will the heroes trick the local police into letting them go free? Deception!



Another benefit of consolidation is that it allows heroes to be good at more than just a few specialized skills. In the old system, classes that didn't have a lot of skill points often found themselves unable to contribute to certain situations. Now, all characters are more likely to be able to participate in any given scene because they no longer have to spread their skills so thin. Additionally, skill resources are no longer split among similar skills such as Spot and Listen, so a hero can pick up a greater variety of skills rather than focusing on one conceptual track.

Trained/Untrained

Though it may be considered a radical change, *Saga Edition* eliminates the concept of skill ranks. Instead of investing resources and micromanaging skills, a character is either trained or untrained in a skill, period. Our research into how players created their characters showed that they typically maxed out their ranks in a couple of skills and put only a few points into other skills. That led to disparities between their favored skills and their "leftover" skills. Moreover, players who created "jack of all trades" characters typically chose classes that received a lot of skill points and spread them evenly over many skills.

Skill points were one of the most complicated parts of character creation. Not only was it prone to error, but it also meant that creating high-level NPCs could take up to an hour. Eliminating skill points allowed us to streamline character creation and keep skill bonuses consistent with what most players were accustomed to.

So, what does it mean to be trained? When you're trained in a skill, you can perform any of the "Trained Only" uses found in many skills. While some entire skills were "trained only" in the previous version of the game, now only certain uses of the skills require training. Moreover, being trained in a skill provides you with a flat bonus that, when combined with a bonus based on your class level and your ability score modifier, determines your final skill modifier. Essentially, being trained in a skill means that you can do things that other characters of the same level might not be able to do, bumping you up to the next tier of skill DCs.

The formula for determining a character's skill bonus is as follows:

$1/2 \text{ character level} + \text{relevant ability modifier} + 5 \text{ (if trained)} + 5 \text{ (if Skill Focus)}$

One advantage of this system is that characters who aren't trained in a skill can still use it in some cases. Since part of your skill bonus is based on your level and ability modifier, as you advance in levels, you essentially gain "free" bonuses to skills you aren't trained in. Thus, you become able to do simple things that previously were available only to those trained in the skill.

For example, a 1st-level character trained in the Use Computer skill can slice computers, open doors, and reprogram droids right out of the gate. But imagine that later in the campaign, when the hero is at 10th level, he becomes disabled during a battle just as his fellow heroes need to hot-wire a door. Another character who is not trained in Use Computer can try to open the door. Her success depends on how well she rolls, but at least the group isn't completely stymied. Essentially, lower-level challenges can be attempted by any higher-level hero, even if the character is untrained in the needed skill.



At this point, you might be wondering why these changes were made. The simple answer is this: Anyone can do anything in *Star Wars* if the scene calls for it. For example, over the course of the saga, we see Obi-Wan Kenobi fly ships, deceive people, perform amazing acrobatics, use diplomacy, ride animals, command troops, get information from his contacts on the street, and more. Similarly, Han Solo can fast talk, run, shoot, fly the *Millennium Falcon* in circles around Star Destroyers, hot-wire doors, lead troops, formulate plans, ride a tauntaun, and use other skills seemingly at will. The new skill system simulates this extremely well. Obi-Wan and Han might not be trained in all the relevant skills, but their untrained bonus allows them to attempt those actions with some chance of success.

In game terms, that chance is important for capturing the *Star Wars* feel. In the past, some players have been unwilling or unable to participate in certain scenes because they didn't have ranks in the relevant skill. For example, let's say the Gamemaster wants to have a chase sequence where the heroes pursue an enemy while riding tauntauns through an icy canyon on Hoth. Very few people put ranks in the Ride skill -- it just doesn't come up that often. As a result, some of the players might be tempted to say, "Well, I don't have ranks in Ride, so I can't participate in this scene." Thus, the exciting, fast-paced chase sequence the Gamemaster hoped for is reduced to one or two players participating while the others sit and watch.

The new skill system encourages players to try things as the encounter demands. Sure, you might not be as good at riding a tauntaun as your friend, but at least you can hop on and join the fun rather than waiting back at Echo Base.

What Kind of Bonus Was That Again?

To further streamline the process of determining skill bonuses, *Saga Edition* cuts down on elements that provide static bonuses to skills. We kept the Skill Focus feat, which provides a flat bonus to your skill modifier, and you still get bonuses from training, class levels, and ability scores. But there are no other ways to modify your skill bonus. The feats that provided a +2 bonus to two skills are gone, as are species traits or class features that provided a bonus to skills. Synergy bonuses have been eliminated as well. In the old version of the rules, all of these factors contributed to a skill system that was needlessly complex and vastly prone to errors and abuse.

In *Saga Edition*, min-maxing your character is less a matter of pumping bonuses into skills and more a matter of finding abilities that work well with your skills. This also means that Gamemasters can create NPCs more easily, without keeping track of dozens of small bonuses; more on this point later.

Specialization Through Other Means

Some of you might be thinking, "Without all the little bonuses to skills, how can a character be the best at something? How do you represent someone being better at the skill, or more specialized in a group of skills?"

The answer lies in the way other abilities synergize with skills in *Saga Edition*. If you want to build a hero who is the best of the best in a particular skill, first become trained in the skill, and then take the Skill Focus feat. That bumps your skill bonus up quite a bit, and if

your relevant ability score modifier is high, you should be a cut above the rest (at least, compared to others of your level). However, in place of all the small +1 and +2 bonuses to skills, you'll select talents and other special abilities that make you even better.

For example, Wookiees have a natural ability to reroll Persuasion checks to intimidate. The creatures are naturally fearsome, so rather than providing them with a skill bonus, we gave them a greater chance to succeed on their skill check roll. Likewise, the scout class has a talent that allows scouts to reroll their Initiative check (yes, Initiative is now a skill) and take the result of the second roll. Other abilities might allow you to take 10 under pressure, or use one skill's modifier in the check for another skill.

Specializing in a skill is now a matter of choosing talents and feats that allow you to do new things with your skills rather than just increasing their modifiers. Not only does this lead to more exciting and dynamic game play, but it's also a lot more fun than just adding up numbers on a character sheet.



20th-Level Characters in 1/20th the Time

By consolidating skills and eliminating skill points, we've made it much easier to create high-level characters in *Saga Edition*. Just choose which skills are trained and select feats and abilities to augment them. Gamemasters no longer need to stat out an entire NPC just to get a skill modifier. Instead, they simply look at his level, the relevant ability modifier, and whether he's trained in the skill -- a process that can take mere moments. On-the-fly creation of NPC statistics is much faster under the new skill system, which facilitates high-level play.

Overall, the new skill system not only leads to quick character generation but also helps the game capture the exciting cinematic feel of the *Star Wars* movies without getting bogged down in bonuses and skill ranks.

USE THE FORCE, LUKE!

By Rodney Thompson

One of the most important aspects of the *Star Wars* setting is the omnipresence of the Force. Without the Force, *Star Wars* would be little more than another example of space opera. The Force distinguishes the setting and is a key part of the *Star Wars Roleplaying Game*. For *Saga Edition*, the Force revamp represented one of the most daunting challenges of the entire design process. Getting it right certainly took a lot of work, a lot of tweaking, and a lot of time during the design process.

In *Saga Edition*, the Force has been distilled into a more straightforward mechanic, relying on a single skill and the activation of powers and special abilities rather than on multiple skills and feats. The old system overtaxed the resources of Force-users too often. Rather than consuming permanent resources, such as skill points and feat slots, *Saga Edition* uses the mechanics of the individual powers with limited uses to balance out Force use. The Force has become a system unto itself, rather than a part of other subsystems.

New Skill: Use the Force

Under the old system, it was difficult for a Force-user to be skilled at anything other than the Force. One of the first changes made for *Saga Edition* was the creation of a new skill called Use the Force. This skill allows a character to do basic things with the Force without consuming many resources. These actions won't have a huge impact on any given encounter, but they still allow the use of the Force with a simple skill check. A character must have the Force Sensitivity feat to use the Use the Force skill untrained, and only someone trained in Use the Force can activate Force powers (explained below).

Below is the text from *Saga Edition* that explains the Use the Force skill.

USE THE FORCE (CHA)

Requires the Force Sensitivity feat

You draw upon the Force to help you recover from injuries, gain special insights, or perform other remarkable acts. You must have the Force Sensitivity feat to be trained in this skill.

Activate Force Power (Trained Only): You make a Use the Force check to use a Force power. This use of the skill requires no action.

Force Trance (Trained Only): As a full-round action, you can enter a Force trance with a DC 10 Use the Force check. In this state, you remain fully aware of your surroundings. Each hour you remain in the trance, you regain a number of hit points equal to your character level. You can emerge from the trance as a swift action. If you remain in a Force trance for 4 consecutive hours, you emerge from the trance fully rested (as though you'd rested for 8 hours). While you're in a Force trance, you can go ten times as long as normal without food or water (see the Endurance skill).

Move Light Object (Trained Only): As a move action, you can use the Force to telekinetically lift and move a relatively light object within your line of sight. A successful DC 10 Use the Force check allows you to move an object weighing up to 5 kg a distance of 6 squares in any direction. As a standard action, you can use the object as a projectile weapon, but the DC increases to 15. If your Use the Force check beats the target's Reflex Defense, the object hits and deals 1d6 points of bludgeoning damage.

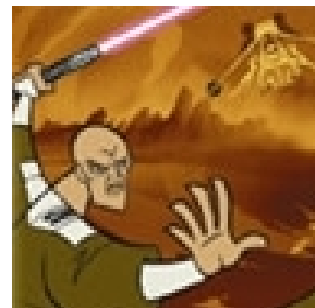
Search Your Feelings: As a full-round action, you can make a DC 15 Use the Force check to determine whether a particular action will yield favorable or unfavorable results to you in the immediate future (10 minutes or less). For example, you can make the check to determine whether destroying a dark side artifact will have immediate unforeseen repercussions. The answer does not take into account the long-term consequences of a contemplated action. Using the above example, a successful check would not portend a future encounter with vengeful darksiders angered by the destruction of the dark side artifact. (The GM must assess the immediate consequences of the action, based on what he knows about the circumstances.)

Sense Force (Trained Only): You automatically sense disturbances in the Force. A location that is strong in the dark side of the Force can be sensed out to a range of 1 kilometer. A relative, companion, or close friend in mortal danger or great pain can be sensed out to a range of 10,000 light years. A great disturbance, such as the destruction of an entire populated planet or the distress of a whole order of allies, can be sensed anywhere in the same galaxy. As a full-round action, you can make a DC 15 Use the Force check to determine the distance and general direction to the location of the disturbance.

As a full-round action, you can use this ability to actively sense other Force-users out to a range of 100 kilometers. If you succeed on a DC 15 Use the Force check, you know how many Force-users are within range, their approximate distance and direction from you, and whether you've met them before or not. Another Force-user within range can try to conceal her presence from you by making an opposed Use the Force check. If she equals or exceeds your Use the Force check, you don't sense her presence at all.

Sense Surroundings: As a swift action, you can make a DC 15 Use the Force check to ignore the effects of cover and concealment when making Perception checks to detect or observe targets. Increase the DC by 5 if this ability is used against targets with total cover.

Telepathy: As a standard action, you can establish a telepathic link with a distant creature. Through the link, you can exchange emotions or a single thought, such as "Go!", "Help!", or "Danger!" The target must have an Intelligence of 2 or higher, and the distance between you and the target determines the DC (see below). Against an unwilling target, you must make a Use the Force check against the target's Will Defense; if the check fails, you cannot establish a telepathic link or attempt to telepathically contact the target for 24 hours unless the target becomes a willing one.



Telepathy Distance	DC
Same planet	15
Same system	20
Same region/quadrant of the galaxy	25
Different region/quadrant of the galaxy	30

Special: You can't make Use the Force checks unless you have the Force Sensitivity feat. Use the Force is a class skill for any character with the Force Sensitivity feat.

You can take 10 on a Use the Force check, but you can't take 20.

Unlimited Power(s)!

Now that you've seen the Use the Force skill, you should have a good idea of how it works at its most basic level. None of its uses can radically alter the flow of combat. To do that, a character must be trained in the skill and have access to Force powers. Force-users gain access to a feat called Force Training that gives them a pool of powers to draw upon. Each power represents a single use of the Force that helps make up a character's "suite."

When a character uses a Force power, he removes it from his suite of powers, makes a Use the Force check, and follows the explanation of the effect. That power is now considered spent and can't be used again. Force-users regain their Force powers by resting for one minute outside of combat, activating special talents, spending Force points, and a variety of other means. Additionally, if you roll a natural 20 on your Use the Force check to activate a Force power, you regain all of your spent powers -- the Force is with you!



The new system allows Force-users to do incredible things without completely overshadowing the other heroes. Force powers take up your actions and have a finite amount of uses; to regain them, you must spend time, resources, or effort. Thus, well-trained Force-users will be able to use the Force well and often, pausing occasionally to regain their powers.

The system works very well for Jedi in particular, who now face a tactical choice between using their Force powers and wading into combat with a lightsaber. For example, a Jedi must decide whether to:

- open combat with his Force powers, then enter battle to continue the fight;
- hold his powers in reserve, engaging the enemy with a lightsaber and activating his Force powers only when needed;
- disengage from combat to recover a spent power; or
- charge back in with Force powers at the ready.

The combination of Force powers and lightsaber combat in *Saga Edition* is not only more engaging for players, but it also encourages more diversity in combat and simulates what is seen in the movies.

The sample Force power *rebuke*, below, illustrates how the new Force system works.

REBUKE

You harmlessly absorb or deflect one Force power used against you, perhaps even turning it against its creator. **Time:** Reaction. **Target:** One Force power directed at you.

Make a Use the Force check. If your result equals or exceeds the check result of the power directed at you, you harmlessly redirect it and suffer no ill effects. If your result exceeds the check result of the power directed at you by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect.

Special: If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a Force Point as a reaction to suffer no ill effects from a Force power that has been rebuked twice -- once by you and once by the power's originator.



Rebuke is one of the new powers added to *Saga Edition* that helps the game more closely model events seen in Episodes II and III. The power covers the duel between Yoda and Dooku at the end of *Attack of the Clones*. It also helps to illustrate how Anakin and Obi-Wan were able to lock themselves into a Force duel in *Revenge of the Sith*, sending them hurling to either side of the control room on Mustafar.

Force Talents

Force-users also have access to a selection of special talents that enhance their Force-using ability. Any character who takes the Force Sensitivity feat gains access to several Force talent trees (Alter, Control, Dark Side, and Sense), which add special abilities to her powers or grant her special actions regarding the Force. Some Force talents require the character to expend a Force point to activate them, while other talents alter the way a character uses the Force in a typical situation.

Any character with the Force Sensitivity feat can always select a Force talent whenever she would gain a new talent from a standard class or a prestige class. Thus, Force-sensitive characters can mix and match talents from their classes with Force talents, giving them greater diversity in how they're built. Jedi, who gain Force Sensitivity as a bonus feat, can also select from these talent trees. However, the class-specific talents for Jedi help cater toward her unique talents and make choosing a generic Force talent a tough decision.

Alternate Force Traditions

All of the elements described above come together to create our new system for creating non-Jedi Force-users. In the old system, it was the domain of the Force adept class. In *Saga Edition*, creating a Force-user from an alternate tradition is a simple matter of taking the Force Sensitivity feat and choosing Force powers and talents that suit the tradition. For example, a player who wants to create an urban Force-user might select the scoundrel class, choose a few scoundrel talents, dip into the Alter talent tree for a few more talents, take the Force Training feat a few times to learn Force powers, and mix and match the use of the Force with the features of the scoundrel class.

Moreover, some specific Force traditions have their own unique talent trees that represent abilities inherent to that particular tradition. They're considered Force talent trees, but only characters who belong to that tradition can choose from that tree. The *Saga Edition* core book presents two alternate Force traditions: the Jensaarai and the Witches of Dathomir. Each tradition has its own talent tree, which provides Force-users with unique abilities that complement their other talents and feats.

Let's close this *Saga Edition* preview with a sample statistics block for a Jensaarai Defender, which makes use of the new system.

Jensaarai Defender **CL 9**

Medium human Jedi 5/soldier 3

Force 5; Dark Side 1

Init +11; Senses Perception +5

Languages Basic

Defenses Ref 25 (flat-footed 23), Fort 22, Will 20

hp 85; Threshold 22

Speed 4 squares

Melee lightsaber +13 (2d8+6) or

lightsaber +13 (3d8+6) with Mighty Swing

Base Atk +8; Grp +11

Atk Options Mighty Swing

Force Powers Known (Use the Force +15): *battle strike* (2), *Force slam*, *surge*

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 12

Talents Armored Defense, Attune Armor, Block, Deflect, Improved Armored Defense

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (x2), Mighty Swing, Skill Focus (Use the Force), Weapon Focus (lightsaber), Weapon Proficiency (simple, lightsabers)

Skills Initiative +11, Use the Force +15

Possessions ceremonial armor (+7 armor), lightsaber, comlink, 100 credits

PREPARE FOR GROUND ASSAULT

By Rodney Thompson

Combat in the *Star Wars Roleplaying Game* is fast and furious, with heroes moving all over the battlefield and performing incredible stunts and feats of heroics. *Star Wars* also puts a great deal of emphasis on ranged combat, as blasters are the most common weapon in the galaxy, while still allowing Jedi to move into melee combat range, swinging a lightsaber at hapless foes. Moreover, mobility is highly valued in *Star Wars* combat, and creating a combat system that allowed for all of these dynamics at once presents something of a challenge.



The *Saga Edition* combat rules build on the groundwork laid down by previous iterations of the d20 System. For *Saga Edition*, we wanted to streamline the combat system so that it was faster on a round-by-round basis, yet still allowed Jedi to engage in lengthy duels like those in the movies. The solution was to create combat rules that sped up an individual character's round while still keeping combat going over longer periods. Simultaneously, the system lets heroes mow through stormtroopers and battle droids, encouraging combat encounters that see "cannon-fodder" enemies dropping quickly and enemies with heroic class levels lasting longer. Additionally, we wanted to ensure that high-level combat moved as quickly as low-level combat.

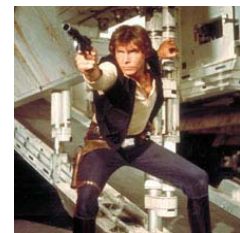
Enter the Swift Action

One of the biggest additions to the rules was the swift action. Introduced in the *Dungeons & Dragons* game, the swift action is a middle ground between the free action and the move action. It gives the system a bit more versatility in how it assigns actions without opening the door to a nearly infinite number of actions (like the free action does). The swift action represents something that takes almost no time or effort, such as activating an item, switching between weapon modes, dropping an item, or falling prone.

One difference between the swift action and other actions is that you can take more than one swift action in a round if you sacrifice a move or a standard action. Just as you can sacrifice a standard action to take an additional move action, you can also sacrifice a standard or move action to take an additional swift action. As a result, a character can theoretically take up to three swift actions in a single round.

Additionally, some actions can't be completed unless you spend multiple swift actions. For example, aiming requires you to use two swift actions, which are spent before making the attack that you enhance with the aim action.

Further, some actions allow you to spend multiple swift actions on successive rounds. For example, to activate the recover action, which moves you one step up the condition track, you must spend three swift actions. You can activate them all in the same round or spread them out over the course of multiple rounds. The recover action doesn't take effect until the last swift action is spent, but this system keeps you from being completely immobile and inactive for a round.



Attacks and Damage

When it comes to the core of combat, not much has changed in *Saga Edition*. You still make an attack roll, which consists of your base attack bonus, your Strength or Dexterity bonus, and any other bonuses or penalties that apply. You now compare your attack roll result against the Reflex Defense of the target (which replaces the traditional Defense score) and, if successful, you deal your weapon's damage to the target. Little has changed fundamentally about how attacks are resolved.

In an effort to speed up the combat round, we made some changes that affect how any given round goes. First, characters no longer gain multiple attacks as they go up in levels, meaning that a character gets only one attack in a combat round, even at 20th level. There are a few exceptions to this restriction, such as fighting with two weapons, but they have their own balancing mechanisms.

Replacing iterative attacks are feats such as Rapid Shot (which lets a character take a -2 penalty to her ranged attack roll to gain +1 die of damage on her attack) and Mighty Swing (which lets her spend two swift actions to gain +1 die of damage on a melee attack). Since characters get more feats in the *Saga Edition* rules, many characters will pick up Rapid Shot or Mighty Swing as bonus feats. So, the changes speed up combat by eliminating the resolution of multiple attacks, while still retaining the same effect.

Moreover, all heroic characters gain a bonus on their damage rolls equal to one-half their heroic level. This represents their general increase in proficiency and helps to ensure that higher-level heroes can consistently kill lower-level nonheroic enemies (such as light stormtroopers) in one shot. Additionally, this means a high-level enemy can challenge a lower-level party of heroes, emphasizing the difference in levels without adding two (or more) rolls per round of combat.

Defend Yourself!

In *Saga Edition*, saving throws have been replaced by three static defense scores.

Reflex Defense represents your ability to avoid attacks, including area attacks and hazards that traditionally require Reflex saves.

Fortitude Defense represents your general hardiness and ability to resist poison, disease, and environmental hazards. It's also integral to calculating your damage threshold, which equals your Fortitude Defense plus any bonuses provided by armor or the Improved Damage Threshold feat.

Will Defense represents your willpower and mental toughness, and is used to resist mind-affecting effects.

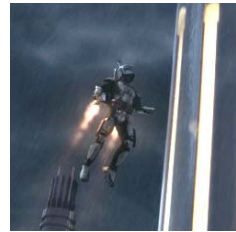
When another character or hazard attempts to affect you negatively in some way, it must make an attack roll or skill check against your relevant defense score. This puts much of the power in the attacker's hands and makes combat more proactive. An enemy can't steal the heroes' thunder by making a really great Reflex save. Instead, it's up to the attacking heroes to overcome their foe's defense score.

A character's defense scores are equal to 10 + her heroic level + the relevant ability modifier. Additionally, each class provides a small bonus to defense scores. For example, the soldier class provides a +1 class bonus to Reflex Defense and a +2 class bonus to Fortitude Defense. A character wearing armor replaces her level bonus to Reflex Defense with the armor's bonus to Reflex Defense, and some suits of armor also provide an equipment bonus to Fortitude Defense. However, a character's level bonus to defenses will quickly outstrip her armor bonus to Reflex Defense, which means that at higher levels, armor is not quite as integral.

Of course, some characters, such as Jango and Boba Fett, might want to wear armor throughout their career. To do so effectively, they'll need to spend character resources. The soldier has an Armor Specialist talent tree that allows him to wear armor, gaining benefits while sacrificing talent slots. For example, here are a pair of talents from this talent tree:

Armored Defense: When calculating your Reflex Defense, you may add either your heroic level or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.

Improved Armored Defense: When calculating your Reflex Defense, you may add your heroic level plus one-half your armor bonus (rounded down) or your armor bonus, whichever is higher. You must be proficient with the armor you are wearing to gain this benefit.
Prerequisite: Armored Defense.



The Condition Track

As previewed in [Jedi Counseling 101](#), when a creature, droid, object, or vehicle takes damage that exceeds its damage threshold, it moves one step down the condition track. The switch from vitality/wound points to hit points allowed us to evaluate how damage affects a character as a whole, and dovetailed nicely with attempts to consolidate the various conditions (such as shaken, stunned, and so on) into a more usable form.

The end result is that being pushed down the condition track reduces your combat effectiveness when you take a significant hit. Though the first two steps on the condition track are relatively minor, the third step (-5 to all defenses, attack rolls, and skill checks) requires a hero to step back and recover a bit before rejoining the battle.

In addition, some characters have the ability to push someone up and down the condition track with other actions. For example, a Jedi who takes the right talents from the Jedi Consular talent tree can put the power of the Force behind his words and bump a character one step down the condition track by making a Persuasion check that exceeds the target's Will Defense. By the same token, a noble talent allows the hero to bolster another ally, moving the target one step up the condition track by inspiring her to keep fighting.

Various effects can move a character up and down the condition track, and some even remove all negative conditions. Thus, a character's position on the track can change over the course of a round. Fortunately, he can move back up by taking the recover action. That moves him one step up the track, allowing him to get back in the fight on the next round. Similarly, a Jedi who takes the right talent from the Jedi Guardian talent tree can spend a Force point to move *two* steps up the condition track as a swift action.

In some cases, such as with exposure to poison, radiation, or debilitating damage, a character's position on the condition track becomes persistent. This means that he can't take the recover action until he fulfills certain requirements. For example, a character who is knocked unconscious from damage might need 8 hours of bed rest or even surgery before he can move back up the condition track and start to heal naturally.

Healing, Unconsciousness, and Death

Any character who takes damage heals naturally with 8 hours of rest, regaining a number of hit points equal to her character level. Additionally, as a swift action once per day, she can gain a "second wind," which allows her to regain a number of hit points equal to 1/4 of her total hit points or equal to her Constitution score -- whichever is greater. This rule allows characters to keep going between fights, even if they can't be healed anymore.

The Treat Injury skill can still be used to heal wounded characters. A character can receive first aid in this manner once per day; the number of hit points healed depends on the results of the skill check. If the heroes have an hour to spare, one character can perform surgery on another, healing even more hit points. Surgery can be performed on a character more than once per day.

A character who is pushed to the bottom of the condition track or reduced to 0 hit points falls unconscious. If an attack that reduces her to 0 hit points also exceeds her damage threshold, she dies. But even if she survives, being unconscious can be dangerous.

An unconscious character can take no actions for 1 minute and then must make a DC 10 Constitution check. If the check succeeds, she moves one step up the condition track and regains a small number of hit points, allowing her to rejoin the fight. However, if the check fails, her wounds are too grievous to allow her to keep acting, and her condition becomes persistent. Until she rests for 8 hours or has surgery, the character can't gain hit points from natural healing or use the recover action to move up the condition track. Furthermore, she must keep making Constitution checks for each hour she is unconscious, and grievous failure results in death.

These new *Saga Edition* rules increase the value of long-term care, immersion in a bacta tank, and characters who can perform surgery. By the same token, the system allows heroes to get back up and fight if their wounds aren't too serious, and characters with the Treat Injury skill can get their friends back in the action, even if their condition is persistent.



More to Come

Next time, we'll continue to look at the combat system, particularly at special combat actions, stun and ion damage rules, and even an example of combat. Stay tuned!

ADVANCED COMBAT TRAINING

By Rodney Thompson

The changes to the combat system in the *Star Wars Roleplaying Game Saga Edition* rulebook are extensive. [Last week's preview](#) revealed some of the most basic changes, including the elimination of iterative attacks and the method for calculating defenses. This preview covers further changes to the combat system intended to make combat faster and more intuitive.



Aiding Another

The basics of the Aid Another action remain the same in the new version of the rules. Characters still make checks against a DC of 10 to provide a +2 bonus on another character's action. However, two changes to the Aid Another rules encourage cooperation in combat.

Characters can now use Aid Another to grant a +2 bonus to an ally's attack roll against a target as long as they both have line of sight to the target. The target no longer needs to be engaged in melee combat with the ally.

Instead of using Aid Another to grant a bonus to an individual ally's Defense scores, you can use it to lay down suppressing fire against an opponent. As a result, the target takes a -2 penalty on attack rolls for 1 round.

These changes make the Aid Another action easier to use in combat, and they provide more legitimate options for characters that have difficulty damaging a target.

Aiming

Saga Edition includes the ability to aim. When aiming with a ranged weapon, you can take two consecutive swift actions in a round to line up the shot carefully. On your next attack, you ignore all cover bonuses to your target's Reflex Defense, provided that you don't lose line of sight to your target or take any other actions before making your attack. Furthermore, you can enhance your attacks with the Careful Shot feat and the Deadeye feat, which provide benefits such as increased attack bonuses and extra damage.

Critical Hits

To speed up game play further, we simplified the way that critical hits work. In *Saga Edition*, a natural 20 is an automatic critical hit that deals double damage. All weapons default to this method of scoring a critical hit, though some talents and feats can augment critical hits in different ways. This change streamlines combat and encourages players to enjoy the rush of a natural 20. Rather than being deflated by a poor roll to confirm a critical hit, players can enjoy their natural 20 as an automatic success -- and a big one at that.

Of course, the change also means that low-level enemies, such as stormtroopers and battle droids, can hit a character pretty hard, making a critical hit a true critical hit regardless of the attacker's level.

Order the Retreat and Keep Moving!

Under the old rules, if a character in melee combat wanted to move away from an opponent, he had to spend his entire action disengaging and moving to safety. In *Saga Edition*, the disengage action has been replaced by the withdraw action, which uses slightly different mechanics.

Withdrawing is a move action that lets you move up to half your movement speed. Your first square of movement no longer provokes an attack of opportunity. However, you can withdraw only if you are moving into a square that is not threatened; otherwise, you must take a normal move action.

This change reflects the mobile and fluid nature of *Star Wars* combat. Characters should no longer feel as if they must choose between withdrawing and attacking, because now they can do both.

In addition, we changed some feats slightly to make mobile combat more appealing. For example, consider the Running Attack feat:



Running Attack

You can move as you attack.

Prerequisite: Dexterity 13.

Benefit: When making an attack with a melee or ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Multiple feats (Shot on the Run and Spring Attack) have been condensed into a single feat that has fewer prerequisites. This change encourages a style of combat often seen in the *Star Wars* films, in which mobile heroes dash in, attack, and keep moving.

Likewise, a character can now dash between two large objects that can be used for cover, fire her weapon between them, and retain her cover bonus to Reflex Defense. This should encourage heroes to be more mobile and take greater advantage of cover than ever before.

All-New Autofire

In previous editions of the *Star Wars Roleplaying Game*, the autofire rules slowed down combat because they involved making extra rolls and referencing a massive table. In *Saga Edition*, we simplified the autofire rules, making them more like those seen in other **d20 System** games.

A character with an autofire-capable weapon can switch to autofire mode by taking a swift action. Then she targets a 2-square-by-2-square area within the weapon's range and makes an attack roll with that weapon at a -5 penalty. Compare the result of the roll to the Reflex Defense of any targets within the area. Any creatures hit take full damage from the attack, while creatures missed take half damage. Autofire requires a standard action and consumes 10 shots, whether that represents charges from a power pack or slugs from a slugthrower.

Some special abilities reduce the penalties on autofire attacks, while others provide new uses for the autofire rules. For example, the Burst Fire feat allows you to use a weapon set on autofire against a single target at the normal -5 penalty. If you hit the target, you deal an extra 2 dice of damage. Since the attack isn't an area attack, it doesn't deal half damage on a miss, and the damage can't be reduced with the scout's Evasion talent.

Stun and Ion Damage

Stun damage and ion damage both received overhauls so they'd work better with the new damage threshold and condition track rules.

If a living target is hit by a stun attack, compare the stun damage (which is now the same as the weapon's normal damage) to the target's damage threshold. If the stun damage exceeds the damage threshold, the target moves 2 steps down the condition track; otherwise, the attack has no additional effect. Half of the stun damage is then subtracted from the target's hit points. To use a stun weapon, a character must be within 6 squares of her target (except when she's using stun grenades, which create a radius effect).

Ion weapons work much the same way, except they affect only droids, vehicles, objects, and characters with cybernetic enhancements. In addition, ion weapons can be fired at normal ranges and are not subject to the same 6-square limitation as stun weapons.

Reserve Shield Rules

We revised the shield rules to make them more consistent with what we see in the *Star Wars* movies (and to enhance the starship combat rules, which will be covered in an upcoming preview). Instead of having shield points, which work like reserve hit points, all shielded objects now have a shield rating (SR) that acts like damage reduction against incoming attacks. For example, a droideka has SR 20, which means that its shields absorb 20 points of damage much in the same way that DR absorbs damage. However, unlike damage reduction, when an attack exceeds the target's shield rating, its SR is reduced by 5. Starships and droids with shields can take actions to recharge their shields to their normal maximum.



The new rules mean that a single lucky shot will no longer eliminate a target's shields. Instead, knocking out shields will require several hits, or even a constant bombardment by multiple attackers.

High-Level Combat

Taken together, the changes described above -- plus other changes not covered in this preview -- make combat faster and more like the action of the *Star Wars* movies. As an added benefit, combat runs much faster at higher level, too. Since most characters have only one attack per round, most rounds consist of no more than three actions. A 20th-level character's turn lasts just about as long as a 1st-level character's turn (accounting for a greater number of options at higher levels, of course). Moreover, enemies using the nonheroic class continue to act as cannon fodder even at high levels, letting heroes face threats that can be taken down in one or two hits even as they come face to face with 20th-level Sith Lords.

More to Come

In the next preview of *Saga Edition* -- droids, droids, droids!

DROIDS, DROIDS, DROIDS

By Rodney Thompson

When we revamped the rules for droids for the *Star Wars Roleplaying Game Saga Edition*, one of our primary goals was to make it easier to play heroic droid characters. Just as C-3PO and R2-D2 are present throughout the *Star Wars* saga, players should have the option of bringing their own interesting droids into the campaign's story.

Of course, heroic droids present several roleplaying challenges. The *Star Wars* universe treats droids as property, sometimes for comedic value, and sometimes such that droids become more like background elements than story motivators.



Droid Traits

As in previous editions of the game, all droids share common traits that define how they differ from living characters. Droid traits are similar to species traits, an intentional design choice that makes it easier to envision a droid hero. In essence, "droid" becomes the character's species, just as "Mon Calamari" or "Zabrak" are species choices.

All droids share the following droid traits.

Abilities: Droids are nonliving entities, so they don't have Constitution scores. Droids can increase any two of their five remaining ability scores by +1 each at 4th level and every four levels thereafter, just like any other character. These increases represent improved heuristics and algorithms that the droid has developed from experience, as well as upgrades to its components as part of routine maintenance. Droid ability modifiers are determined by their degree and size. A droid can never have an ability score less than 1, regardless of modifications.

Automatic Languages: Droids know Binary plus one language chosen by the designer (usually Basic).

Behavioral Inhibitors: Droids (except 4th-degree droids) cannot intentionally harm a sentient living being or knowingly allow a sentient living being to be harmed. Droids must follow orders given to them by their rightful owners, as long as those orders don't require the droid to harm a sentient living being. Droids with heuristic processors can sometimes violate these restrictions by creatively interpreting their behavioral inhibitions.

The Force: One major change to the droid rules is that droids can now gain Force Points and take advantage of the new Destiny mechanic. Though droids can't become Force Sensitive, they make use of Force Points in the same way that other characters do. This change encourages droid heroes to take the same chances -- and attempt the same heroic actions -- as the droid duo from the *Star Wars* films.

Ion Damage Vulnerability: As electronic constructs, droids are vulnerable to damage from ion weapons. Generally, ion weapons have the same effect on droids that stun weapons have on living beings.

Maintenance: Droids don't sleep, eat, or breathe. However, after 100 hours of operation, they must enter shutdown mode and recharge for 1 hour. If a droid fails to do so, it must make a successful Endurance check each hour (DC 10, +1 per each hour after the first) or move -1 persistent step along the condition track. This persistent condition can be removed only if the droid recharges for 1 hour.

Memory: A droid's trained skills, feats, and talents can be reassigned with the Use Computer skill. A droid hero can use its own Use Computer skill to carry out this reprogramming, but it takes a -5 penalty on its skill check. If a droid is ever subjected to a complete memory wipe, it becomes a basic model of its type, losing any levels and abilities gained.

Nonliving: A droid is immune to poison, disease, radiation, noncorrosive atmospheric hazards, vacuum, mind-affecting effects, stunning effects, and any other effect that works only on living targets. Droids have no connection to the Force and can't gain the Force Sensitivity feat or learn Force powers. Since droids have no Constitution score, they don't get bonus hit points for having a high Constitution, and they apply their Strength modifier to their Fortitude Defense. Unlike living beings, droids don't "die," but they can be disabled or destroyed.

Disabled: If a droid is reduced to 0 hit points, it becomes disabled and can't be reactivated until it is repaired so that it has at least 1 hit point.

Destroyed: If the attack that reduced the droid to 0 hit points also exceeds the droid's damage threshold, the droid is destroyed instead. A destroyed droid cannot be repaired or salvaged.

Repair: Droids can regain lost hit points only through the use of the Mechanics skill. A droid can use this skill to repair itself, but it takes a -5 penalty on its skill check.

Shut Down: A droid that is shut down can take no actions and is effectively unconscious. Shutting down a willing droid is a standard action. To shut down an unwilling droid, you must grab the droid and make a successful Mechanics check (DC equal to the droid's Will Defense) as a standard action while it's grabbed. You cannot shut down an unwilling droid with locked access unless it is disabled or otherwise helpless.

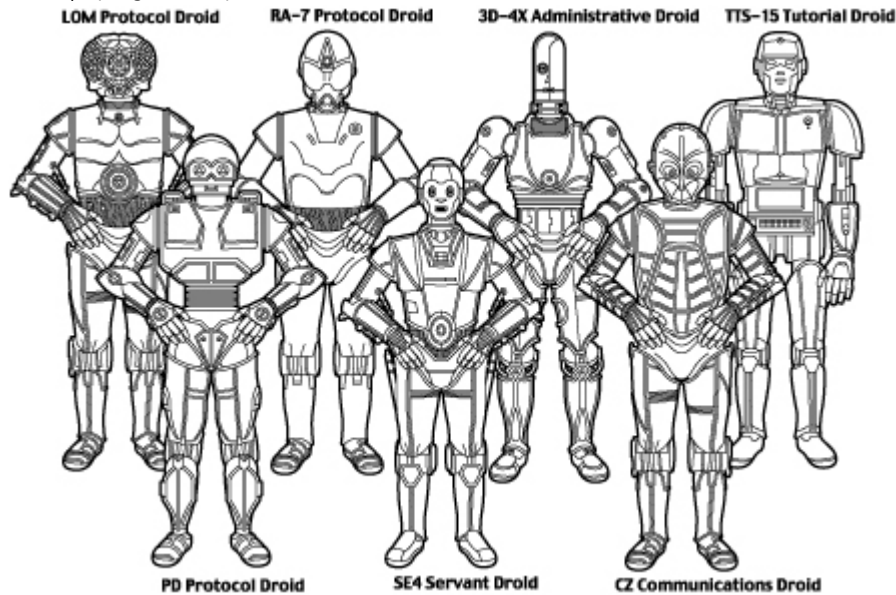
Skills: Droids normally cannot use any skill untrained except for Acrobatics, Climb, Jump, and Perception. A droid with a heuristic processor ignores this limitation.

Systems: Installing or replacing a droid's systems can change many of its characteristics.

Playing an Existing Model



Players who want to run heroic droids might wish to choose an iconic droid type. The droid chapter of the *Saga Edition* rulebook presents R2 units, 3PO series protocol droids, and a number of other standard droid types. Though not all droids in the book are suitable for heroic play, a great many of them are.



In terms of game mechanics, this option is very similar to the rules in previous editions. The specific droid model you choose determines your ability scores, size, class, and level. If you choose a droid model that has 1 or 2 levels in the nonheroic class, you can add 1 level of a heroic class of your choice. Otherwise, you can play a droid with 3 nonheroic levels or 1 heroic level, and character generation proceeds as normal.

Playing a New Model

In *Saga Edition*, you can also create a new custom droid model, choosing its ability scores, class levels, skills, feats, talents, and gear. This option allows you to set the droid model's ability scores, select its "degree" (a designation based on its role), and give it weapons and equipment that define the equivalent of a new stock model of that droid.

For example, let's say you want to play a combat-oriented droid. You could make use of the statistics for the B1 Series or B2 Series battle droid, but that might not fit your vision. Instead, you can create a new droid model, assign ability scores that are geared more closely to your desired role (in this case, you'd probably give the droid high Strength and Dexterity scores), pick a standard class (such as soldier), and continue with character generation as normal. The end result -- the 1st-level character that you create -- becomes a new stock model of droid, and your particular character becomes a heroic individual droid that has a role to play in galactic events.

Tinkering With Your Droid

The *Saga Edition* rules make it simpler and more logical to tinker with droids. To modify a droid's hardware, characters (including droids themselves) use the Mechanics skill. To reprogram a droid's software, they turn to the Use Computer skill. In keeping with the goal of making droids more suitable for heroic use, reprogramming a droid requires a character to overcome the droid's Will Defense -- a sign that you have penetrated the droid's software defenses. This ensures that heroic droids are more resistant to reprogramming than stock models.

Sample Droid: Droideka

Designed and built by the Geonosians and the Collicoids of Colla IV, the Droideka Series destroyer droids reflect the savage ferocity of their makers.

The main propulsion method is a microrepulsor-assisted wheel mode that allows a destroyer droid to fold itself into a roughly wheel-shaped package and roll along at high speeds. Though lightning-swift in this mode, the droid is considerably more ponderous when unfolded for combat.

A destroyer droid has two heavy repeating blasters that can lay down a devastating barrage. To augment its bronzium armor shell, the droid also comes equipped with a deflector shield generator. The tremendous energy drain of the blasters and shields necessitates that the destroyer droid be equipped with a mini-reactor.

Destroyer droids can't be played as droid heroes.



Droideka Series Destroyer Droid CL 4

Large droid (4th-degree) nonheroic 12

Init +8; **Senses** Perception +13

Languages Basic, Binary

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12

hp 40; **SR** 20; **Threshold** 18

Immune droid traits

Speed 2 squares (walking), 10 squares (wheeled)

Melee unarmed +7 (1d4+3)

Ranged 2 heavy repeating blaster cannons +10 (3d8) or

Ranged 2 heavy repeating blaster cannons +8 (4d8) with Rapid Shot or

Ranged 2 heavy repeating blaster cannons +5 (5d8) with Burst Fire

Fighting Space 2x2; **Reach** 1 square

Base Atk +9; **Grp** +17

Atk Options autofire (heavy repeating blaster cannons), Burst Fire, Rapid Shot

Abilities Str 16, Dex 15, Con --, Int 8, Wis 14, Cha 7

Feats Armor Proficiency (light), Burst Fire, Rapid Shot, Dual Weapon Mastery I, Dual Weapon Mastery II, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)

Skills Perception +13, Stealth +3

Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)

Possessions 2 heavy repeating blaster cannons (treat as blaster rifles)

Availability Military; **Cost** 21,000 credits

Next Time

Now that you've seen previews of character creation and combat, let's see how they all work together by breaking down a scene from *Return of the Jedi*-- the skirmish at the Great Pit of Carkoon!

SKIRMISH AT THE SARLACC PIT

By Rodney Thompson

Now that you've seen previews of basic and advanced combat, let's put it all together to see how a scene might unfold. This preview breaks down the skirmish at the Great Pit of Carkoon from *Return of the Jedi*, when Luke Skywalker rescued his friends from the clutches of the vile gangster Jabba the Hutt.

This combat example focuses on the events taking place outside during the battle. The interior struggles, including Princess Leia strangling the bloated Hutt, are taking place at the same time, but to keep this example simple, we left them out (though Leia does enter the scene in round 12). Additionally, all of Jabba the Hutt's thugs use the generic thug statistics from the *Star Wars Roleplaying Game: Saga Edition* rulebook and don't differentiate between the species.

Dramatis Personae

Luke Skywalker: Scout 1/Jedi 7/ace pilot 2/Jedi Knight 1, 99 hit points, Reflex Defense 26, damage threshold 25, lightsaber +14 (2d8+11)

Han Solo: Scoundrel 5/soldier 2/ace pilot 3/gunslinger 2, 77 hit points, Reflex Defense 28, damage threshold 25, unarmed +10 (1d4+7)

Chewbacca: Scout 6/scoundrel 4, 110 hit points, Reflex Defense 24, damage threshold 27, unarmed +11 (1d6+9)

Lando Calrissian: Scoundrel 8, 50 hit points, Reflex Defense 22, damage threshold 19, unarmed +7 (1d4+5)

Princess Leia: Noble 8/soldier 2, 63 hit points, Reflex Defense 23, damage threshold 23, unarmed +9 (1d4+6)

Boba Fett: Scout 3/soldier 5/bounty hunter 5/elite trooper 2, 122 hit points, Reflex Defense 34, damage threshold 33, blaster carbine +18 (3d8+7), blaster pistol +18 (3d6+7), whipcord +18 (grab)

Jabba the Hutt's Thugs: Nonheroic 2, 9 hit points, Reflex Defense 10, damage threshold 11, vibro-axe +2 (2d10+2) or blaster pistol +1 (3d6)

Luke begins the combat encounter when he jumps off of the plank above the Sarlacc pit. He makes an Acrobatics check, rolling a 12 for a result of 20 (well above the required DC 15 to move past a threatening enemy), and finishes his flip on the opposite side of the Weequay thug that had attempted to push him off.

Surprise Round

The action begins with Luke, Lando, and R2-D2 acting on the surprise round, since they're the only ones aware of the surprise Luke has planned.

Luke Skywalker rolls a 16 on Initiative, for a total of 29.

Chewbacca rolls a 19 on Initiative, for a total of 25.

Boba Fett rolls an 8 on Initiative, for a total of 24.

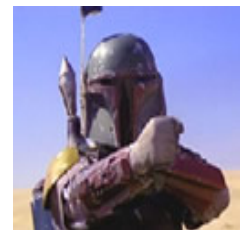
Lando Calrissian rolls a 14 on Initiative, for a total of 20.

Han Solo rolls a 5 on Initiative, but takes a -2 penalty from his persistent condition, for a total of 19.

Jabba the Hutt's Thugs roll a 10 on Initiative, for a total of 16.

Initiative Table

29	Luke Skywalker
27	R2-D2
25	Chewbacca
24	Boba Fett
20	Lando Calrissian
19	Han Solo (-2, persistent)
16	Thugs



Luke readies an attack with his lightsaber against the Klatoonian thug adjacent to him, once he receives his lightsaber.

R2-D2 fires Luke's lightsaber to him on initiative count 27 as a readied action (rolling a 9 on his ranged attack, which even with a -5 penalty for range results in a 13, well more than the Reflex Defense of 10 needed to hit Luke's square). This moves Luke's Initiative score down to 27 as it triggers his readied action. Next round, R2 moves belowdeck to help C-3PO.

Luke ignites his lightsaber with a swift action and his readied attack begins. He rolls a 12 on his attack roll (for a total of 21). This hits the thug, and Luke rolls a total of 19 points of damage, depleting the thug's hit points and exceeding his damage threshold, killing him. The thug tumbles over the side of the skiff and into the waiting mouth of the Sarlacc.

Lando initiates a grab attack against the Nikto pilot of the skiff. He rolls a 12, which gives him a total of 14 after applying the -5 penalty for grabbing, and successfully grabs the pilot.

Round 1

Initiative Table

27	R2-D2
27	Luke Skywalker
25	Chewbacca
24	Boba Fett
20	Lando Calrissian
19	Han Solo (-2, persistent)
16	Thugs

Luke chooses to take a full round to use the Double Attack feat against a Human thug and a Weequay thug. Applying a -5 penalty to both attack rolls, he rolls an 11 and a 13, for totals of 20 and 22 respectively, more than enough to hit each thug. His damage rolls are 20 and 16, which is enough to kill both thugs. The attacks send them tumbling off the side of the skiff, providing even more food for the Sarlacc below.

Chewbacca, still bound, takes no action.

Boba Fett moves onto the deck of Jabba's sail barge.

Lando continues to grab the Nikto pilot.

Han, still bound, takes no action.

The Nikto pilot attempts to make an attack against Lando, taking a -2 penalty to his attack roll for being grabbed. He rolls a 17, for a total attack bonus of 16. The blaster shot fires off harmlessly into the air.

Round 2

Initiative Table

27	Luke Skywalker
25	Chewbacca
25	Sail Barge Gunner
24	Boba Fett
20	Lando Calrissian
19	Han Solo (-2, persistent)

Luke moves to Chewbacca and undoes his binders.

Chewbacca removes Han's binders.

A delaying thug on Jabba's sail barge fires a blaster cannon at Lando, rolling a natural 20 and dealing 50 points of damage. Since this would normally kill Lando outright, he spends a Destiny Point to make the attack miss. The attack misses, but because the blaster cannon is a splash weapon, Lando still takes half damage. That reduces his hit points by half (to 25) and exceeds his damage threshold, moving him -1 step down the condition track. The attack roll also exceeds the Nikto pilot's Reflex Defense, dealing 25 points of damage to him. Since Lando spent a Destiny Point to have the attack miss, the GM rules that the dying Nikto drags Lando over the side of the skiff, falling into the Sarlacc's gullet and leaving Lando hanging onto the side of the skiff. Additionally, the blaster cannon damages the skiff itself, moving it -1 step down the condition track.

Boba Fett uses his jetpack to fly from the sail barge to the skiff.

Lando uses two swift actions to begin the recover action, then attempts a Climb check to pull himself up onto the skiff. Lando rolls a 9, for a total of 14, just shy of the DC 15 needed to pull himself back up.

Han makes a Perception check to search for some kind of weapon he can use. He rolls a 12, for a total of 24, locating a vibro-axe that has been discarded on the deck of the skiff.

Round 3

Initiative Table

27	Luke Skywalker
25	Chewbacca
24	Boba Fett
20	Lando Calrissian (-1)
19	Han Solo (-2, persistent)
16	Thugs

Luke swings his lightsaber in an attempt to destroy Boba Fett's blaster carbine. He rolls a natural 20, automatically striking the weapon and dealing double damage. The 44 points of damage he deals is more than enough to destroy the weapon even without the lightsaber's ability to ignore DR, slicing it neatly in half.

A blaster shot from the Sail Barge strikes Chewie, dealing 12 points of damage to the Wookiee. Chewbacca attempts to protect his friend by knocking him prone. Han does not resist, and the two fall to the deck of the skiff.

Boba Fett uses his whipcord to make a grab attack against Luke. He rolls a 13, for a total of 31, which is well above Luke's Reflex Defense, so Luke is grabbed.

Lando completes his recover action with a swift action, and calls out to Han or Chewie for help. Given the difficulty he faces in climbing, he doesn't want to risk falling if he fails a check by 5 or more, since the Sarlacc waits below to devour him.

Han allows Chewie to continue to cover him from blaster fire.

The thug on the Sail Barge fires the blaster cannon at Luke, rolling a total of 12, which would not normally strike Luke. However, Luke uses the opportunity to redirect the shot at Boba Fett. He rolls a 2 on his Use the Force check, which still results in an 18 and allows him to deflect the blaster cannon's shot. Luke then makes a ranged attack roll (at a -2 penalty from being grabbed) and rolls an 18. Though this is a good roll, Luke knows that Boba Fett is likely to be a tough target to strike, so he spends a Force point, rolls 2d6 (getting a 2 and a 6), and adds 6 to the result, for a total attack of 34. This is exactly what he needs to strike Boba Fett with the blaster cannon's shot, so damage is rolled. The blaster cannon shot deals an incredible 87 points of damage to Boba Fett, moving him -1 step down the condition track and knocking him prone. Again, the blaster cannon damages the skiff itself, moving it another -1 step down the condition track.

A second skiff arrives, loaded with 5 thugs and a pilot. Each of the thugs fires at Luke, but none of them roll high enough to beat his Reflex Defense, and he remains unharmed.

Round 4

Initiative Table

27	Luke Skywalker
25	Chewbacca
24	Boba Fett (-1)
20	Lando Calrissian
19	Han Solo (-2, persistent)
16	Thugs

Luke tries to jump onto the approaching skiff. He makes a Jump check and rolls 12, for a total of 19. Since the DC to make the 2-square jump was an 18, Luke makes it -- but only barely. Rather than risk losing a chance to attack some of the thugs, Luke readies an action to use his lightsaber to attack any thug that comes within his threatened area.

Chewbacca begins moving across the skiff toward Lando while still protecting Han and warning him about Boba Fett.

Boba Fett drops prone to gain a +5 bonus to Reflex Defense against the attacks coming from the Sail Barge's blaster cannon, and uses two swift actions to begin the recover action.

Lando continues to call for help, hoping that Han or Chewie will use the aid another action to help him climb.

Han picks up a vibro-axe. "Boba Fett? Boba Fett? Where?"

More thugs fire at Luke, but his lightsaber blade whirls to fend off attacks, so none comes close enough to harm him.

One thug attempts to get close enough to grab Luke. This triggers Luke's readied action, and he rolls a 19 on his attack roll (for a total of 33) and a 22 for damage, killing the thug and sending him into the Great Pit of Carkoon.

Round 5

Initiative Table

25	Chewbacca
24	Boba Fett (-1)
20	Lando Calrissian
19	Han Solo (-2, persistent)
16	Thugs
15	Luke Skywalker

Chewbacca chooses to fight defensively and opts to take no attacks, granting himself a +5 dodge bonus to Reflex Defense as he tries to protect Han.

Boba Fett stands up, takes a swift action to finish recovering and fires a shot at Luke with his wrist blaster. Unfortunately, he rolls only a 4, for a total of 22, not enough to exceed Luke's Reflex Defense.

Lando decides to use his Fortune's Favor talent. He spends a Force Point and applies a +5 bonus on his skill checks for the duration of the encounter, hoping that it will prevent him from falling into the Sarlacc pit even if he rolls badly on a Climb check.

Han decides to spend a Destiny Point to make an attack roll against Boba Fett, given their history and the dire nature of the situation. This automatically grants Han a critical hit against Boba Fett with the vibro-axe, dealing 36 points of damage after adding his heroic damage bonus and doubling the damage from the critical hit. Thanks to Luke deflecting the blaster cannon shot at the bounty hunter earlier, the damage is sufficient to reduce him to 0 hit points. It also exceeds Boba Fett's damage threshold, meaning that he is killed. The bounty hunter's jetpack misfires and he streaks across the battlefield, crashes into the side of the sail barge, and plummets into the waiting mouth of the Sarlacc. (However, Expanded Universe sources would claim that Fett spent a Force Point to keep from dying, and that the Sarlacc found him "somewhat indigestible.")



The thugs remaining on the skiff fire at Luke, and all miss.

Luke makes an unarmed attack against a thug, rolling a 6 for a total of 17, and dealing 11 points of damage. Luke's kick sends the thug tumbling off the side of the skiff and into the Sarlacc's beak.

Round 6

Initiative Table

25	Chewbacca
20	Lando Calrissian
19	Han Solo (-2, persistent)
16	Thugs
15	Luke Skywalker

Chewbacca moves to the edge of the skiff and successfully uses the aid another action to grant Lando a +2 bonus on his next Climb check.

Lando attempts a Climb check but rolls a natural 1, for a total of 14. Thanks to his use of the Fortune's Favor talent, Lando doesn't fall into the Sarlacc pit.

Han moves to the edge of the skiff and successfully uses the aid another action to grant Lando a +2 bonus on his next Climb check.

The thugs remaining on the skiff fire at Luke, and all miss.

Luke rolls a 9 on an attack against a Weequay thug for a total of 23, dealing 19 points of damage. The thug flies off the side of the skiff to be consumed by the Sarlacc below.

Round 7

Initiative Table

25	Chewbacca
20	Lando Calrissian
19	Han Solo (-2, persistent)
16	Thugs
15	Luke Skywalker

Chewbacca successfully uses the aid another action to grant Lando a +2 bonus on his next Climb check.

Lando rolls a 13 on his Climb check for a total of 27, which lets him climb most of the way up to the skiff with the help of his friends.

Han successfully uses the aid another action to grant Lando a +2 bonus on his next Climb check, which should get him up onto the deck of the sail barge.

The thugs on the skiff with Luke move in to attack him with vibro-axes. They all miss.

With multiple thugs in range, Luke uses the Double Attack feat to strike two adjacent thugs. With attack rolls of 6 and 15 resulting in a 15 and a 24 respectively, each thug is struck. Damage rolls of 18 and 22 are enough to kill the two thugs, who fall into the sands of the Great Pit of Carkoon.

The thug on the sail barge manning the blaster cannon sees Lando being pulled up onto the skiff and fires at the vehicle. The blaster cannon shot severely damages the skiff, bumping it -1 step further down the condition track. Since this puts the skiff at the -5 step on the track, it tilts and wavers, spilling Han over the side and causing Lando to lose the progress he had made. Fortunately, Han, Chewie, and Lando all make the DC 15 Climb check (accounting for favorable circumstances) to catch themselves and keep them from falling down into the Sarlacc pit.

Round 8

Initiative Table

25	Chewbacca
20	Lando Calrissian
19	Han Solo (-2, persistent)
15	Luke Skywalker
13	Sail Barge Gunner

Chewbacca uses the aid another action to grant Han a +2 bonus on his next Climb check.

Lando delays, waiting for Han to be pulled up.

Han makes a Climb check, rolling a 19 and pulling himself back up onto the skiff safely.

Lando makes a Climb check, rolling a 3 for a result of 13, making no progress.

At this point, no more thugs remain on the skiff (and thugs inside the sail barge are delaying), so Luke uses his *surge* Force power to leap over to the side of the sail barge. Luke rolls a 16 on his Use the Force check for a total of 28, granting himself a +30 bonus on his Jump check. Luke rolls a 10 for a total of 47, allowing him to jump 15 meters (or 10 squares), which just gets him to the side of the sail barge.

A Weequay thug with a readied action opens a hatch on the side of the sail barge and moves out to attack Luke, but misses.

Luke finishes his action by making an unarmed attack against the Weequay (which provokes an attack of opportunity from the Weequay, who misses), rolling a 14 for a total of 25. Luke deals 11 points of damage, tossing him down into the sands of Tatooine.

The thug manning the blaster cannon aboard the sail barge fires at the skiff again, doing minimal damage to the vehicle and none to Han, Chewbacca, or Lando.

Round 9

Initiative Table

25	Chewbacca
19	Han Solo (-2, persistent)
18	Lando Calrissian
15	Luke Skywalker
14	Thugs
6	Sarlacc

Chewbacca delays to give Han time to help Lando.

Han leans over the side of the skiff to extend a vibro-axe to Lando, aiding him on his Climb check.

Chewbacca takes his action to hold Han's feet as he hangs off the side of the skiff.

Now that Lando is further down into the Sarlacc pit, the DC of his Climb check has increased to 20. Lando attempts to Climb once more, rolling a 7. This results in a Climb check total of 19, not enough to make any progress, but not causing Lando to slip further down, either.

Luke moves the rest of the way up the side of the sail barge and attacks the thug manning the blaster cannon. Luke rolls a 15 for a total of 29, dealing 20 points of damage to the thug and killing him with a slash from his lightsaber.

Two thugs attempt to shoot Luke, who chooses to deflect them both. Their attack rolls are a 17 and a 3, for totals of 18 and 4. Luke rolls a 7 and a 14 on his Use the Force checks to deflect, resulting in a 23 and a 25 respectively (the latter accounting for the -5 penalty for the second deflection). Additionally, Luke chooses to redirect one of their shots, rolling a 7 on his ranged attack roll for a total of 19. This strikes a thug and deals 16 points of damage, killing the thug. The second thug flees in fear.

A Gamorrean thug attempts to move around behind Luke while the Jedi is distracted, provoking an attack of opportunity as he moves out of one of Luke's threatened squares. Luke rolls a 10 on his attack of opportunity and cuts the Gamorrean down with 26 points of damage from his lightsaber.

Sensing that food is close, the Sarlacc attempts to grab Lando with one of its tentacles. Since Lando is hanging from the side of the skiff, he loses his Dexterity bonus to Reflex Defense, and the Sarlacc's roll of 18 is more than enough to grab the gambler by the leg.



Round 10

Initiative Table

19	Han Solo (-2, persistent)
19	Chewbacca
18	Lando Calrissian
15	Luke Skywalker
14	Thugs

Han delays until Chewbacca can hand him a blaster pistol from the deck of the skiff.

Chewbacca holds onto Han's feet as he hands the blaster pistol over.

Han takes the gun from Chewbacca as a move action and uses two swift actions to aim at the tentacle, keeping Lando from providing it with cover.

Lando delays, waiting for Han to shoot the Sarlacc's tentacle. "No, wait, I thought you were blind!"

Luke delays to prepare for more enemies to arrive.

Some thugs come up from the inside of the sail barge and move near Luke, firing their blasters and missing.

Luke stops delaying and uses the Double Attack feat on a Weequay and a Human that have moved into his threatened area. Luke rolls a 9 and an 18, resulting in attack totals of 18 and 27 respectively, both of which strike the thugs. The lightsaber deals 22 and 18 points of damage, split between the two thugs, dropping them both with a few quick strikes.

Round 11

Initiative Table

18	Chewbacca
18	Han Solo (-2, persistent)
18	Lando Calrissian
14	Thugs
13	Luke Skywalker

Chewbacca continues to hold onto Han's feet.

Han fires his blaster pistol, rolling a 10 for a total of 22, which is enough to hit the Sarlacc's tentacle. The shot deals 27 points of damage, causing the tentacle to release Lando's leg and retract back into the pit.

Lando makes a Climb check, rolling a 17 for a result of 27. He makes it most of the way up to the skiff's deck.

Several more thugs move onto the deck of the sail barge.

Luke attacks one thug's vibro-axe, rolling a 14 for a total of 28. This is well more than the number needed to attack the weapon (21), and the Jedi deals 23 points of damage to the weapon, slicing it in half.

Round 12

Initiative Table

23	Princess Leia
18	Chewbacca
18	Han Solo (-2, persistent)
18	Lando Calrissian
14	Thugs
13	Luke Skywalker

Princess Leia moves up onto the deck of the sail barge, then follows Luke's instructions to "Get the gun!" and moves over to a large blaster cannon mounted on the deck.

Chewbacca begins making repairs to the skiff. He moves over to one of the damaged repulsors and prepares to jury-rig some repairs.

Han successfully uses the aid another action to assist Lando on his Climb check.

Lando rolls a 9 on his Climb check for a total of 21, allowing him to climb the rest of the way up onto the deck of the skiff.

Two remaining thugs take the withdraw action to run away from Luke.

One thug continues to fire at Luke, rolling a natural 20 on his attack roll. The critical hit deals 16 points of damage to Luke as a blaster bolt strikes him on his artificial hand.

Luke moves to the thug that just shot him and makes an attack with his lightsaber. With an attack roll of 7 that results in a 21, Luke cuts down the thug with 25 points of damage.

Round 13

Initiative Table

27	R2-D2 and C-3PO
23	Princess Leia
18	Chewbacca
18	Han Solo (-2, persistent)
18	Lando Calrissian
13	Luke Skywalker

R2-D2 and C-3PO move onto the deck of the sail barge and fall off the side, landing safely in the sand after taking 10 points of falling damage.

Princess Leia manipulates the blaster cannon, rotating it around to point at the sail barge's deck.

Chewbacca makes a Mechanics roll to jury-rig the skiff so they can escape. He rolls a 10, but even with his +10 Mechanics bonus, he knows he won't make the DC 25 needed for jury-rigged repairs. Fortunately, Chewbacca has the Jury-Rigger talent, so he uses it to reroll his Mechanics check, this time rolling an 18, resulting in a total of 28. The skiff moves +2 steps up the condition track to the -1 position, which should be good enough for the heroes to escape.

Han moves over to take cover on the skiff.

Lando moves to the skiff pilot's position and prepares to take off.

Luke moves over to grab a rope hanging from the canopy of the sail barge, motioning for Leia to join him.

Round 14

Initiative Table

23	Princess Leia
18	Lando Calrissian
13	Luke Skywalker

Princess Leia moves over to the rope as well, grabbing hold of Luke.

Chewbacca moves to take control of the skiff's magnetic grapples.

Lando delays, waiting on his companions.

Luke fires the blaster cannon at the sail barge, sending powerful bolts of energy into the vehicle's core. Then he and Leia swing on the rope across the Great Pit of Carkoon, landing safely on the skiff where their friends await.

Lando makes a Pilot check, rolling a 13 for a result of 29, which is enough to increase the skiff's speed by an additional 2 squares, allowing them to pick up the droids and flee to safety as Jabba's sail barge explodes in a ball of fire in the sands behind them.

Next Time

Starship and vehicle combat!

STARSHIP AND VEHICLE COMBAT

By Rodney Thompson

From the opening scenes of *A New Hope*, starships have played an integral role in the *Star Wars* saga. For players of the *Star Wars Roleplaying Game*, starships represent a chance to get into the cockpit of an X-wing and perform the same kinds of amazing feats that Luke Skywalker did when he blew up the Death Star. For the *Saga Edition* rules, we revised and streamlined starship combat to integrate it better with the combat rules for ground vehicles and for characters.

To encourage players to make the transition between character combat and space combat, the starship rules have been simplified to use many of the same mechanics as character combat. Movement and attacks work in much the same way as they do at character scale, and pilots and gunners can use many of the same actions that they would in character combat. Additionally, ground vehicles and starships use the same basic combat system, though starship and airspeeder combat can take place at a different scale to make movement easier to handle at such high speeds. These changes should ease the transition when a hero dashes across the battlefield to hop into a speeder, or when the party's space transport enters the atmosphere of an alien world and must ward off defending vehicles.

The Basics

Vehicle and starship combat is based on the rules for character combat. In this way, transitioning to space combat is nearly as simple as changing which statistics you're using. In *Saga Edition*, players whose characters hop into an X-wing will need to memorize far fewer variant rules to be effective in space combat. Moreover, the changes to the skill system make it easier for a hero to join in the fray even if she didn't invest many character resources in space combat abilities. Of course, certain characters will be better pilots than others, but the game now encourages most players to take an active hand in space combat, rather than waiting around on the ship for the scene to end.

Characters aboard starships can take standard actions, move actions, and swift actions, just as they do in character combat. Starships have their own movement speeds but otherwise move as characters do (though attacks of opportunity are not a standard part of the space combat system). Pilots and gunners can use a standard action to fire vehicle weapons against targets in range, using their base attack bonus and a bonus provided by the ship's targeting computers (a function of their Intelligence, discussed below). Some starship and vehicle actions, such as rerouting power and restoring shields, use swift actions, and heroes firing vehicle weapons at targets with cover can use the aim action to ignore cover.



In *Saga Edition*, all vehicles and starships have statistics that are very similar to character statistics. For example:

- A vehicle's Strength score measures the power of its engines, its structural integrity, and the general effects of its mass.
- A vehicle's Dexterity score measures its maneuverability, agility, and quickness, contributing to its ability to avoid damage and to the pilot's ability to avoid hazards and perform maneuvers.
- A vehicle's Intelligence score measures the quality of its onboard computers, including communications and sensor systems as well as the fire control circuits of its weaponry.

Also like characters, vehicles and starships have a Reflex Defense and a Fortitude Defense (but no Will Defense). The Reflex Defense of a starship works like the Reflex Defense of a character and determines whether the ship is damaged by an incoming attack. Most ships have a base armor bonus to their Reflex Defense, but characters with heroic levels can replace the ship's armor bonus with their heroic level (much in the same way that heroic level also affects the character's Defense scores). A ship's Fortitude Defense determines its hardiness, and helps in the calculation of the ship's damage threshold (equal to the ship's Fortitude Defense, plus a size bonus).

With regard to the damage threshold, vehicle and starship damage works in much the same way as character damage. The vehicle's SR and DR reduce the damage, which is then subtracted from the vehicle's hit points. If a vehicle takes damage greater than its damage threshold, the vehicle moves -1 step down the condition track, and it can't move back up until a character reroutes power on the ship (discussed below). If a ship falls to 0 hit points, it becomes disabled. If the attack that reduces a vehicle or ship to 0 hit points also exceeds the target's damage threshold, the target is destroyed.

Special Combat Actions

Despite these similarities, starships and vehicles still have some actions and maneuvers that are unique to their design. For example, starships and airspeeders can engage in dogfights. When two vehicles are engaged in a dogfight, they remain in place and make opposed Pilot checks to determine which pilot gets the upper hand in the fight. Breaking out of a dogfight can be difficult, but some pilots have special abilities that grant them combat advantages while engaged in a dogfight.

Additionally, as a standard action, the pilot of a ship can move the vessel up to its normal speed (a minimum of 2 squares) in a straight line and then make an attack against a target in range. This grants the pilot a +2 bonus to his attack roll but applies a -2 penalty to the vehicle's Reflex Defense. The attack run is similar to a charge in character-scale combat, except that squares occupied by allies do not prevent you from making an attack run through those squares.

Pilots and system operators aboard a vehicle have several options in combat as well. While aboard a starship with shields, a character can spend three swift actions during the same turn (or on consecutive turns) to make a Mechanics check, increasing the ship's shield rating by 5 (up to its normal maximum). Similarly, a character can spend three swift actions to reroute power, moving the ship +1 step up the condition track -- the equivalent of a character taking the recover action in character combat.

Character-Scale Crossover

In an effort to encourage more players to take an active part in starship combat, many character-scale abilities have been designed to work well while engaged in vehicle and starship combat. In *Star Wars*, everyone from princesses to Jedi take an active hand in piloting and shooting aboard a starship. The *Saga Edition* rules encourage that without forcing characters to invest large amounts of resources (such as talents, feats, and so on) into an aspect of the game that doesn't necessarily come up in every adventure. Instead, the rules allow heroes to use many of the abilities they already have. For example, all starship and vehicle weapons are considered "heavy weapons," meaning that a character who takes the heavy weapons group proficiency can hop into a quad laser turret and blast TIE fighters just as easily as he can use a heavy repeating blaster or an E-Web blaster.

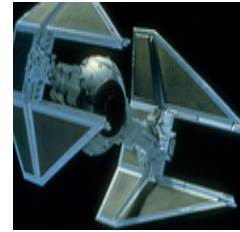
This has an added benefit -- feats that affect weapon groups (such as Weapon Focus or Double Attack) serve double duty in helping with character-scale and starship-scale combat. For example, most vehicle weapons can be set to autofire mode, allowing them to strafe targets on the ground with their very powerful weapons. Feats like Rapid Shot and Burst Fire, which affect the way a character makes ranged attacks, work just as well with vehicle weapons as they do with character weapons, so heroes don't need to take multiple feats to become more effective in space combat. Additionally, feats like Point Blank Shot work just as well at starship scale as they do at character scale.

Many abilities make use of "line of sight" as a method of determining targeting. Some talents, such as the Adept Negotiator talent from the Jedi Consular talent tree, require the hero to have "line of sight" to the target. Seeing a character over a viewscreen now counts as "line of sight," which explains how Darth Vader was able to use *Force grip* on Admiral Ozzel while communicating with him shortly before the Battle of Hoth.

Despite these crossovers between starship and character-scale combat, some characters are destined to excel at starship and vehicle combat. For example, the ace pilot prestige class has access to new talent trees that allow those characters to be incredible pilots and exceptional gunners. They can also apply additional bonuses to the ship's Reflex Defense, making the vehicle harder to hit in the heat of combat. Furthermore, the prestige class is designed for use with ground vehicles as well as airspeeders and starships, which means that heroes who take levels in the class are not restricted to one or the other.

The 181st Fighter Squadron

Let's look at an example of how a character designed for starship combat can affect a ship. Presented below are the statistics for a pilot from the Empire's elite 181st Fighter Squadron, along with statistics for a TIE interceptor with said pilot at the stick. Note that these statistics don't represent normal TIE interceptor stats, but rather those for an elite starfighter far beyond the rest of the pilots in the Imperial fleet.



181st Squadron Pilot CL 12

Medium Human soldier 7/ace pilot 5

Force 5; **Dark Side** 3

Init +19; **Senses** Perception +9

Languages Basic, plus any one other language

Defenses Ref 29 (flat-footed 20), Fort 25, Will 25

hp 97; **Threshold** 25

Speed 6 squares

Ranged hold-out blaster +13 (3d4+6) or

Ranged hold-out blaster +11 (4d4+6) with Rapid Shot

Base Atk +10; **Grp** +10

Atk Options Rapid Shot

Abilities Str 10, Dex 17, Con 13, Int 12, Wis 16, Cha 10

SQ Vehicle dodge +2

Talents Battle Analysis, Devastating Attack, Dogfight Gunner, Expert Gunner, Penetrating Attack, Relentless Pursuit, Weapon Specialization (heavy weapons)

Feats Armor Proficiency (light, medium), Double Attack (heavy weapons), Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Initiative, Pilot), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy, pistols, rifles, simple weapons)

Skills Initiative +19, Knowledge (tactics) +12, Mechanics +12, Pilot +19, Use Computer +12

Possessions hold-out blaster, comlink, flight suit, 200 credits

181st Squadron TIE Interceptor CL 16

Huge starfighter

Init +24; **Senses** Perception +9

Defenses Ref 29 (flat-footed 22), Fort 24; +3 armor

hp 90; **DR**10; **Threshold** 34

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares (starship scale)

Ranged laser cannons +15 (see below) or

Ranged laser cannons +13 with Rapid Shot (see below) or

Ranged laser cannons +10 (see below) and

laser cannons +10 (see below)

Fighting Space 3x3 or 1 square (starship scale); **Cover** total (crew)

Base Atk +10; **Grp** +31

Atk Options autofire (laser cannons), Double Attack, Rapid Shot

Abilities Str 38, Dex 24, Con --, Int 16

Skills Initiative +24, Knowledge (tactics) +12, Mechanics +12, Pilot +24, Use Computer +12

Crew 1 (181st Squadron pilot) **Passengers** 0

Cargo 75 kg; **Consumables** 2 days; **Carried Craft** none

Availability Military **Cost** Not available for sale (unique)

Laser Cannon (pilot)

Atk +15 (+10 autofire); **Dmg** 6d10+9 x 2 (7d10+9 x 2 with Rapid Shot)*

* Treat successfully attacked targets as though their DR and damage threshold were 5 points lower.

Next Time

Well, there *is* no next time, actually. This is the final preview of the *Saga Edition* rules. But if you want to learn more, all you need to do is pick up the new *Star Wars Roleplaying Game: Saga Edition* rulebook, which should be available by the time you read this!

STAR WARS: THE MUSICAL EXPERIENCE, PART 1-3

By Patrick Stutzman

- 1: Producing a Soundtrack for your Games
- 2: Bringing Balance to the Music
- 3: Music from the Outer Rim

PRODUCING A SOUNDTRACK FOR YOUR GAMES

By Patrick Stutzman

Take a moment and play your copy of *Star Wars: Episode I The Phantom Menace*. Fast-forward to the lightsaber battle between Obi-Wan Kenobi and Darth Maul near the end and watch it. Now that you have your fill of excitement, rewind the battle and watch it again, but this time, mute your television or speakers.

Does it seem different? Is the scene not quite as exciting? Perhaps it's because you're missing the sounds of the lightsabers clashing or the combatants' footsteps. That's definitely part of it, but what really makes this particular scene stand out is the music. Musical soundtracks play a key role in the way that we perceive movies, and music can enhance the atmosphere and add to the enjoyment of our games as well.

To best determine what music to use throughout the game, you need a basic idea of how music works with film to create a spectacular cinematic experience. You do not need to be a musicologist or any kind of musical expert to put together a soundtrack. As long as you have watched any of the *Star Wars* movies, you have a good starting knowledge.

If you listen to any movie soundtrack, whether it's from *Star Wars*, *The Godfather*, or even *Braveheart*, basic themes can be heard throughout the entire score. These themes connect with a particular character, location, or event in the story and may appear multiple times throughout the movie. These themes often spring to mind when we think about that character or place long after the film is done. For example, think of the "Imperial March," first introduced in *The Empire Strikes Back*. Odds are that as you listen to the music in your mind, a scene involving Darth Vader is also playing in your mind. The film score effectively ties the theme to the character and lets us know what is happening in the movie while we watch it.

In addition to themes, the style of music plays an integral part in the scene. The lightsaber battle we watched earlier has "Duel of the Fates" playing in the background. As we watch Obi-Wan fight for his life against Darth Maul, the fast-paced strings and brass combined with the haunting lines from the chorus pull us to the edge of our seats. The scene would be totally different, not to mention unacceptable, if a slow and melodic theme like "Anakin's Dream" from *Revenge of the Sith* was playing instead.

Fast Tracks

When you piece together your soundtrack, it's important to know when to use certain tracks. As mentioned above, using the wrong music can destroy the mood and imagery that you intend to create. Unlike movies, having appropriate music playing all the way through our game sessions may not be feasible, so we have to know what potential scenes require specific music.



Fast-paced scenes can be broken down into two basic types: chases and combat. Although this sounds pretty simple, they can be further defined by subtypes. For our purposes, let's break combat down into ground battles, lightsaber duels, and starship battles.

Chases, by definition, are simply one force pursuing another. Whether the chase takes place on foot through the alleys of Mos Eisley, in airspeeders through the skylanes of Coruscant, or in ships through the vastness of space, chase music can be characterized by quick passages and menacing themes that intensify the threat of pursuit.

Examples of good chase music from the *Star Wars* soundtracks include:

- "Escape from Naboo" (*The Phantom Menace* Ultimate Edition, CD1, track 15)
- "Zam the Assassin/The Chase Through Coruscant" (*Attack of the Clones*, track 3, start at 1:03)
- "General Grievous" (*Revenge of the Sith*, track 5)
- "The *Millennium Falcon*/Imperial Cruiser Pursuit" (*A New Hope*, CD2, track 2, start at 1:51)
- "Rescue from Cloud City/Hyperspace" (*The Empire Strikes Back*, CD2, track 11, start at 3:51)
- "The Battle of Endor III" (*Return of the Jedi*, CD2, track 3, end at 1:58)



It's easy to find music for combat scenes. The name of the saga itself implies lots of battles, and the movies deliver, with fights from orbit around various planets, on planet surfaces, and in some cases, in the ocean's depths. Combat music includes rapid passages that replicate exciting attacks and intimidating themes to accentuate the enemies' actions, in addition to the ever-present heroic *Star Wars* music for climactic moments.

Examples of good ground combat music from the *Star Wars* soundtracks include:

- "Fighting the Destroyer Droids" (*The Phantom Menace* Ultimate Edition, CD1, track 5, start at 0:24)
- "Love Pledge/The Arena" (*Attack of the Clones*, track 12, start at 1:53)
- "Grievous and the Droids" (*Revenge of the Sith*, track 7, start at 1:12)
- "Shootout in the Cell Bay/Dianoga" (*A New Hope*, CD2, track 6, end at 2:12)
- "The Battle of Hoth" (*The Empire Strikes Back*, CD1, track 5, start at 2:05)
- "The Battle of Endor I" (*Return of the Jedi*, CD2, track 5)



Examples of good Jedi/lightsaber duel music from the *Star Wars* soundtracks include:

- "Duel of the Fates" (*The Phantom Menace*, track 2)
- "Battle of the Heroes" (*Revenge of the Sith*, track 3)
- "The Training of a Jedi Knight/The Magic Tree" (*The Empire Strikes Back*, CD1, track 11, start at 2:14)
- "The Battle of Endor II" (*Return of the Jedi*, CD2, track 7, start at 4:52)

Examples of good starship combat music from the *Star Wars* soundtracks include:

- "Panaka and the Queen's Protectors" (*The Phantom Menace*, track 12)
- "Bounty Hunter's Pursuit" (*Attack of the Clones*, track 9, end at 1:16)
- "*Star Wars*/The Revenge of the Sith" (*Revenge of the Sith*, track 1, start at 1:24)
- "Ben Kenobi's Death/TIE Fighter Attack" (*A New Hope*, CD2, track 9, start at 1:32)
- "The Battle of Yavin" (*A New Hope*, CD2, track 10)
- "The Asteroid Field" (*The Empire Strikes Back*, CD1, track 6)
- "The Battle of Endor III" (*Return of the Jedi*, CD2, track 8, end at 1:57)



Finding Your Music

This article (and subsequent articles in the series) refers to various passages of music and provides information to help you find and use them in your game. These notes include the name of the movie and/or soundtrack title, the disc within the album, the track number, and any indicators of time within the track.

The soundtracks used for these articles include the Special Edition releases for the original trilogy (first released in 1997), the Ultimate Edition of the Episode I soundtrack (released in 2000), and the standard soundtracks for Episodes II and III. All of these soundtracks are available through Amazon.com, though the Special Edition releases for the original trilogy are now available bundled in one set instead of separated by movie. If you have different versions of the soundtracks, use the track titles and any CD liner notes to help you locate the music you seek.

BRINGING BALANCE TO THE MUSIC

By Patrick Stutzman

Have you ever found yourself sitting in your car, listening to a favorite song, when another car pulls up next to you with the driver's music turned up so loud that you thought it would shatter windows? To say the least, that can be rather annoying and disruptive of your own personal musical enjoyment. Now, ask yourself if you've experienced a similar situation in a *Star Wars* roleplaying game. Probably not -- most games don't have a soundtrack built for them, let alone played during the game. However, that doesn't give you the excuse to create a disruption once you have incorporated music into your own game. In this article, we look at the proper use of music in your games as a complementary element and ways to minimize any musical disruptions.

Undeniably, adding music can bring your game to a whole new level. It can evoke emotions and moods while bringing a more cinematic feel to the stories that you and your players create. However, it's important to know how much music is appropriate. As Master Yoda said, "Control! You must learn control!" Knowing where to apply that control will help keep the music a blessing and not a curse. To that end, we'll focus on three aspects of music that could make it disruptive -- volume, style, and quantity -- and we'll look at how we can keep it from causing trouble.

Volume

John Williams did a masterful job of composing the music for the *Star Wars* movies, and you probably enjoy listening to it just as much as the next fan. However, playing the music too loudly during your game can cause problems. The most obvious problem is that you and the other players can't hear each other as well as you should, causing communication breakdowns at the table. Depending on your location, this can occur even if the volume isn't very high. If your gaming room doesn't have a carpeted floor, curtains, or similar furnishings, you may find that your players are competing with the music to be heard. Another problem becomes apparent if you're running a game at the local gaming store or hobby shop. If other groups are present while you're playing music too loud, it can disrupt their games as well and could lead to awkward social situations in which your plastic lightsaber will not help you very much.

Finding the right volume for your music is vital to keeping it from overpowering the game. The best way to gauge this is to set the volume below the level at which you speak normally. Keep in mind that the right volume may depend on the device being used to deliver the music. If you use a stereo system or portable CD/MP3 player with speakers that face the players, your volume will need to be lower than if you use a laptop computer with the speakers facing you. The important thing is to make sure that you don't drown out your voice or the voices of the other players.

Style

The [previous article](#) mentioned that the style of music playing in the background can affect the mood of the players. Playing a lighthearted piece of music during the adventure's climactic lightsaber duel will quickly turn the final battle into a slapstick comedy. In fact, studies of mood and its reactions to music showed that people demonstrated differences in spatial reasoning after listening to a Mozart sonata as compared to a relaxation instruction tape. It seems likely that this reaction could carry over to other activities and musical genres.

In the case of *Star Wars* roleplaying, musical styles that contribute to the activity taking place in the game are better than those that might distract from the scene. Do a little homework -- find which tracks work best for the scenes you want to have take place during your gaming sessions, and prepare them ahead of time. Create a playlist on your computer or burn a CD with the specific tracks you want, and write notes indicating when to start and stop each track. Setting up your music in advance can keep the game from bogging down or going off the rails.



Quantity

Determining the right amount of music to use during a game is just as important as having the right selection of tracks. As with just about anything, too much of a good thing can ruin it. For example, avoid playing the same track repeatedly during the same scene. The movies are very good at providing music all the way through a scene. However, a single combat in your game might take longer to unfold than you expected, and most of us don't have a musical composer at the ready to fill in the gaps. To put it simply, don't worry about filling an entire scene with music, especially if it would mean using the same track over and over again. Playing your chosen piece once through should be sufficient to set the mood and help the players focus on what is about to transpire. If a track seems too short, try finding another track with a similar sound and play them back to back.

At the same time, don't use too little music during a game. If you play music only during combat or important events, the players won't have a chance to get used to it, and the tracks might distract them. The idea is to let the music's presence feel natural instead of something you've thrown in. To that end, play music at other times to emphasize other scenes in the adventure that may not be highly intense or combat oriented. For example, playing a quiet track to underscore the importance of arriving at a key destination may help the players get into the scene as you describe the setting.

Using music in your games can be a great tool to help make the experience more exhilarating and memorable. If done incorrectly, it can be more trouble than originally anticipated and become more of a nuisance. When preparing tracks for your next session, keep volume, style, and quantity in mind to help create a good balance, and you may find your players craving more time at the game table.

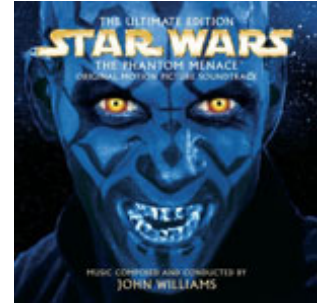
(Not So) Fast Tracks

In the [previous article](#), we focused on musical excerpts that would work well with fast-paced scenes like combat and chases. This time around, we'll look at pieces of *Star Wars* music that might be better suited for scenes that aren't as intense. These not-so-fast scenes can be classified as celebrations, encounters (with aliens or enemies), and views (of establishments and landscapes).

Simply put, celebrations are occasions when a group rejoices over an event. In a *Star Wars* game, a celebration may occur when a group of combatants claims victory in battle. As the fanfares proclaim their triumph over the forces of evil, the players can sit back and revel in their glory.

Examples of good celebration music from the *Star Wars* soundtracks include:

- "Hail to the Winner, Anakin Skywalker" (*The Phantom Menace* Ultimate Edition, CD1, track 34, end at 0:40)
- "The Parade" (*The Phantom Menace* Ultimate Edition, CD2, track 31)
- "Throne Room/End Title" (*A New Hope*, CD2, track 11)
- "Victory Celebration/End Title" (*Return of the Jedi*, CD2, track 10)



Encounters deal with meeting others for a variety of reasons. The *Star Wars* universe includes a wide assortment of alien races and cultures, and we want our music to reflect the mystery and occasional humor that can accompany such encounters.

Examples of good alien encounter music from the *Star Wars* soundtracks include:

- "Jar Jar's Introduction and the Swim to Otoh Gunga" (*The Phantom Menace*, track 4, end at 1:22)
- "The Dune Sea of Tatooine/Jawa Sandcrawler" (*A New Hope*, CD1, track 4)
- "Arrival on Dagobah" (*The Empire Strikes Back*, CD1, track 7)
- "Ewok Feast/Part of the Tribe" (*Return of the Jedi*, CD2, track 11)



In any good gaming experience, the heroes eventually come face to face with the enemy. When that happens, we should have appropriate music ready. To build tension as forces prepare to clash, tracks might feature low, somber tones and slow melodic lines or quick passages with haunting voices or strings rising in volume to a climax.

Examples of good enemy encounter music from the *Star Wars* soundtracks include:

- "Enter Darth Maul" (*The Phantom Menace* Ultimate Edition, CD1, track 16)
- "Zam the Assassin" (*Attack of the Clones*, track 3, end at 0:24)
- "Grievous Speaks to Lord Sidious" (*Revenge of the Sith*, track 13, end at 0:51)
- "Imperial Attack" (*A New Hope*, CD1, track 3, end at 0:59)
- "Imperial Starfleet Deployed/City in the Clouds" (*The Empire Strikes Back*, CD2, track 5, end at 1:13)
- "Shuttle Tydirium Approaches Endor" (*Return of the Jedi*, CD1, track 10)



As the characters travel the galaxy, they will surely find an endless number of locales that draw their attention. Using music to emphasize the wonder of a view should help the players tune in to the description of the scene. Many times, the heroes arrive at some sort of establishment or building, typically a cantina or night club, and look around before they enter. The style of music may vary, depending on the type of location.

Examples of good establishment view music from the *Star Wars* soundtracks include:

- "Mos Espa Arena Band" (*The Phantom Menace* Ultimate Edition, CD1, track 29)
- "Cantina Band" (*A New Hope*, CD1, track 11)
- "Jabba's Baroque Recital" (*Return of the Jedi*, CD1, track 13)
- "Jedi Rocks" (*Return of the Jedi*, CD1, track 14)



Landscapes can provide a breathtaking view of nature's beauty, especially when the heroes first arrive on a new planet. As they peer over the area that they are about to enter, such as a busy starport or a misty mountain range, the right music can enhance their appreciation for the scene.

Examples of good landscape view music from the *Star Wars* soundtracks include:

- "Swimming to Otoh Gunga" (*The Phantom Menace* Ultimate Edition, CD1, track 8)
- "Departing Coruscant" (*Attack of the Clones*, track 5)
- "Return to Tatooine" (*Attack of the Clones*, track 10, end at 1:15)
- "Mos Eisley Spaceport" (*A New Hope*, CD1, track 10)
- "The City in the Clouds" (*The Empire Strikes Back*, CD2, track 5, begin at 3:44)



MUSIC FROM BEYOND THE OUTER RIM

By Patrick Stutzman

The music of the *Star Wars* saga helps set it apart from other films with its distinct themes and style. In fact, one could say that the soundtrack is a contributing factor that has helped *Star Wars* remain popular as long as it has. Many people believe that, if Lucas had selected contemporary works from the 1970s for Episode IV's soundtrack, the saga would not have made it past the first movie. At the same time, one may wonder what *Star Wars* would have been like if other music had been used. In this installment, we explore that very idea by offering tips and suggestions for you to import music into your game from sources outside of the *Star Wars* movies.

When is it appropriate for other music to be used in your game? Many *Star Wars* purists would cry, "Never!" By not using other sources, however, you may limit the potential for a lot of great music to enhance your adventures. Certain scenarios not originally conceived in the saga may present themselves in your game, and music may help bring a sense of cohesiveness. And if the track you seek is not found in the music of the six movies, you have no choice but to look elsewhere.



While you peruse other albums to find the perfect track, keep certain elements in mind. First, focus on strictly instrumental music. Hearing words to a particular song playing in the background can be one of the biggest distractions for you as well as your players. Many players have complained about a fellow gamer or even their GM breaking out into song in the middle of combat because they started singing along with the song that is supposed to augment the game. To put it bluntly, lyrics are bad! The only exception is music with an element of choral voices singing in a foreign or created language. "Duel of the Fates" is a prime example of this type.

Second, be careful of tracks from other movies that include familiar themes. If one of your players recognizes that theme, you may find your group suddenly talking about the movie it came from instead of concentrating on the game. Worse, they might jump universes in the middle of your epic *Star Wars* battle and start talking about a particular scene out of *Star Trek II: The Wrath of Khan*. Although Captain Kirk and his away team won't appear to shoot your Sith Lord with phasers on stun, the interruption created by the theme has already been made and will take a lot of work during that session to fix.



Finally (and probably one of the most important suggestions), strive to find music with a similar sound and feel as the *Star Wars* movie soundtracks. For example, even though John Williams is probably best known for his *Star Wars* compositions, he has written music for other movies that could easily fit into your game without the other players noticing much difference. Some examples that come to mind are the Harry Potter, Indiana Jones, and Jurassic Park movies -- just watch out for tracks with overly familiar themes, as noted above.

Other composers have written music for movies that could prove to be valuable in filling your gaming music library. Composers such as Danny Elfman (*Batman*, *Men in Black*, *Spider-Man*), James Horner (*Braveheart*, *Star Trek II: The Wrath of Khan*, *Titanic*), and Graeme Revell (*The Crow*, *Pitch Black*, *Sin City*) have scores that you may find useful for your game's soundtrack. Also, don't discount classical compositions, which run the gamut of styles and can contribute to a colorful soundtrack. Music from the Romantic period (19th century), such as the works of Schubert and Tchaikovsky and the later works of Beethoven, are highly suggested.



Depending on what style of game you run, you might be able to use other sources of *Star Wars* music, such as videogames and computer games. They might allow you to open their music folder without necessarily playing through the game first. In fact, some of the game's music might be available online for you to download. For example, the music from *Star Wars Republic Commando*, once available from LucasArts.com as a free download, is [now available](#) on a fan Web site.

Other Tracks

The possibilities for new music for your *Star Wars* game are virtually endless. But you have to know what to look for before you can find the tracks you want. The tips and selections in the previous articles (see the archive box below) give examples of the type of music to seek when assembling your soundtrack.

To assist you further, let's analyze the soundtrack from another movie -- *Dragonheart*, composed by Randy Edelman. As with the examples from the *Star Wars* films, we'll categorize the music according to how the selections might be used, along with time references for easy location of each excerpt. Some of these selections are short, perhaps just 30 to 40 seconds. Although that's not an ideal length of time for a track, you might find that it's all you need for a given scene.



Music for celebrations

None

Music for chases

- "Einon" (track 4, start at 3:20)
- "A Refreshing Swim" (track 9)

Music for combat (ground battles)

- "Bowen's Decoy" (track 11, start at 1:03, end at 1:51)
- "Kyle, The Wheat Boy" (track 12, start at 1:49, end at 2:44)
- "Flight To Avalon" (track 14, start at 1:02, end at 1:44)

Music for combat (lightsaber duels)

"Bowen's Ride" (track 6, start at 0:28, end at 0:49)

Music for combat (starship battles)

"Flight to Avalon" (track 14, start at 0:07, end at 0:48)

Music for encounters (aliens)

"The Last Dragon Slayer" (track 5, end at 1:20)

Music for encounters (enemies)

- "Einon" (track 4, start at 0:55, end at 1:58)
- "Bowen's Decoy" (track 11, end at 1:03)
- "The Connection" (track 13, end at 0:48)
- "Finale" (track 15, start at 2:19, end at 2:46)

Music for views (establishments)

"Mexican Standoff" (track 7, start at 0:29, end at 1:10)

Music for views (landscapes)

- "Wonders Of An Ancient Glory" (track 3, end at 1:11)
- "Re-Baptism" (track 10, end at 1:40)

TIPS & TACTICS VOL. 3 1-3

By Owen K.C. Stephens

Welcome back to Tips and Tactics, the column of *Star Wars* gaming advice. (This is actually the *third* edition of Tips and Tactics. The first edition covered the previous version of the ***Star Wars Roleplaying Game***. The second edition focused more on the ***Star Wars Miniatures Game***, and you can search our [full site archives](#) for some of these columns.)

This new incarnation of Tips and Tactics will cover both the ***Star Wars Roleplaying Game*** Saga Edition and the ***Star Wars Miniatures Game***. Approximately every two weeks, Tips and Tactics will give hints, ideas, advice, or alternative rule ideas. Anything from covering the basics for new players to sneaky strategies for experienced participants is fair game, and from time to time, we'll even discuss how to combine the two games.

1: The Starfighter Shuffle

2: Multiple Attacks

3: Synergy

THE STARFIGHTER SHUFFLE

By Owen K.C. Stephens

The new Saga Edition has been extensively streamlined to make it easier for new players to learn and to keep the pace as fast as the movies on which the game is based. Most players who have experience with previous editions of the game have little difficulty getting into Saga Edition, but a few nuances can create potential stumbling blocks for players used to how things worked before.

In particular, some have questions about the new skill system. Players want their characters to be truly exceptional at certain roles, but they don't know what to do after training their heroes in the relevant skills. For example, if Carl wants to make his character Gilac an ace starfighter pilot, obviously he takes Pilot as a trained skill. But how does he set Gilac apart from other characters who also have Pilot as a trained skill but who aren't dedicated starfighter pilots? Is there a way to excel at that role without reducing the character's ability to be useful in other situations?



For starfighter pilots in particular, there are two ways to set a character apart as an expert, rather than someone who is merely "trained." First, starship-specific feats and talents can set you apart from other heroes trained in Pilot. The Vehicular Combat feat makes you much more dangerous in vehicle combat, especially if you have a good Pilot check. Combined with Skill Focus (Pilot), you can build a character who can avoid attacks in combat even when flying a slow junker. Of course, these feats have few applications outside vehicular combat, and you might want to wait to take them until you're of a higher level (unless the campaign is based around starship combat, in which case these feats are hard to beat as early options). Similarly, anything from the scoundrel's Spacer talent tree gives you an edge in starship combat.

The other option is to take combat feats and talents that are useful both in vehicular combat and in character-scale combat. For example, the Point Blank Shot feat applies to both hand-held ranged weapons and vehicular weapons, which also have a point blank range. Taking this feat increases your effectiveness in starfighter combat, while still being useful in character-scale situations. Other feats that fit that description include Burst Fire, Far Shot, Rapid Shot, and Precise Shot (which is useful for firing into dogfights; see *Firing Into a Dogfight*, page 171 of the *Saga Edition Core Rulebook*). Numerous other feats can serve double duty if taken with heavy weapons (such as Weapon Focus), as can the soldier Weapon Specialist talent tree.

Once you reach 7th level, if you truly wish to be an ace fighter pilot, you should move to the ace pilot prestige class. Although you don't gain the bonus feats available to a core class, the vehicle dodge ability gives you defensive capability in a starfighter that members of other classes can't manage. There's no rule preventing you from taking multiple prestige classes, and some characters might also want to take a few levels of bounty hunter or officer, depending on their style of fighting.

Another popular starship-related option is to forgo the Saga Edition rules and play out combat using the *Star Wars Miniatures Starship Battles* game. Why? First, players who are already familiar with and enjoy the miniatures game might want to incorporate those rules just for the fun of it. Also, the *Starship Battles* rules currently have statistics for more starships (especially starfighters and capital ships), making it easier to run battles with numerous different classes of craft. Furthermore, while the miniatures rules are tactically more complex, as is fitting for a combat game, they handle large fleet engagements more easily than the roleplaying game rules. So, you gain more tactical options and the ability to play out large conflicts with ease. However, the drawback to incorporating *Starship Battles* rules is that character-scale action is largely ignored.



For most roleplaying game scenarios, the Gamemaster will decide what ships are available without worrying too much about point cost. Of course, looking at point cost is a good way to see whether the two sides are balanced (though consider discussions of victory conditions and the heroic element to learn why the fleets still might not be balanced). Since the idea is to use the miniatures rules to tell part of a roleplaying game's story, the GM can set the victory conditions rather than simply requiring one side to destroy the other. For example, let's say that an escape sequence is being played out, such as the *Millennium Falcon* trying to get free of Hoth. One player might be massively outmatched, but perhaps in order to win, he needs only to get off the stellar grid.



Of course, the *Starship Battles* rules have no options for modifying starships when heroic characters are piloting them. The miniatures are static, designed to represent typical ships and a few famous specific vehicles, not to detail the exact abilities of a particular hero's starfighter. If none of the heroic characters are exceptional pilots, typical starships might be fine for their characters. Otherwise, a few changes need to be made.

The simplest way to represent heroic characters is to pick ships that are close representations of the character's ship and abilities. For example, if most nonheroic pilots are in X-wings, you can give the heroic pilot an X-wing Starfighter Ace, a Rogue Squadron X-wing, or even Luke Skywalker's X-wing.

However, if that doesn't quite balance the relative skill of heroic characters, it's easy to boost ships' attack values until they're more in scale to the heroes piloting them. To keep things simple, defense, damage and hull ratings are unchanged. It's best to stay with the miniatures game rules for movement, so that a class 1 ship moves 1 square per turn, a class 2 ship moves 2 squares per turn, and so on. While this doesn't map perfectly to the roleplaying game rules, there's no point in using miniature rules for their simplicity, and then making them more complex!

Many heroic characters also have feats, skills and talents that make them better than a typical pilot. Rather than try to rewrite these for the miniatures game, just use existing miniatures abilities to emulate their functions. The following list provides examples of how to emulate Saga Edition (SE) roleplaying game elements with abilities from the *Starship Battles* rules (SB).

- Any character with Force Pilot (SE) should be given the Force Sense (SB) ability.
- Any pilot with Vehicular Combat (SE) should gain the Evasions (SB) ability.
- Any heroic character who takes the Systems Operator position (SE) on a ship gives it the Sensor Array (SB) ability.
- Any heroic character with levels in the bounty hunter prestige class (SE) gains the Bounty Hunter (SB) ability.
- Heroic characters with multiple levels of the noble class or officer prestige class (SE) should gain either the Advanced Communication Array (SB) or Sith Command +2 (SB) abilities.

Using the miniatures rules also lets you give characters who *aren't* pilots something to do. For example, if a heroic ace pilot is handed Luke Skywalker's X-wing to represent his character, other players can assume that their heroes are in the background and temporarily play typical pilots flying typical X-wings. Thus, while Leia, R2-D2, and C-3PO watch from the Rebel Base, their players can run typical pilots who help Luke take on the Death Star.



MULTIPLE ATTACKS

In previous versions of the *Star Wars Roleplaying Game*, characters automatically gained access to multiple attacks per round as their base attack bonus increased. This approach had two drawbacks. First, you had to take a full attack action to use the multiple attacks, which encouraged characters to stand still during combat, making fights less dynamic. Second, every attack after the first was made at an increasingly large penalty, so additional attacks were less likely to affect the outcome. As a result, too often combat was slowed by die rolls that had little chance of changing anything, and sometimes whoever won initiative in the first round of combat had an advantage out of balance for a single roll.

Of course, it's important for more experienced characters to be better at combat, but multiple attacks per round is just one solution to that issue. In Saga Edition, a single attack is the norm, and more experienced characters deal more damage. This keeps combatants mobile (since you generally have a move action free every round), takes up less time (since there are fewer attack rolls), and makes higher-level characters more effective (since their single shot deals more damage than that of a lower-level character). In addition, feats such as Rapid Shot and Rapid Strike represent multiple attacks by adding another damage multiple, which helps keep the action fast-paced and interesting.



However, you still can make multiple attacks in a round, generally through feat selection. Double Attack and Triple Attack let you take two or three shots, respectively, using weapons from a given class. The Dual Weapon Mastery feats also grant access to multiple attacks and are available earlier in a character's development. Though it would be a major investment of feats, it's possible to use Double Attack, Triple Attack, and Dual Weapon Mastery I, II, and III together to achieve an amazing number of attacks in a single round. For example, a character with all five feats using a double-bladed lightsaber could make four attacks (with a penalty of -10 to each attack roll) as a full attack action.

So, when should you take these feats? When should you use them? And for that matter, are you better off with Double Attack or Dual Weapon Mastery when you first start selecting feats?

In general, only characters with high attack bonuses (those who mostly have levels in Jedi or soldier, or in prestige classes designed for Jedi and soldiers) should consider these feats. Other characters can't afford the attack penalty that comes with multiple attacks; they should use feats to increase combat effectiveness in other ways.

For characters with high attack bonuses, taking feats to allow multiple attacks makes the most sense at around 6th level. Before that level, the penalties are simply too large for your attack bonus to be useful (and besides, Double Attack isn't available at lower levels). Usually, the feats are most useful against multiple weaker foes. While you can deal considerable damage with Double Attack or

by using two weapons, when fighting a foe close to your skill level, the penalties such attacks impose mean that you're less likely to hit. You might actually deal less damage each round.

The advantages of using two weapons over Double Attack are obvious -- the feats work with any weapons you can use in one hand, and they can be gained earlier. The drawbacks are more subtle. If you're fighting with two weapons, you don't have a free hand to use a comlink, throw a thermal detonator, punch a command console, or grab a fallen comrade.

Another advantage is the availability of Triple Attack at higher character levels. A well-built character with a high Dexterity and feats and talents dedicated to increasing ranged attack bonuses can challenge numerous lesser foes with Triple Attack, especially if she can find cover during the battle. If you want to use Double Attack with a lightsaber, blaster rifle, or heavy weapon, you should also look at the Multiattack Proficiency talents for the elite trooper and the Jedi Knight prestige classes.

Never risk multiple attacks if doing so leaves you exposed. Triple Attack should be an option in combat, not a requirement. It's often better to move to a superior position, ready a piece of equipment, or manipulate the battlefield to your advantage than to stand in one spot and make two or three attacks. The only time you should use a double-bladed lightsaber with Dual Weapon Mastery is if you see no good options other than attacking.



Activating Multiple Attacks

In the *Star Wars Miniatures Game*, Double Attack and Triple Attack are options on some units, though they still require giving up movement in exchange. Again, don't depend on these extra attacks -- use them only when you don't have a better tactical choice.

Your opponent is obviously motivated to outmaneuver you so that your characters don't have the chance to use multiple attacks. To counter this, place such characters to cover areas that your opponent must move through, or move them to positions that your opponent doesn't want them to reach. In this way, you force your opponent to make a choice -- either allow you to gain a positional advantage, or expose his squad to multiple attacks.



One important aspect of such tactics is having activations left after your opponent has used all of his. It's possible to do this by building a larger squad out of numerous cheap units, allowing you to have figures left to activate when your opponent does not. You can also find figures that make such tactics more likely to function. For example, choose a character with a chance to call on additional figures, such as the Rodian Black Sun Vigo. Jabba the Hutt is particularly good for this tactic, as you can add 30 points of Fringe characters after you see your opponent's squad. This means that you know exactly how many units the opposing squad has, and you can choose enough low-point figures to beat that number (or give up and choose a high-point Fringe character).



You can also affect your activations in other ways. One cunning tactic is to base a squad on San Hill. His commander effect causes you to activate only one character each phase. This slows down your entire game, allowing you to have activations left even if your opponent has more characters in his squad. Even better, if you roll a 1 for initiative, you can use San Hill's Separatist Reserves 20 ability. Combine this tactic with characters that can bring further reinforcements or that can help manipulate the battlefield (such as R2-D2, Astromech Droid or Lobot, who also has a reserve), and you'll dramatically increase the chance of making the most of your Double Attack.



SYNERGY

Squad Synergy in the Minis Game

The cost of units in the *Star Wars Miniatures Game* is based on an efficient use of their abilities. The possibility of other characters giving them good synergy is included in these costs, which means that if you aren't building squads to take advantage of such options, you're paying for possibilities you aren't using. Some synergy is obvious, such as the Rebel Captain's commander effect giving Twin Attack to Rebel Troopers. Other options are more subtle, but all the more effective for their complexity.

For an example of good synergy, let's start with Luke Skywalker, Hero of Yavin. This character costs 35 points, making him a major investment for a 100- or 150-point squad, but he can be worth every point. The character is already impressive, with numerous abilities that you can build from. Most important, it has the following abilities:

- Deadly Attack and Flurry Attack (meaning that it scores a critical hit on a 19 or 20, and when it does so, it may make an immediate attack)
- Double Attack (allowing two attacks if the character doesn't move)
- Twin Attack (allowing a second attack against the same target every time the character attacks)
- Lightsaber Deflect (causing half of all nonmelee attacks against the character to miss with the expenditure of a Force point)
- Force: 3



These combine to make a character who deals good damage, can move in and out of cover quickly, and is able to avoid damage from ranged attacks. That's a good start, but we can improve on it.

The fact that the character has Force points leads to some interesting options. You can team Obi-Wan Kenobi, Jedi Spirit with Luke to give him Force Renewal 1 and Mettle. Now Luke is much less likely to run out of Lightsaber Deflect options, and if not threatened, he can spend Force points freely to make an attack more effective. Not bad for a mere 8 more points.



Since Luke is more likely to score a critical hit than most characters, and since he gains an extra attack when he does, it's worth trying to give him more opportunities to make that happen. Adding Princess Leia to the squad makes use of her commander effect, choosing one Rebel follower to make an immediate attack at +4 to hit and +10 damage each round. If Luke uses his Double Attack and gains an extra attack from Leia, he gets to use Twin Attack with each of those attacks. Thus, he's making six attacks per round, and in each case, he has a better-than-average chance of scoring a critical and an extra attack.



After you've assembled a core of characters with effects that play off one another, building the rest of your squad is largely a matter of how many points you have left, though you should continue to look for potential synergy. It's never a bad idea to protect your core characters in some way, often with characters with the Bodyguard special ability. A Twi'lek Bodyguard can be added to a squad of any faction, as can a Mistryl Shadow Guard (if you have considerably more points).

Finding synergy between characters is an ongoing process and includes discoveries made during play, often when an opponent unleashes something new on you. Consider keeping a notebook of ideas and tactics you observe during games, even those in which you're not playing. Since such tactics are generally built around special abilities possessed by more than one character, you might find that you can adapt other squads' synergies to work with your own figures. As you observe what does and doesn't work well, you'll start seeing possibilities as soon as you pick up new characters, giving you new options for cohesive, synergy-filled squads.

Group Synergy in the Roleplaying Game

The same ideas can be applied to heroes in the *Star Wars Roleplaying Game* Saga Edition. While any group of four characters can be a successful team, giving them different classes and roles can produce groups that are more effective and more flexible. Don't worry if that means the only hero is a Force-using Jedi. The other heroes can add more to the group's overall success exactly because they *aren't* lightsaber-toting masters of melee.

For example, a Jedi might have the same attack bonus and hit points as a soldier, but that doesn't mean a soldier has nothing to offer. In addition to being much better in heavy armor (and the only character for whom armor can still be an excellent choice at mid or high level), a soldier has numerous options that can aid other characters in combat. The Commando talent tree has Battle Analysis, Cover Fire, Draw Fire, and Harm's Way, all of which can make even a Jedi more effective in group combat. Combined with talents that allow a soldier to take amazing amounts of damage and deal similarly heavy wounds at range, the result is an ally who can make it through any combat and harm foes before they get too close.



A noble, too, can help to improve the performance of other characters. The Inspiration and Coordinate talent trees are full of abilities that help Jedi and soldiers be even more dangerous in combat, but those talents have other uses as well. The ability to increase skill checks can mean the difference between dying in a trash compactor and escaping an Imperial space station in a run-down freighter. A noble can also restore health to allies, allowing them to keep doing what they're good at in longer fights. Finally, while a noble might not be a master of hand-to-hand combat, her ability to intimidate foes and move them down the condition track can overcome opponents who are physically intimidating but mentally average.

Scoundrels and scouts can hold their own in a fight, but their real benefit to a group is often outside of combat. Part of the fun of a roleplaying game is facing different situations and working as a team to overcome them. A group that lacks a scoundrel or a scout is at a serious disadvantage when flying through an asteroid field, tracking down an escaped foe, negotiating a deal with a Hutt, sneaking up on an encampment, sneaking through the halls of an enemy base, or fixing a broken speeder. If you're playing either of these classes, ask the other players what skills their characters are trained in, and take at least a few skills that aren't already covered. Chances are that no one else is trained in Stealth or Survival, and perhaps not Acrobatics, Climb, Jump, or Mechanics. Being good in areas where other characters are not is the heart of group synergy, and the scoundrel and scout are perfect choices for that.

Other important choices have little or nothing to do with class. For example, it's useful to have a trained pilot or someone who can use medpacs effectively. Having a mix of melee weapons and ranged weapons often pays off in combat. Similarly, a group that owns a wide variety of equipment is more versatile than one that has six fire extinguishers but no electrobinoculars. Talk to other players during character creation and as their heroes gain levels, and you'll find ways to take advantage of their strengths and cover their weaknesses.

WEB ENHANCEMENTS 1-5

- 1: The Tech Specialist
- 2: Encounter Design 101
- 3: Devaronians
- 4: Pau'ans
- 5: Nazren

Force Cards Et Character Sheet is placed in the end of the document

The Tech Specialist

By Rodney Thompson & Gary M. Sarli

A favored archetype of long-time *Star Wars* gamers, the tech specialist is a character that focuses on modifying and enhanced fantastic technology to fit his or her needs. Tech specialists range from brilliant engineers to prodigious outlaw techs, though all share a love for the guns, gear, and gadgets found in the galaxy far, far away.

This web enhancement includes a few rules (cut from the Saga Edition core rulebook for space) that allow heroes to take on the role of the tech specialist. Additionally, you will find sample heroic characters -- a Zabrak engineer and a Mon Calamari outlaw tech -- that illustrate two ways to build tech-oriented characters for your own campaign. Of course, these are just two examples, and a hero who wants to tinker with machines and electronics has a number of options available across many different classes.

Additionally, these rules will be featured in an upcoming sourcebook for reference at the gaming table, and will be expanded upon with more talents and rules to further enhance your game.



New Talent Tree: The Outlaw Tech

The following new talent tree is intended for use by characters with the scoundrel class. Scoundrels learn a variety of tricks that allow them to squeeze more life out of ailing technology, and they can enhance their gear in ways the manufacturer never intended.

Fast Repairs

Whenever you jury-rig an object or vehicle, the vehicle gains a number of temporary hit points equal to the result of your Mechanics check. Damage is subtracted from these temporary hit points first, and temporary hit points go away at the conclusion of the encounter.

Prerequisites: Trained in the Mechanics skill.

Hot Wire

You can use your Mechanics check modifier instead of your Use Computer check modifier when making Use Computer checks to improve access to a computer system. You are considered trained in the Use Computer skill for purposes of using this talent. If you are entitled to a Use Computer check reroll, you may reroll your Mechanics check instead (subject to the same circumstances and limitations).

Prerequisites: Trained in the Mechanics skill.

Quick Fix

Once per encounter, you may jury-rig an object vehicle that is not disabled. All normal benefits and penalties for jury-rigging still apply.

Prerequisites: Trained in the Mechanics skill.

Personalized Modifications

As a standard action, you may tweak the settings, grips, and moving parts of a powered weapon you wield, tailoring it to your needs. For the remainder of the encounter, you gain a +1 equipment bonus on attack rolls and a +2 equipment bonus on damage rolls with that weapon. You can use this talent only on powered weapons (those that require a power cell to operate), including weapons connected to a larger power source, such as vehicle and starship weapons.

Encrypted Transmission: The Outlaw Tech Talent Tree

The Outlaw Tech talent tree fills some niches left by the existing Mechanics rules and options for repairing broken pieces of technology. Here's a behind-the-screen look at the design decisions that went into creating these talents.

Fast Repairs is designed to make jury-rigging more appealing to tech-oriented characters. As it stands now, jury-rigging an object or vehicle moves it up the condition track but does not provide temporary hit points. If your ship is at 0 hit points and you jury-rig it, it's still disabled from hit point loss. This new talent alleviates that problem, while still making jury-rigging useful for ships pushed down the condition track by other means (such as ion damage).

Quick Fix builds on **Fast Repairs** and gives a techie character a way to restore some hit points to a vehicle that's still in the fight, but brings with it the threat of becoming disabled at the end of the encounter. This new talent also gives ship engineers something else to do in combat, especially in desperate situations, and it can bring a vehicle back up to full fighting form very quickly.

Hot Wire is similar to the other skill-substitution talents and makes sense for a techie who may not be the best slicer around.

Personalized Modifications is designed to give a scoundrel another means of activating some of his other talents. For example, many of the scoundrel's talents from the Misfortune talent tree rely on a successful attack roll to activate. Combined with the Tech Specialist feat below, this new talent gets the scoundrel a small boost to attacks that can compensate for the difference between low base attack progression and Defense progression, even at high levels. The scoundrel might still need to work closely with his friends against tougher foes, but this talent is designed to capture the feel of tweaking your own weapon while still synergizing with many of the Misfortune talents.

New Feat: Tech Specialist

The new Tech Specialist feat allows a hero to make custom modifications to weapons, armor, droids, devices, and vehicles so that they function beyond their normal specifications.

Prerequisite: Trained in the Mechanics skill.

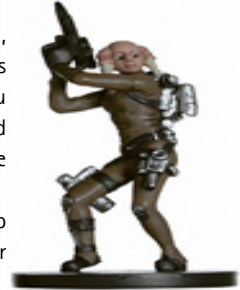
Benefit: You can modify a device, suit of armor, weapon, droid, or vehicle so that it gains a special trait. Specific traits are given on the Tech Specialist Modifications table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armor, weapon, droid, or vehicle, and you can't apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armor, weapon, droid, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

Other characters trained in the Mechanics skill can assist you, reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: This feat is considered a bonus feat for the noble and scoundrel classes.



Tech Specialist Modifications

Armor Trait	Benefit
Agile Armor	Increases the armor's maximum Dexterity bonus 1.
Fortifying Armor	Increases the armor's equipment bonus to Fortitude Defense by 1.
Protective Armor	Increases the armor's armor bonus to Reflex Defense by 1.

Device Trait	Benefit
Enhanced Strength	Increases the device's Strength score by 2.
Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter
Mastercraft Device	Skill checks made using the device gain a +1 equipment bonus, or the device's existing

Droid Trait	Benefit
Enhanced Dexterity	Increases the droid's Dexterity score by 2.
Enhanced Intelligence	Increases the droid's Intelligence score by 2.
Enhanced Strength	Increases the droid's Strength score by 2.

Vehicle Trait	Benefit
Enhanced Dexterity	Increases the vehicle's Dexterity score by 2.
Improved Speed	Increases the vehicle's speed by one-quarter of its base speed (minimum 1 square).
Improved Shields	Increases the vehicle's shield rating by 5.

Weapon Trait	Benefit
Improved Accuracy	The weapon gains a +1 equipment bonus on attack rolls.
Improved Damage	The weapon deals +2 points of damage with a successful hit. If the weapon has a damage
Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon

Sample Character: The Outlaw Tech

An outlaw tech is a master of making machines do what she wants them to do. Operating far outside the bounds of manufacturer intentions (and sometimes outside the law), she is able to hotwire starships and amp up weapons to the point where her after-market modifications can be considered illegal.

An outlaw tech works well on her own without the need of other classes for support. She can run-and-gun just as well as she can use a hydrosponder, and her strengths lie in areas where her own actions are what save the day. Though an outlaw tech has a less formal education than other technically minded characters, she is a good fighter and a fast worker who can fulfill a variety of roles.

Outlaw Tech CL 7

Medium Mon Calamari scoundrel 7

Force Points 5

Init +5; **Senses** Low-light vision, Perception +15

Languages Basic, Binary (understand only), Huttese, Mon Calamarian, Ryl, Shyriiwook (understand only)

Defenses Ref 21 (flat-footed 19), Fort 17, Will 20

hp 39; **Threshold** 17

Speed 6 squares

Melee +5

Ranged heavy blaster pistol +8 (3d8+3)

Base Atk +5; **Grp** +5

Atk Options Careful Shot, Running Attack

Abilities Str 10, Dex 14, Con 10, Int 18, Wis 15, Cha 9

SQ breathe underwater, expert swimmer

Talents Fast Repairs, Knack, Quick Fix, Personalized Modifications

Feats Careful Shot, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Mechanics), Skill Focus (Perception), Skill Focus (Use Computer), Tech Specialist, Weapon Proficiency (pistols, simple weapons)

Skills Deception +7, Gather Information +7, Knowledge (Galactic lore) +12, Knowledge (technology) +12, Mechanics +17 (+18 when using mastercraft tool kit), Perception +15, Pilot +10, Swim +15 (may reroll Swim checks and accept the second roll; may take 10 even under pressure), Use Computer +17 (+18 when using mastercraft datapad)

Possessions heavy blaster pistol (improved accuracy), comlink, mastercraft datapad, mastercraft tool kit, various personal belongings

Sample Character: The Engineer

An engineer is more of an academic designer than a jury-rigging mechanic. He considers the outlaw tech's work to be a sloppy imitation of real ingenuity and can use his knowledge to create more solid and reliable designs. An engineer is much more of a team player, and many heroes find that an engineer helps them get out of scrapes by encouraging them to work together. Because he's familiar with coordinating teams, an engineer has the knowledge and resources to create all-new (and significantly improved) pieces of technology that function reliably under all conditions.

Engineer CL 7

Medium Zabrak noble 6/scoundrel 1

Force Points 5

Init +9; **Senses** Perception +10

Languages Basic, Binary (understand only), Bocce, High Galactic, Huttese, Mon Calamarian, Shyriiwook (understand only), Sullustese, Zabrak

Defenses Ref 21 (flat-footed 20), Fort 18, Will 22

hp 37; **Threshold** 18

Speed 6 squares

Melee +3

Ranged hold-out blaster +7 (3d4+3)

Base Atk +4; **Grp** +3

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 13

SQ heightened awareness

Talents Coordinate, Inspire Haste, Trace, Wealth

Feats Linguist, Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Mechanics), Tech Specialist, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Initiative +9, Knowledge (Galactic lore) +11, Knowledge (physical sciences) +11, Knowledge (technology) +16, Mechanics +16, Perception +10 (may reroll any Perception check and keep the second roll), Persuasion +9, Pilot +9, Use Computer +16 (+17 when using masterwork datapad or masterwork portable computer)

Possessions hold-out blaster (improved accuracy), comlink, masterwork datapad, masterwork portable computer, personal holoprojector, various personal belongings

ENCOUNTER DESIGN 101

By Rodney Thompson

Designing fresh, exciting, and (most importantly) fair encounters for *Star Wars* Roleplaying Game heroes can be one of the greatest challenges for a Gamemaster. In many ways, encounter design and balance are more art than science. Despite the organized and numeric nature of the rules, sometimes factors outside of the raw statistics can alter the difficulty or fun of the encounter. For example, a Gamemaster might design an encounter that would be perfectly appropriate for most parties, but since her players have just the right mixture of talents, feats, and tactics, the encounter is over too quickly --either in the heroes' favor, or to their dismay.

The Saga Edition Core Rulebook presents some very basic guidelines on encounter design. However, to encourage Gamemasters to create more dynamic and exciting encounters, this article walks through the steps for building an encounter from start to finish. The guidelines in this web enhancement should help you create interesting and fair encounters, though of course each GM must consider the composition of the adventuring party.

Step 1: Determine Opponents

The most significant and most difficult part of designing an encounter is choosing the enemies that the heroes will face. Every character, creature, droid, and vehicle includes a Challenge Level (CL) that indicates how tough that challenge can be. In many cases, CL is not assigned through any specific formula; determining CL can often be a matter of testing the challenge to gauge its difficulty). However, CL gives a good starting point for designing an encounter. An opponent of a given CL is considered to be a challenge for four heroic characters of that level; thus, a CL 1 stormtrooper is a challenge for four 1st-level characters.



As stated in the core rulebook, encounters with four to six enemies work best for most encounters. This gives the heroes enough targets to feel like each member of the group is participating while not overwhelming them. To remain an appropriate challenge, the main opponents in the fight should have a CL that is 1 or 2 points lower than the average party level. For most encounters, the enemies should be weaker than the heroes but should still be enough of a threat that the heroes will feel challenged by the encounter. *Star Wars* differs from many other roleplaying games, though, in that it's often perfectly acceptable to litter the battlefield with enemies who are far outclassed by the heroes. This will be covered in more detail in Step 3, but when determining encounter difficulty, you should focus only on those enemies whose CL is within 5 levels of the average party level.

To determine whether or not the CLs you have chosen for your encounter are appropriate, add all the CLs together and divide by 3. If this result is within one level of the average party level, and no single enemy is of a higher CL than the average party level minus 1, you've probably created a good challenge. Remember, though, that for single opponents, an appropriate encounter is with an enemy of CL equal to the average party level.

Mixing Challenge Levels

Not every enemy in an encounter has to be a difficult challenge for the heroes. It is acceptable, and even encouraged in many cases, to have a portion of the opposition be weaker than other opponents. These weaker enemies might act as "support" for the primary opponents, using the aid another action to enhance attack rolls, or affecting the battlefield in some indirect way. Alternatively, they might just be there to slow the heroes down long enough for the main enemies to make their move. Regardless of their function, these lower-CL enemies can still hurt the heroes, but they are secondary concerns after the primary enemies.

Additionally, mixing Challenge Levels is a great way to keep the heroes guessing. If one enemy has a high attack bonus and high damage, the heroes might assume that they all do, encouraging the group to be more cautious (even though that caution may be unwarranted). Similarly, heroes that drop an enemy of a lower CL quickly might become reckless, making them enticing targets for more threatening foes. A good mix of Challenge Levels can add diversity to a fight in a subtle but effective way.

Choosing Diverse Enemies

The process of picking appropriately interesting enemies is just as important as picking appropriately challenging enemies. When designing an encounter, pull enemies from different classes, different species, and even different types. Mixing characters, creatures, droids, and vehicles is a great way to create more interesting encounters precisely because they require different tactics. Droids and vehicles are immune to ion damage, creatures can't be negotiated with, vehicles move at high rates of speed, and characters have a diverse array of talents and feats. Though each layer of enemy diversity adds more work for the Gamemaster, they also make for more exciting and tactically engaging encounters.

For example, the classic "squad of stormtroopers" encounter is a favorite in *Star Wars* adventures. However, so much more can be done with the encounter to make it more exciting. Instead of six stormtroopers, we might use four stormtroopers, an Imperial officer, and two Imperial probe droids. Instead of five human thugs starting a cantina fight, the encounter might be three human thugs, the Twi'lek bartender, and the cantina's "pet," a nek battle dog. Even within members of the same species, class diversity can make a big difference. A single noble with a few soldiers makes a potent combination, and one that produces an interesting combat dynamic during the encounter.

Mixing in vehicles can be a bit more challenging, due largely to their increased firepower and toughness. For this reason, most vehicles are higher on the CL scale. However, speeder bikes and landspeeders (many of which have weapons comparable to those carried

by characters) can liven up the battlefield without tilting the balance of the encounter too much. A group of dark Force adepts might be made into a more interesting encounter if it were two dark side marauders, a dark Force adept, and three of their human thralls riding around the battlefield on speeder bikes.

Regardless of the exact combinations, diversity is usually more engaging than uniformity when it comes to primary enemies. A good rule of thumb when diversifying opponents is to choose one type of opponent as the base enemy, choose a second type of opponent that is separated from the base enemy by a minor difference (such as species or class), and then choose a third type of opponent that is separated from the base enemy by a major difference (such as by type: droid, creature, or vehicle).

Altering Challenge Through Gear

One aspect of picking your enemies that can often be overlooked is the effect of weapons and equipment on an individual opponent. A CL 1 storm-trooper typically carries a blaster rifle and other basic accoutrements. However, if you put an E-Web blaster cannon in the hands of that storm-trooper, he suddenly becomes a much more potent enemy, even though technically his Challenge Level remains unchanged. Since equipment and wealth are not balancing factors in determining Challenge Level for most enemies, Gamemasters should be careful when handing out powerful equipment. It can quickly increase the challenge out of proportion with the Challenge Level.

By the same token, adding weapons or equipment to an opponent is an excellent way to add diversity to an encounter. If every stormtrooper in the encounter has a rifle, they all act the same way and use the same tactics. If, however, one stormtrooper is firing an E-Web, this changes that opponent's behavior and encourages the heroes to change theirs as well. Likewise, if the Gamemaster puts a grenade launcher or a flamethrower in the hands of one of the stormtroopers, the fight becomes very different indeed. A standard bounty hunter might be tough, but when outfitted with the kinds of weapons and armor worn by Boba Fett, the enemy becomes much more challenging.

In general, equipment should not increase the CL of an individual opponent. However, if the equipment significantly raises the enemy's attack bonus, damage, or Reflex Defense, it might be appropriate to increase the CL as well. As a guideline, if a piece of equipment increases any of these aspects of the character by 50%, increase the opponent's Challenge Level by +1. For example, a normal stormtrooper deals 3d8 points of damage with a blaster rifle (an average of 13.5 points). If that stormtrooper begins using an E-Web that deals 3d12 points of damage (an average of 19.5 points), that change normally wouldn't justify increasing the CL. However, the weapon creates an area attack (which not only strikes multiple opponents but also deals half damage even on a miss), and that probably is enough to warrant a higher CL.



Step 2: Determine Locale

Though the general locale of the encounter will likely be determined by the demands of the adventure, choosing an appropriate setting can go a long way toward excitement. Very few encounters in *Star Wars* take place in an empty room or on a wide-open plain with no visible terrain or obstacles. Instead, they take place in cramped hallways in Imperial detention centers, around massive open-air catwalks and endless chasms, and on assembly lines deep within droid construction facilities.

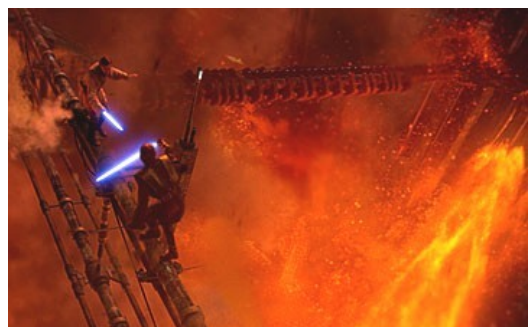
Usually, interesting encounter locales are irregular in shape, with alcoves, short hallways, and protruding walls. A locale can encompass several rooms, and a single encounter might be designed to flow from one room to another. Perhaps an explosive charge collapses a wall, allowing reinforcements to arrive from the far side and increasing the challenge. Indoor locales usually have stairs, catwalks, turbolifts, or other means of moving between altitudes, as well as pits and chasms that must be avoided. Similarly, a good encounter locale gives the Gamemaster enough to describe without getting bogged down in details. By itself, a cargo bay isn't very exciting or memorable, but a cargo bay with a massive glass window overlooking a volcano planet, with electricity coursing through power couplings along one wall, is certainly more evocative.

For outdoor locales, terrain plays an even more important role. Difficult terrain requires tactical movement and can slow down heroes and enemies alike. Alien flora and fauna, a staple of the *Star Wars* universe, can add spice to any encounter. If your fight takes place on an ice planet, you can stage it on an open, snowy plain, or you can stage it on the edge of a cliff, above the canyon lair of a flesh-eating snow lizard. Likewise, if a battle takes place on a forest planet at night, you can evoke the alien nature of the world by having giant fireflies provide the only illumination. Even better, as the huge insects drift across the battlefield, they bring an interesting dynamic -- constantly shifting concealment -- to the fight itself.

Environmental Hazards

Locales bring with them certain hazards native to the environment. Most environmental hazards can be classified as conditional, partial, or total.

A conditional hazard is one that presents itself only if certain conditions are met. These conditions might require the heroes or their enemies to trigger the hazard. For example, anyone who passes through the security sensors triggers an alarm that slams a blast door closed. Alternatively, the hazard might be triggered by some other environmental effect. Perhaps



when the blast door slams shut, it disrupts power to half the room, plunging it into darkness. Similarly, the condition that triggers the hazard might be a function of time. After 5 rounds, the ice at the edge of the cliff melts, sending anyone in a 2-square-wide line plummeting into the chasm below.

Additionally, conditional hazards may not be readily apparent to the heroes, and can come as a surprise in the middle of an encounter.



Partial hazards are usually visible to the heroes and are present throughout the duration of the encounter. These hazards can be avoided and may not affect every combatant. For example, the Sarlacc in the Great Pit of Carkoon acted as a partial hazard because while it was present throughout the fight, the heroes could avoid it by not falling off their skiff. Other examples of partial hazards include a room that's half underwater, a large swath of ground that's covered in jagged rocks or metal, or a stretch of floor plating that's charged with electricity.

A total hazard is one that is present throughout the encounter and unavoidable, such as a room filled with dioxin or a completely flooded chamber. Total hazards usually impede (or damage) the heroes every

round and can seriously affect the encounter. Gamemasters should be careful with total hazards because they can quickly lead to the death of one or more characters -- or perhaps the entire party.

When introducing an environmental hazard, adjust the encounter to accommodate the increased challenge. Assuming that the hazard has attack bonuses and damage outputs on par with enemies of the appropriate CL, adding a hazard to an encounter is just like adding another opponent. If the hazard is conditional, consider it to be another "opponent" with a CL equal to the equivalent enemy CL minus 2. If the hazard is partial, consider it to be another "opponent" with a CL equal to the equivalent enemy CL minus 1. If the hazard is total, consider it to be another "opponent" with a CL equal to the equivalent enemy CL.

For example, let's say the hazard is a poison gas cloud. The gas attacks a target's Fortitude Defense with an attack bonus of +6 (the equivalent of about a CL 5 enemy) and deals 2d10 points of damage each round the gas is inhaled. If the gas is present only when a hero enters an incorrect command code, the hazard is conditional; treat it as a CL 3 enemy. If the gas is always in the room, but the cloud covers only the computer stations, the hazard is partial; treat it as a CL 4 enemy. If the entire room is filled with gas, the hazard is total and would be considered a CL 5 enemy.

In any case, when you're determining the fairness of an encounter, be sure to include an environmental hazard's CL in the calculations.

Step 3: Determine Obstacles and Other Challenges

Lastly, anything else that can act as an impediment to the heroes should be added to the encounter. Though many obstacles are environmental hazards, you can complicate an encounter in other interesting ways. For example, a construction droid that swings a hanging girder through the battlefield every other round certainly alters the fight. The droid is not an environmental hazard because it can be disabled, but it's not really an opponent, either, so you need not consider its CL when determining the fairness of the encounter.

Reverse Engineering

One good way to determine if obstacles are needed for an encounter is to use the reverse engineering method. First, picture the room where the fight will take place, empty it of obstacles, and imagine the foes inside. Now imagine that the fight begins; what do the heroes do? What are their actions, assuming they win initiative and act first? Based on those assumptions, find ways to make those actions more difficult. Repeat the process until you're satisfied that the encounter provides enough of a challenge to the heroes.

For example, let's say an encounter pits the heroes against four storm-troopers, an Imperial officer, and two probe droids. Place the enemies in an empty room and begin the reverse engineering process. The Jedi hero will likely move into the room and use Force slam on the squad of storm-troopers, so you decide to put two of them on a platform that is 3 meters tall, meaning that the Force slam can only get 2 of them at best. The scoundrel will probably try to sneak up on the Imperial officer, so give that foe a hovering spotlight droid that tries to point out any heroes breaking off from the main group. The soldier carries ion grenades and ion weapons, so he'll probably try to take out the two probe droids. To complicate matters, spread the two droids far apart from each other, ensuring that a single ion grenade won't take them both out. With just a few small changes, a relatively mundane encounter has become more engaging and challenging for the heroes.

When using reverse engineering, it's important to remember that your goal is to challenge your heroes, not to stymie them. *Star Wars* is all about doing amazing, heroic things in the heat of battle, and your players will want to do this as well. Obstacles should encourage them to make choices with their abilities, not keep them from using the abilities completely. Does the scoundrel go after the officer or the spotlight droid first? Which pair of stormtroopers does the Jedi use Force slam on? Which probe droid feels the heat of the soldier's ion barrage? The heroes still use their abilities in fun and exciting ways, but they have choices to make when doing so.

Low-Challenge Enemies as Hazards

Low-level enemies don't usually provide enough challenge for heroes. However, even at high levels, most players still want to kill stormtroopers and blow up battle droids. That's part of what makes a *Star Wars* game memorable. Instead of continually increasing the levels of stormtroopers, try using a handful of stormtroopers as an obstacle. An encounter with a single, high-level enemy might need to be enhanced to present a more cinematic scene, and adding a bunch of low-level goons to the fight does just that. The heroes will

usually take time to stop and dispatch low-level enemies, even if they see them as little threat, and there's always a chance that a natural 20 will allow a thug to get off a lucky shot at a hero.

For example, a party of 10th-level heroes comes up against the Sith apprentice they have been pursuing for several adventures. The Gamemaster wants the Sith apprentice to be the focus of the encounter, but a four-on-one fight, even against a Sith, might be anticlimactic. To enhance the encounter, the Gamemaster adds a dozen low-level stormtroopers. They pose little direct threat to the heroes, but they're an obstacle that must be overcome on the way to defeating the real enemy. In addition, they give non-Jedi party members something to do while the Jedi engages the Sith apprentice in a climactic duel. A similar situation occurred in the Battle of Geonosis, when Mace Windu ran straight for Jango Fett while others focused on taking out the droids.

Providing Cover Spots

One important aspect of encounter design is providing enough spots for heroes and enemies to take cover during an encounter. Not only is cover important to many characters in the game, it also provides more *Star Wars*-like combat experiences. Objects that provide cover --such as crates, com-puters, and low walls --also act as obstacles, encouraging creative movement throughout the terrain.



Spreading Out the Enemies

One of the fastest ways to get a group of opponents killed is to have them all bunched together. A quick grenade or a Force slam, and they'll be wounded, dead, or dying. Instead, try to spread at least some of the enemies out to avoid area attacks. It's fine (and encouraged) to have a group of battle droids march in formation so they can be taken out quickly, but if you want certain enemies to present a significant challenge, place them throughout the encounter area so that individual area attacks will be less effective -- at least in the first round or two.

Putting It All Together

Having walked through the process of designing an encounter, it's time to make up an encounter of our own. Let's assume that we have a party of 7th-level heroes playing in the Rebellion era, and we want to challenge the heroes while still making sure that they can survive the encounter. Since the heroes will be infiltrating an Imperial Detention Facility as a part of the adventure, we already know our setting. For our primary enemies, we pick two CL 5 Imperial Security Bureau agents (nonheroic 6/scout 3) and one CL 5 Imperial Officer (nonheroic 3/noble 3/officer 1) to represent the inter-rogation team. Additionally, the facility has a small complement of crab droid scouts (CL 3, nonheroic 9) leftover from the Clone Wars, one of which is guarding the area the heroes are attempting to infiltrate. Adding all the CLs together and dividing by 3, we get an encounter CL of 6, meaning we have the beginnings of an appropriate encounter.

However, we really want to challenge the party, so we spice up the battlefield with terrain effects and other hazards. The encounter will take place in a detention block, since the heroes are there to rescue an NPC that has helped them in the past. We decide that the detention block is equipped with emergency systems that spray a numbing gas into the room. We give the numbing gas an attack bonus of +5 against a character's Fortitude Defense (the equivalent of a CL 4 enemy), dealing 3d8 points of stun damage. But we also determine that the gas shoots out of the walls only around the edges of the room, making it a partial hazard and reducing the CL to 3. Added to the other CLs in the encounter, this gives us a new encounter CL of 7, which should be more challenging for the heroes.

Knowing that our heroes are fond of stunning enemies, the party is likely to charge in and try to get close to the officer and the ISB agents to use the stun settings on their blasters. To keep this from happening too quickly, we decide that barricades pop up to block the middle of the room, spaced at intervals of 3 squares. Thus, if the heroes want to get in close with the ISB agents, they'll have to move down the sides of the room, where the numbing gas is spraying. The crab droid, unaffected by the gas or stun weapons, will range out toward the heroes, while the officer and ISB agents make attacks against the party from the back of the room.

In a matter of minutes, we've created an encounter that will challenge the heroes and produce interesting combat situations. All that's left to do is determine the DC of the Use Computer check or Mechanics check needed to shut down the gas (giving tech-oriented heroes another way to contribute), and the encounter is ready to run.

DEVARONIANS

By Rodney Thompson

During the development of the *Star Wars* Roleplaying Game Saga Edition Core Rulebook, some material had to be cut for space. One such section was the Devaronian species.

Devaronian

Devaronians are among the first species in the galaxy to develop interstellar travel, and the males of the species have been common sights in spaceports throughout the galaxy for thousands of years. After reaching middle age, Devaronian males are driven by an urge to wander. As such, they are often found traveling the galaxy as tramp freighter captains and scouts. Female Devaronians, on the other hand, are content to remain in a single location, and as such, raise the young and run the government of Devaron. The males send as much money as they can back to their families on Devaron, but they seldom return to the homeworld. The females are content with this arrangement, as they tend to view the restless males as disruptive to home life.

Personality: Devaronian males are bold, daring, bull-headed, rash, terse, unscrupulous, and stingy with their credits. They love being the masters of their own destinies. Female Devaronians are generally bright, wise, scrupulous, and sharp-tongued.

Physical Description: Devaronian males are hairless with red-tinted skin, sharp incisors, and a pair of large horns growing from their foreheads. Their appearance is not unlike the devils of a thousand myths. Female Devaronians are covered in thick fur that ranges in color from brown to white. Females are hornless and have prominent canine teeth.

Devaronians stand 1.6 to 1.8 meters tall.

Homeworld: Devaron, a world of low mountains and deep valleys linked by thousands of rivers.

Languages: Devaronians speak and read Devaronese and Basic. Their speech is low, guttural, and full of snarling consonants.

Example Names: Dmaynel Kiph, Elassar Targon, Jubal, Kapp Dendo, Tyrn Jiton, Lak Jit, Oxbel, Saricia, Sires Vant, Trynic, Ulicx Vinaq, Vilmarh Grahrk.

Adventurers: Male Devaronian heroes tend to be scoundrels or scouts. Invariably, they are found in occupations that allow them freedom to travel whenever and wherever they wish. Due to the oppressive nature of the Empire, many Devaronian males joined the Rebellion—not because of politics, but because they were annoyed that their freedom to travel was being curtailed.

Noteworthy female Devaronians on their homeworld tend to be nobles and scouts. However, any female Devaronian hero found elsewhere is already an exceptional individual who has decided to challenge the traditions of her culture. Such Devaronians may be of any class or role.

Devaronian Species Traits

Devaronians share the following species traits:

Ability Modifiers: +2 Dexterity, -2 Wisdom, -2 Charisma (for males) or +2 Intelligence, +2 Wisdom, -2 Dexterity (for females). Male Devaronians tend to be more carefree and less personable than female Devaronians, but they are also more agile.

Medium Size: As Medium creatures, Devaronians have no special modifiers due to their size.

Speed: Devaronian base speed is 6 squares.

Conditional Bonus Feat: Devaronians are master manipulators. A Devaronian with Deception as a trained skill gains Skill Focus (Deception) as a bonus feat.

Natural Curiosity: Once per encounter as a standard action, a Devaronian can make a Perception check against a single target within line of sight (DC 15 or the result of an opposed Stealth check, if the target is actively attempting to hide). If successful, the Devaronian gains a +1 insight bonus on attack rolls against that target. Because of their natural curiosity, Devaronians are very attentive to small details that can reveal weaknesses.

Automatic Languages: Basic and Devaronese.



Male and female Devaronian

Devaron

Region: Colonies

Climate: Temperate

Gravity: Standard

Moons: 2

Length of Day: 24 standard hours

Length of Year: 390 local days

Sapient Species: Devaronians

Government: Matriarchy

Capital: Montellian Serat

Major Exports: Hyperdrive technology

Major Imports: High technology, luxury items

Knowledge (Social Sciences)

DC RESULT

- 10 Devaronians are divided among the sexes, with females running the planetary government while males tend to wander the galaxy.
- 15 Devaronian males are not even allowed to participate in government, and are constantly kept out by the females. The males are gripped by an irresistible wanderlust upon reaching adulthood, driving them away from their homes.
- 20 Devaronian males who take off-world jobs often send money back to Devaron to support their families in their absence.

Knowledge (Galactic Lore)

DC RESULT

- 10 Devaron is a beautiful planet of deep valleys, low mountains, and plentiful rivers.
- 15 The Devaronians were among the first species to develop hyperspace travel and are one of the oldest known species in the galaxy.
- 20 Devaron is a dangerous planet due to its strict policies and extensive use of capital punishment. As such, outsiders rarely visit the world.
- 25 The capital city of Montellian Serat is one of the most ancient cities in the galaxy and is said to possess sections that are as old as the lowest levels of Coruscant.

Devaronian Drifter

A common sight throughout the galaxy, a Devaronian drifter is a vagabond among the stars. Moving from port to port, wherever his fate may take him, a Devaronian drifter may be friend or foe depending on the situation. Many drifters are violent and untrustworthy, but others look for honest work wherever they can find it.

Devaronian Drifter CL 2

Medium male Devaronian nonheroic 3/scoundrel 1

Force 1; **Dark Side** 1

Init +4; **Senses** Perception +8

Languages Basic, Devaronese

Defenses Ref 16 (flat-footed 14), Fort 14, Will 14

hp 16; **Threshold** 14

Speed 6 squares

Melee unarmed +1 (1d4-1)

Ranged hold-out blaster +4 (3d4)

Base Atk +2; **Grp** +1

Abilities Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 14

SQ natural curiosity

Talents Sneak Attack +1d6

Feats Improved Defenses, Point Blank Shot, Skill Focus (Deception), Skill Training (Perception), Skill Training (Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Perception +8, Persuasion +9

Possessions hold-out blaster pistol, traveler's garb, various personal belongings.

THE UNIVERSITY OF SANBRA GUIDE TO INTELLIGENT LIFE: THE PAU'ANS

By Rodney Thompson

The Pau'ans are a tall, gray-skinned species of humanoids with sunken eyes and wrinkled skin. Gaunt and with sharp teeth that clearly indicate carnivorous tendencies, Pau'ans move with a deliberate pace and have soft, gravelly voices that are calming to hear. Pau'ans are taller than most humans (though not as tall as Wookiees) and have long, slender fingers that end in nails that closely resemble talons.

Xenobiologists from the University of Sanbra have uncovered connections between the Pau'ans and the Utai, the smaller species with whom they share the planet of Utapau. Genetic sampling has confirmed a few tenuous biological links, though the exact evolutionary process by which the Pau'an species developed separately from the Utai is still a mystery. Xenoanthropologists date the first Pau'an civilizations back almost 57,000 years before the Battle of Yavin, making theirs one of the youngest known civilizations. Though no written history of this time exists, scientists currently theorize that the long-lived Pau'ans are genetically closer to their progenitor species, and that as a result of their longevity the Pau'ans have likely only evolved a very little since the planet was settled.

Some time in the last ten thousand years, Utapau underwent a climate change that caused winds on the surface of the world to reach and maintain constant bursts at destructive speeds. Experts from the University of Sanbra speculate that the climate change was likely very sudden (at least, sudden in geological terms) given the fact that the Pau'an species did not evolve or adapt to the high winds as many other species did. The long gap between Pau'an generations caused by their extremely long lives was probably responsible for this evolutionary stumbling block, and were it not for the migration of Pau'an civilization underground they might not have survived the climate change.

The shift to life underground did not change the species' eating habits, as they maintained many of the biological signs of a carnivorous diet. The ecology of Utapau, particularly with regard to an abundance of animal life in sinkholes and below ground, allowed the Pau'ans to retain their carnivorous ways, which persist into modern times.

Species Characteristics

Tall, long-lived carnivores from the planet Utapau, the Pau'ans are one of two species native to the sinkhole-covered world. Pau'ans are the natural leaders and administrators of the people of Utapau, and though they have a frightful appearance, they have developed an amicable attitude toward outsiders. Most Pau'ans have been in leadership positions longer than many other beings in the galaxy have been alive, and it comes as naturally to them as speaking.

Personality: Despite their appearances, Pau'ans are exceptionally friendly on the whole and are particularly kind toward outsiders. As such, many Pau'ans get along well in the galaxy, showing none of the prejudice or fear that many other species show when encountering beings from other worlds.

Physical Description: Taller than most humans, Pau'ans are bald and have gray, wrinkled skin. Their sunken eyes and sharp teeth give them a slightly monstrous appearance.

Homeworld: The sinkhole planet of Utapau.

Languages: Pau'ans speak and are literate in Utapese and Basic.

Example Names: Timon Medon, Tion Medon, Lampay Fay

Adventurers: Pau'an adventurers are usually the leaders and spokespersons for their respective groups. Their long years of experience make it easy for them to coordinate their comrades' efforts and produce the best results, and despite their friendly nature, many Pau'ans make excellent military officers.

Species Traits

Pau'ans share the following species traits:

Ability Modifiers: +2 Wisdom, +2 Charisma, -2 Strength. Pau'ans leave most of the manual labor to their Utai neighbors, but they are capable leaders.

Medium Size: As Medium creatures, Pau'ans have no special bonuses or penalties due to their size.

Speed: Pau'an base speed is 6 squares.

Authority: As a species accustomed to being in authority, Pau'ans add +1 to any insight or morale bonuses they grant to themselves or other characters.

Low-Light Vision: Pau'ans ignore concealment (but not total concealment) from darkness.

Conditional Bonus Feat: A Pau'an with Persuasion as a trained skill gains Skill Focus (Persuasion) as a bonus feat.

Automatic Languages: Basic and Utapese.

AVERAGE HEIGHT AND WEIGHT

SPECIES	AVERAGE HEIGHT	AVERAGE WEIGHT
Pau'an	1.9 m	70 kg

AGE

SPECIES	CHILD	YOUNG ADULT	ADULT	MIDDLE AGE	OLD	VENERABLE
Pau'an	1–16 years	17–30 years	31–400 years	401–500 years	501–699 years	700+ years

Temperament

Though many beings (particularly humans) are frightened by the appearance of the Pau'ans, in truth they possess a temperament far kinder than that of many other species, particularly in regard to outlanders. Living in a symbiotic relationship with the Utai, the Pau'ans have learned over the years how to interact with members of other species, and as a result they are friendly and welcoming to outsiders. Having been thrust into a position of authority, they know that such authority is best wielded with a kind and sympathetic hand. For the most part, Pau'ans are amicable and open to outsiders, and they mesh well with almost any group.

Nearly every Pau'an has been in some kind of leadership position at least once in his or her life. From an early age, Pau'ans are expected to take on a leadership role. For example, many Pau'ans start out as managers of Utai laborers, even if they are just directing a small team of Utai in a menial task. This is done to teach young Pau'ans how to lead and earn respect and trust. This regimen has worked for thousands of years, and never once has there been any significant conflict between the Pau'ans and the Utai.

As one might expect, the Pau'ans are exceptionally good at taking on leadership roles anywhere in the galaxy. The few Pau'ans that leave Utapau fall naturally into managerial roles, whether at major corporations or in positions of government. In the Corporate Sector, Pau'ans are highly sought after for their natural inclination toward wise and even-handed leadership. Many corporations have discovered that divisions run by Pau'an administrators have higher than average productivity and employee retention rates, even in sectors where the quality of life is low. At one point, so many corporations were sending delegations to Utapau to recruit the natives that the governments of the world had to request that the Corporate Sector Authority intervene on their behalf. Since that time, the Corporate Sector Authority has sent a delegation to Utapau once a year to recruit administrators from the planet's populace, though some corporations still send their own representatives in clandestine recruiting attempts.



Tion Medon of Utapau.

History and Culture

Almost no records exist of the time before the Pau'ans moved underground and into sinkholes. Only verbal histories tell of an age when clusters of Pau'an civilization dotted the planet's surface. Before that, however, the Pau'ans were actually members of another species entirely. Tales of the settling of Utapau are vague and can be only tangentially corroborated by records from other civilizations of the time period. Still, it is clear that the Pau'ans' progenitors came to Utapau to make it a permanent settlement, possibly following the destruction of their original homeworld. At least some of these settlers sought shelter in the planet's natural sinkholes, and xenanthropologists believe that this is when the genetic split occurred. The settlers who went underground became the Utai, and those who remained on the surface became the Pau'ans. Additionally, shortly after the world was settled, the first rumors began to spread that Utapau was the original home planet of the Jedi.

For millennia the Pau'ans lived in small villages and cities on the surface of Utapau, believing themselves to be the dominant species. When climate changes created powerful and destructive wind storms that blew unabated across the surface, the Pau'ans were forced to find safer environments. They descended into the planet's natural sinkholes and reestablished their civilization underground. During this period of transition, the Pau'ans encountered the Utai once again, who were more than willing to assist the Pau'ans in their relocation efforts. Very quickly, the Utai and the Pau'ans formed a symbiotic relationship, and the Pau'ans drifted naturally into a position of authority. The Utai seemed to accept this change easily, and the Pau'ans became the civilization's administrators and leaders.

The relocation of Pau'an civilization underground led to the creation of several large city-states that were, on the whole, self sustaining and self governing. However, the relationship between the city-states was a bit rockier than that between the Pau'ans and the Utai. For the most part, the city-states tended to avoid contact with one another because philosophical differences were likely to lead them into conflict. Such conflicts were usually the result of cultural differences more than malice or wrongdoing, and few of the clashes came to violence—and even those that did were little more than small fights or skirmishes. Still, the differences among the city-states were enough to keep them in relative isolation except for their representatives to the planetary committee (see "Politics," below). The only time the city-states worked together was to fend off outside threats, and when they united in this manner, they showed

remarkable solidarity for a civilization with so much internal isolationism. However, once the external threat was dealt with, each city-state went back to its old habits of ignoring the others.

Much of that changed as a result of the Clone Wars and the eventual rise of the Empire. When the battles of the Clone Wars came to Utapau, the planet's citizens found themselves unable to resist the might of the Confederacy, and for a time the world was under Separatist control. When the Republic liberated the planet, the Pau'ans rose up in celebration for their freedom. Sadly, these celebrations were short lived. Soon the Empire replaced the Republic, and Utapau remained under Imperial control. The planet's resources were harvested without any thought of the repercussions to the Pau'ans and the Utai, and the forceful hand of the Empire supplanted the peaceful leadership of the Pau'ans. During this time, the city-states began to work together more closely, and the Pau'ans and the Utai formed underground resistance groups. Just as the planet was never more unified than in the face of external danger, so was the planet never more united than under the threat of the Empire.

Politics

The Pau'ans act as administrators and bureaucrats of the individual city-states, and as a result they are heavily involved in the politics of government. Each city-state has its own government and administration, and each is overseen by a single leader (known as the Master of Port Administration) who has an advisory council to assist in making important decisions. Different city-states have different specific laws, though by and large they stick to a set of general guidelines that keeps the laws from being too diverse from place to place.

Governing the world as a whole is the Utapauan Committee, which is little more than a group of representatives from the city-states that meet to discuss matters of planetary importance. Since each city-state is capable of governing itself and providing for the health and welfare of its own citizens, there is no real need for a world government except in cases of planetary defense. Thus, an Utapauan Security Force (USF) keeps the planet safe from pirates and raiders, but with a few exceptions, the world has no standing government. Only the USF remains active at all times; the Utapauan Committee meets once every few weeks, or in times of dire need.

As a result of this decentralized governmental system, visitors are more likely to deal with representatives from one of the city-states than with members of the Utapauan Committee. When a ship approaches the planet, a METOSP (Message to Spacers) alerts travelers to contact spaceport control at their destination and provides them with the appropriate comlink frequencies. From that point onward, visitors deal exclusively with the city-state's government, and the USF gets involved only when the visitors pose a threat to the entire planet. In fact, a visitor might go his or her entire stay without dealing with a member of the planetary government, which helps enforce the notion that Utapau is a sparsely populated world that holds little of interest.

Technology Level

The combination of the Pau'ans' ingenuity and the Utai's penchant for labor has produced technology on par with that found in the rest of the galaxy. When the Pau'ans moved underground, they brought the secrets of generating power by harnessing the wind, and even in modern times over 99% of the planet's energy generation comes from wind power. Massive fields of unobtrusive windmills harness the mighty storms and convert them to clean energy that meets the modest power needs of the world. Each of the city-states has a functional spaceport, but larger ships must send down shuttles—in fact, anything larger than a space transport will find it difficult to maneuver into the sinkholes.

Despite their status as a spacefaring species, the Pau'ans retain an affinity for more traditional forms of transportation, particularly that of mounted beasts. Many Pau'ans still ride varactyls and dactillions in lieu of using speeders or other vehicles, and much of the architecture in their cities is quite classical. However, the prosperity that resulted from their relationship with the Utai has allowed them to progress technologically as well, and most city-states have all of the same amenities as cities on any other Outer Rim world.



Obi-Wan Kenobi's Ship descends into an Utapauan sinkhole.

Trade and Technology

Although the Pau'ans are welcoming to outsiders, they rarely venture out into the galaxy to let others know it. In fact, very few people have even heard of Utapau, and those who have consider the planet to be little more than a legend. As such, the arrival of traders is usually a cause for celebration on the world, and the Pau'ans are even more welcoming to merchants than they are to normal visitors. Though the Pau'ans have little need for basic supplies such as foodstuffs or raw materials, they pay well for luxury items and pieces of high technology not available on their planet. Moreover, many Pau'ans pay well for authentic pieces of art from throughout the galaxy, particularly for sculptures (which they often study so they can integrate the style into their own architecture).

Before the Clone Wars, Utapau fell under a restrictive trade embargo put in place by the Trade Federation. During this period, the Pau'ans could not obtain much weaponry or defensive hardware and had to rely on ships of their own design or weapons of inferior quality. The Pau'ans have never been aggressive in spreading out into the galaxy for fear that they might draw too much attention to their lightly defended world. In the days leading up to the Clone Wars, several Rendili StarDrive Dreadnaughts served as a planetary defense fleet for Utapau, but those ships were destroyed when the Separatists captured the planet. Later, the Galactic Empire seized all Pau'an military assets and shut down their starfighter production facilities, not even bothering to convert their meager resources into TIE fighter factories.

About thirty years before the rise of the Empire, Utapau gained a bit of notoriety following the discovery of supposed healing powers in the waters of the planet. Though the Pau'ans were reluctant to draw much attention to the world, their natural friendliness led them to allow an offworld water mining company to harvest and sell water drawn from lakes deep underground. The miners marketed the water as coming from "Utapau, lost home of the Jedi!" and claimed that it had miraculous healing powers, attracting attention from around the galaxy. The lucrative sales dried up when people realized that the water had no special abilities whatsoever. However, some Pau'ans later speculated that this series of events drew the planet to the attention of General Grievous and the Separatists, setting the stage for their invasion during the Clone Wars.

Pau'ans in the Galaxy

Though few Pau'ans venture off-world, it is far from uncommon. Pau'ans can be found in almost any part of the galaxy (especially in the Corporate Sector) in a variety of roles, but unsurprisingly they gravitate toward leadership positions. Some governments hire Pau'ans in advisory roles, and more than one Republic Senator has sought the assistance of a Pau'an aide when making major decisions. Among the nobility in the Core Worlds, having a Pau'an advisor is usually seen as a status symbol, though Caamasi advisors often bring just as much respect and notoriety.

In the days of the Republic, many nobles kept Pau'an advisors on hand as trusted allies, but once the Empire came to power, this relationship became twisted by evil. Imperial nobles treat Pau'an advisors as slaves or sometimes even as pets, requesting their counsel only to laugh it off as the foolish insights of an Outer Rim dweller.

Adventuring Pau'ans drift toward the noble class in particular and the officer prestige class by extension. Their ability to improve talents such as Inspire Confidence and to gain Skill Focus (Persuasion) allow Pau'ans to take advantage of a variety of noble abilities without needing to invest quite as many resources. Pau'ans also make excellent Jedi, particularly those that follow the path of the Jedi Consular. If the rumors of Utapau as the ancestral home of the Jedi are true, perhaps the bloodlines of the Jedi still run strong in the Pau'ans. Their bonuses to Wisdom and Charisma help them to use the Force and gain Force powers, and Pau'an Jedi who are trained in the Persuasion skill (and gain the bonus Skill Focus feat) have a significant advantage when using some Jedi Consular talents.

Utapau

Region: Outer Rim

Climate: Temperate

Gravity: Standard

Moons: 9

Length of Day: 27 standard hours

Length of Year: 351 local days

Sapient Species: 30% Pau'ans, 70% Utai

Government: Oligarchy

Capital: Pau City

Major Exports: Architecture, water

Major Imports: High technology, luxury items

Knowledge (Bureaucracy)

DC RESULT

25 Utapau's city-states are self-governing, and the planet's only real governmental body is the Utapauan Committee, made up of representatives from each settlement.

Knowledge (Galactic Lore)

DC RESULT

15 Utapau is a planet on the Outer Rim that is covered in savannahs and vast, wide sinkholes.

20 Two species, the Pau'ans and the Utai, inhabit the world, living in sinkholes deep beneath the surface of the planet.

25 Ships visiting Utapau must be extremely careful—gusts of wind can knock starships out of the sky, and the narrow sinkholes can make maneuvering difficult during landing.

30 Some consider the planet to be little more than a legend, and many believe that Utapau might have been the birthplace of the Jedi Order.

Knowledge (Social Science)

DC RESULT

15 While safe for visitors, Utapau is a strange world that has been shrouded in mystery for years. Its citizens are welcoming to outsiders, but few travel to the backwater planet or even know of its existence.

20 The planet's two species, the Pau'ans and the Utai, live together in a symbiotic relationship. The Pau'ans are the planet's rulers and administrators, and the Utai are the laborers.

25 The Pau'ans and the Utai have a good relationship, and the only conflicts on the world are between city-states, not between the two species.

THE UNIVERSITY OF SANBRA GUIDE TO INTELLIGENT LIFE: THE NAZREN

By Eric Cagle

The Nazren species was introduced in *The First to Strike*, Episode V of the **Dawn of Defiance** campaign produced by Wizards of the Coast. (To download *The First to Strike* and other campaign adventures—for free— just go to www.wizards.com/starwars and click on the **Dawn of Defiance** logo.)

The Nazren are a tall species, similar in height to Wookiees. Their homeworld of Nizon is a harsh dustbowl of a planet, with driving winds and fierce sandstorms that can scour the skin from an unprotected creature's bones. Until relatively recently, Nizon had little to offer the galaxy. That changed when it was discovered that Nizon possessed a few rich veins of minerals and ore. When the Empire arrived on the planet, however, the most useful resource proved to be the Nazren people themselves. They were quickly rounded up for slave labor and sent to the nearby planet of Centares to work in the mines.

Xenobiologists from the University of Sanbra have conducted studies of the species and their planet at two points in their history. The first occurred about a hundred years prior to the establishment of the Empire, when a team of scientists from the University was sent along with some early mining expeditions. They began to investigate and catalog the Nazren and found them to be a shy, reclusive species that shunned warfare and were content to live alongside other species that made Nizon their home. The species is truly ancient and has changed little over the course of perhaps a million years or so. Once the Empire was successfully routed from the planet with the help of insurgents working for the Alderaanian resistance, another team of xenobiologists was sent back to Nizon to assess the damage done to the population.

The wholesale enslavement of the population had two interesting effects. First, the population was drastically reduced, with entire clans having been whisked away on Imperial slave ships. The leadership of the Nazren, mainly the elderly, was similarly turned on its head as most of the elder statesmen were killed during the resistance or died in internment camps on or off the planet. Xenobiologists have deduced that only a few more years of such treatment would have put an end to the Nazren.

However, there appears to be a silver lining to this catastrophe. As different tribes were enslaved and moved around the planet (and off the planet entirely), genetic diversity received a big boost when disparate tribes came into contact with each other. Also, the troubles stirred the spirit of the Nazren people, which had grown conservative and rather stagnant after untold millennia. After their successful resistance against the Empire, the Nazren were no longer content with the status quo, and young Nazren embarked on journeys outside their home system or began new projects to restore their planet's infrastructure. Social conventions were turned on their head, meaning that all Nazren had the chance to prove and better themselves.

Species Characteristics

Nazren are extremely tall humanoids from the arid and desolate world of Nizon. They are well adapted to the harsh conditions of their home planet and are remarkably strong and resilient. Unfortunately, these very traits have made them perfect targets for slavers, who use them for hard physical labor. Despite their massive size and intimidating demeanor, Nazren are not a warlike species. This proved to be their downfall when the Empire arrived and began enslaving them. However, they are not pacifists, either, and their will and ability to fight back grew slowly but surely.

Nazren typically wear sleeveless tunics tucked into black hide pants and heavy boots. Their clothes are normally fastened with hooks or clamps on the end of short lengths of cord or attached belts. Pads that strap onto the shoulders (to cushion a heavy load) and arm bracers are common, also attached with the hook system.

Personality: Nazren are pragmatic, serious, and traditional. Their harsh homeworld has taught them to be mindful of survival and never to take anything for granted.

Physical Description: Nazren are tall humanoids, approximately the same height as Wookiees, but broader at the shoulders and narrower at the hip, with longer arms and torsos but shorter legs. They are hairless, with thick skin that has a heavy hide or leather look. They are brown to light yellow in color, a natural camouflage for their dustbowl world. The head of a Nazren has no nose and is flatter than a Human's. A prominent brow ridge protects their eyes, and a series of small knobs start at the back of the head and run down to a visible spine.

Homeworld: Nizon

Languages: Basic, Nazren

Example Names: Karzen, Martook, Naktok, Razmor, Sartok

Adventurers: The Nazren are nomadic by nature, and recently freed slaves—or those who helped overthrow the yoke of the Empire from their home—are drawn by the wonders the galaxy has to hold. Some Nazren have shown potential in the Force, although they do not call it as such. Those capable of using the Force typically master healing powers and other light side abilities.

Species Traits

Nazren share the following species traits:

Ability Modifiers: +2 Strength, +2 Constitution, -2 Dexterity, -2

Charisma. Nazren are strong and hardy but taciturn and withdrawn; they shun the spotlight.

Medium Size: As Medium creatures, Nazren have no special bonuses or penalties due to their size.

Speed: Nazren base speed is 6 squares.

Nazren Resilience: Once per encounter, when a Nazren would be moved down the condition track by taking damage equal to or exceeding the Nazren's damage threshold, the Nazren may reduce the number of steps moved down the condition track by 1 (minimum 0 steps).

Automatic Languages: Basic and Nazren



Temperament

The immense stature of the Nazren is enough to put many beings off guard. They move in a languid grace as their long arms sway to compensate for their relatively short legs. Nizon is a harsh planet, with frequent sandstorms and a constant howling wind that wears down objects in short order. The Nazren have survived by coming to terms with their homeworld's unforgiving nature, which has instilled patience in the race as well as an acceptance that nothing truly lasts. Some may perceive this as nihilism, but this is not correct. The Nazren simply do not concern themselves as much with the material world.

Nazren hold their family ties in high regard and allow every adult an equal voice in making decisions that affect the rest of the tribe. On the positive side, this means that once a decision is made, the rest of the tribe goes along with it without question. On the downside, this makes the process exceedingly slow, as Nazren debate the merits and flaws of any given challenge. They also lack initiative, and if someone doesn't take up the banner for some cause or concern, then it probably languishes in debate.

The Nazren are not a passionate people, but they relish their freedom. When the Empire began enslaving them, this dichotomy became readily apparent, as relatively few of the Nazren put up resistance or were quickly cowed when they witnessed the brutality of the Empire firsthand. Still, a slow, bubbling anger and resentment began to build, ultimately turning into an uprising that saw the Imperials ejected from their home planet. Their spirit rekindled, the Nazren have learned not to be duped or cowed again, and most take the concept of freedom very seriously. Nazren despise injustice, and most go out of their way to help weaker individuals or those suffering under the weight of oppression.

History and Culture

Little is known about the history of the Nazren, and most of the records that they keep are oral in tradition. Myths persist that Nizon was once a lush planet, rich with water, plant life, and animals. Nazren elders tell tales that untold eons ago, one of the "wandering ones who danced across the sky" grew jealous of Nizon's bounty and the decadence of the Nazren who took their utopia for granted. The "wanderer" grew bright in the sky and released a massive flash of light. Soon stones and fire rained down from the sky, which had grown black and filled with toxic fumes. The sun seemed to grow bigger in the sky, and the planet heated up.

Eventually Nizon became the desolate, windswept rock that it is today.

Scholars have deduced from this myth that Nazren received the brunt of a cataclysmic collision with a nearby planet and some other celestial body a half-million years ago or more. Nizon was shifted closer to the sun, and the axial tilt went awry. The system shows signs of this disaster even today, with an immense asteroid belt that makes entering or leaving Nizon a dicey proposition.

Ironically, this disaster may have been one of the Nazren's saving graces. Long ago, the Nazren did indeed live in a virtual utopia, but corruption and decadence eventually led to the Nazren hunting each other or engaging in skirmishes and wars for sport. When the world's environment turned, the Nazren splintered into small family groups in order to survive, and the idea of attacking their fellows became abhorrent. The Nazren still kept weapons for hunting, but they became more peaceful as their attentions turned toward agriculture, grown in underground tunnels and caves beneath the rocky outcroppings and foothills that became their new bases of operation.

Prior to the Empire's arrival and their subsequent enslavement, the Nazren lived a seminomadic lifestyle. Small family groups and larger clans traveled in slow, meandering routes, moving from rock outcropping to mountain hold as the seasons dictated. During the cooler winter months, the Nazren picked up stakes and hit the dusty trail, moving in.

Although small outposts and meeting areas dot the planet, there is only one major city on the whole of Nizon. This settlement doesn't even have a proper name—the term *ahdjok*, which means "city" in Nazren, is the only description it has, and the term is used primarily by the other sentient beings that have settled there after mining ventures were established on Nizon and nearby Centares.

Everything changed when the Empire arrived. Although other groups and species (mainly mining corporations and wildcatters) had arrived and settled on Nizon beforehand, nothing prepared the natives for the upheaval to come. Imperial patrols began rounding up entire tribes of Nazren, starting with those in and around *Ahdjok*. Their interrogation of prisoners revealed the locations of other tribes and travel routes. Soon, a huge portion of the population was rounded up and brought back to *Ahdjok* for incarceration—or for shipment to Centares or beyond for use as slave labor.

Politics

Prior to the arrival of the Empire, the Nazren lacked much in the way of a planetwide government, with most decisions being made at a tribal level. Even then, few if any tribes relied on the voice of a single leader to make decisions, relying on the consensus of councils comprised of elders, heavily influenced by the individual members of the tribe. Everyone has a say in important matters, meaning that many decisions move at a glacial pace. However, as mentioned above, the Nazren are an extremely patient species, and they are confident when a decision is finally reached and accept it without further debate.

Once every two years, tribes gather at a predetermined spot to work out trade deals and discuss concerns that affect the entire population. Ahdjok served as one of these meeting places, although many other places exist around the planet. However, Ahdjok did serve the purpose of hosting one of the most sacred and revered places on the planet: Martyr's Plaza. This 9-meter-wide dome is crafted of stone and topped by a large hatch. The walls of this dome are covered with bas relief and scrollwork, detailing the deeds, history, and heroics of the Nazren people.

Three huge statues stand around the dome; ancient and weathered, these robed figures hold their arms to the sky. Strangely, the Nazren are relatively unconcerned with maintaining these statues, and they seem to totter on their crumbling bases. One of the statues, the great prophet Sulkot, leans precariously, even swaying slightly in the ever-howling winds.

Beyond its spiritual importance, Martyr's Plaza also serves another purpose—the planet's primary communication center sits beneath the dome. Old but hardy computers in this communication center plot the asteroids and meteorites that swarm the skies above Nizon. Without these computers, navigation in and out of the planet's atmosphere would prove exceedingly difficult, and the recapturing of this place helped the Nazren to overthrow the Empire and keep them from returning.

Another vital location is Mount Antas, which sits immediately adjacent to Ahdjok. The mountain serves the main purpose of shielding the city from the worst of the wind and dust that would otherwise engulf the settlement. When the Empire took over the city, they began building a turbolaser battery and shield generator to help them defend the planet from would-be attackers. When the Nazren overthrew the Imperials, they continued the Empire's plans and finished the projects, ensuring the safety of the planet for the future.

The Nazren, along with the help of other sentients, have begun to hollow out Mount Antas to build redundant navigation and guidance computers and to help improve the infrastructure of the planet. As more Nazren flock from the deserts to help in these projects, important skills are learned and more trade flows toward Nizon.

After the rebellion, the Nazren elected a "mayor" of Ahdjok, who also serves as a sort of planetary governor. The Nazren are learning the art and science of politics, trade deals, and self-governance in ways that their ancestors never would have imagined. The relatively few Nazren found outside of Nizon do not have any meaningful galactic representation, sticking to tribal laws and hierarchy among themselves.

Technology

Nizon is a technological backwater, and most Nazren are ignorant of many of the wonders available in the rest of the galaxy. Only the Nazren who have been to Ahdjok know of the bewildering array of species, weapons, starships, and other technological marvels that exist. In fact, some Nazren who live in the deepest portions of the desert or in mountain warrens still think that their species is the only intelligent one in all the galaxy.

Most of the native technology on the planet is geared toward survival on such an arid, windswept planet. The Nazren have created fine quality breath masks that last considerably longer than those brought in from the outside. Most natives don't need the masks; they are made primarily for the elderly and those with respiratory problems. Moisture vaporators are also common sites at the various way stations of Nizon, especially around Ahdjok and up the sides of Mount Antas.

After the overthrow of the Empire on Nizon, the Nazren scavenged whatever technology, weapons, and ships they could and began learning the Imperials' secrets. Over time, the Nazren proved capable of building their own repulsorlift and other vital technologies. While still far behind the galactic technological curve, Nizon is slowly improving its status.

Trade

Prior to the Empire's arrival, Nizon had little to offer to the galaxy, and trade was a limited affair. Nearby Centares has a considerably more advanced technological level. Nizon does have its share of valuable minerals and metals and has allowed a small number of mining companies to exploit these resources, primarily in areas that the Nazren otherwise avoid or deem unimportant.

Within their own culture, the Nazren have a complex system of trading that primarily focuses around food, water, and materials to make shelters and clothing. Today, the Nazren are hungry for more advanced technology and are willing to make bold trade agreements to get what they need, up to and including leasing huge portions of land or using their main asset—themselves—in deals to bolster trade. However, unlike in the days of Imperial occupation, the Nazren are wary of exploitation and demand a handsome price for their services as laborers.

Nazren in the Galaxy

Due to its obscure location and the fact that its home system is filled with dangerous asteroids, Nizon is practically unknown by the rest of the galaxy. When other sentients arrived on Nizon, some of the Nazren left their planet to see what was beyond their homeworld. When the Empire came and enslaved the Nazren, the slaves were sent throughout the galaxy to work in mines and serve as grunt labor. Although many of these Nazren remain in captivity even with the freedom of their home planet, some have managed to escape and can be found almost anywhere.

With their limited numbers and lack of representation within the galactic community, most Nazren do what they can to survive. The natural strength and hardy nature of the Nazren mean that most find work as bodyguards, laborers, and the like, though the necessities

of survival mean that Nazren could be found doing almost any sort of occupation. Their nomadic nature also means that Nazren keep on the move and find starship travel a fantastic way to soothe their wanderlust.

Nizon

Region: Outer Rim

Climate: Arid

Gravity: Standard

Moons: 2

Length of Day: 28 standard hours

Length of Year: 398 local days

Sapient Species: Nazren

Government: Tribal

Capital: Ahdjok (Nazren for "city")

Major Exports: Metals, minerals, slaves*

Major Imports: Technology, foodstuffs, water

Slavery was the primary purpose for the Empire setting up a base on Nizon. This no longer applies after the conclusion of The First to Strike, Episode V of the **Dawn of Defiance campaign.*

Knowledge (galactic lore)

DC RESULT

- 15 Nizon is a small, relatively unknown planet located in the Centares system of the Outer Rim. Its native species, the Nazren, are extremely tall, hardy sentients that are well adapted to life on their harsh desert planet.
- 20 Nizon is a hot, arid planet with few resources. The system is filled with a huge asteroid field that makes navigation both time-consuming and dangerous.
- 25 The Empire has established a base on Nizon for the purpose of rounding up slaves to work on the neighboring planet of Centares and beyond.

Knowledge (social sciences)

DC RESULT

- 15 The Nazren are a little-known species that stand as tall as Wookiees and are well adapted to life on a dry, windswept planet.
- 20 Nazren are shy, withdrawn, and conservative. Despite their enormous size and intimidating bearing, they dislike war and violence.
- 25 The Nazren were once a warlike species, but they did away with violence after their planet underwent a serious cataclysm. They revere their freedom and take the concept of justice very seriously.

WEB ENHANCEMENT: KNIGHTS OF THE OLD REPUBLIC 1-9

- 1: The Sandcrawler
- 2: Captain Dallan Morvis
- 3: Elbee (T1-LB)
- 4: Heirloom Items
- 5: Karnak Tetsu, Sorcerer of Tund
- 6: Arkanian Legacy
- 7: Sasha
- 8: The Last Resort and the Momo Williwaw
- 9: Urban Bombardier Speeder Bike

THE SANDCRAWLER

The Czerka Corporation Multi-Environment Tracked Transport (M-ETT) -- colloquially referred to as a "sandcrawler" -- is designed for environments where repulsorcraft are too difficult or expensive to use. The M-ETT functions well in a variety of terrain, but it excels on dry, arid worlds (such as Tatooine) where the tracked vehicle can find purchase on unstable ground. The rolling sand dunes of desert worlds make using walkers or wheeled vehicles difficult, and sandstorms and fine airborne particles can cause malfunctions in repulsorlifts.

One of the most sophisticated ground vehicles on the market, the M-ETT is an extremely large transport capable of hauling enough supplies to sustain its crew for an extended time in the blazing desert. Its extensive cargo space allows it to store resources in such quantities that the vehicle need make only infrequent trips to settlements. The interior of the vehicle is climate controlled, allowing the crew to escape from harsh environmental conditions.

Czerka Corporation M-ETT CL 3

Colossal ground vehicle (tracked)

Init -7; **Senses** Perception +5

Defenses Ref 13 (flat-footed 13), Fort 26; +15 armor

hp 250; **DR** 15; **Threshold** 76

Speed 4 squares (max. velocity 40 km/h)

Fighting Space 16x16; **Cover** total (crew)

Base Atk +0; **Grp** +36

Abilities Str 43, Dex 6, Con —, Int 10

Skills Initiative -7, Mechanics +5, Perception +5, Pilot -7, Use Computer +5

Crew 10 (normal); **Passengers** 60

Cargo 3 tons; **Consumables** 2 months; **Carried Craft** 2 landspeeders

Availability Licensed; **Cost** 110,000 (40,000 used)



CAPTAIN DALLAN MORVIS

With a father who founded the Coruscant Financial Exchange and a mother serving as the Senator from Chandrila, Dallan Morvis has been groomed for big things. But unlike the typical upper-cruiser thrust into the Naval Academy at Coruscant, Morvis strives to become an asset to the Admiralty.

Upon graduation, he takes an assignment as a junior liaison between Admiral Sommos's staff and the Vanjervalis design team. That assignment leads to his first bridge posting as a lieutenant on then-Captain Karath's frigate, *Reciprocity*. Seeing in Karath a leader on the rise, Morvis followed him to *Courageous* -- and to war against the Mandalorians.

But on *Courageous*, Morvis finds a rival in the junior officer Carth Onasi. Onasi shares Karath's hardscrabble beginnings and penchant for quick and sometimes reckless decision-making -- neither of which apply to the high-born, calculating Morvis. Morvis delights in making life difficult for Onasi, and when fugitive Padawan Zayne Carrick joins them on their escape from Serroco, Morvis shows no sympathy for Onasi's new friend.

But because of Onasi and Carrick, Morvis barely escapes what might have been a career-ending disaster aboard the *Arkanian Legacy*. There, Morvis urges Karath to bargain for Republic control of the exogorths -- weaponized space slugs capable of decimating star systems -- suggesting the Republic use them to create a firewall of scorched systems between itself and the Mandalorians. Onasi and Carrick bring the affair to a premature end, leaving Morvis to face the music on Coruscant.

This time, Morvis does turn to his political connections, not only escaping punishment but also winning a captaincy aboard Karath's successor vessel, the *Swiftsure*. Morvis, thus, continues to show his talents as a survivor willing to do anything to protect his position -- a hidden element of Karath's character he seeks to imitate and cultivate.



Captain Dallan Morvis CL 11

Medium Human noble 7/officer 4

Force 2; Dark Side 2

Init +11; Senses Perception +16

Languages Arkanian, Basic, Bocce, Bothese, Durese, High Galactic, Ithorian, Khilese, Mon Calamarian, Snivvian, Sullustese, Zabrak

Defenses Ref 25 (flat-footed 24), Fort 22, Will 27

hp 43; Threshold 22

Speed 6 squares

Melee unarmed +10 (1d4+6)

Ranged blaster pistol +10 (3d6+5)

Base Atk +9; Grp +10

Special Actions Coordinate +3, Shift Defenses I

Abilities Str 11, Dex 12, Con 11, Int 16, Wis 12, Cha 14

Special Qualities command cover +2, share talent (Presence, Shift Defenses I)

Talents Coordinate (3), Presence, Shift Defenses I, Wealth

Feats Armor Proficiency (light), Improved Defenses, Linguist (2), Melee Defenses, Republic Military Training, Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +12, Initiative +11, Knowledge (bureaucracy) +18, Knowledge (galactic lore) +13, Knowledge (tactics) +18, Knowledge (technology) +13, Perception +16, Persuasion +12, Pilot +11

Possessions blaster pistol, officer's uniform, comlink (encrypted), code cylinder, credit chip

ELBEE (T1-LB)

Elbee, otherwise known as T1-LB, is an old bulk-loading droid with a lot of light-years on it. Like the majority of its line, Elbee labors in obscurity until it witnesses the First WatchCircle plotting to murder their Padawans. Lucien Draay uses the Force to hurl the droid over a cliff, but Elbee survives. After Zayne Carrick recovers the droid, Camper repairs it, upgrading its brain and giving it a speech processor. The droid does not adjust well and often refuses to move, likely in fear of repeating its near destruction at the cliff. Jarel and Zayne have discovered that Elbee is best motivated by reverse psychology and references to Lucien Draay.

T1-LB CL 2

Large droid (5th-degree) nonheroic 2/scoundrel 2

Force 3

Init +2; **Senses** Perception +2

Languages Basic, Binary

Defenses Ref 17 (flat-footed 17), Fort 18, Will 11

hp 22; **Threshold** 23

Immune droid traits

Speed 8 squares

Melee unarmed +9 (1d4+7)

Base Atk +2; **Grp** +14

Atk Options Bantha Rush, Dastardly Strike

Abilities Str 24, Dex 10, Con —, Int 7, Wis 11, Cha 8

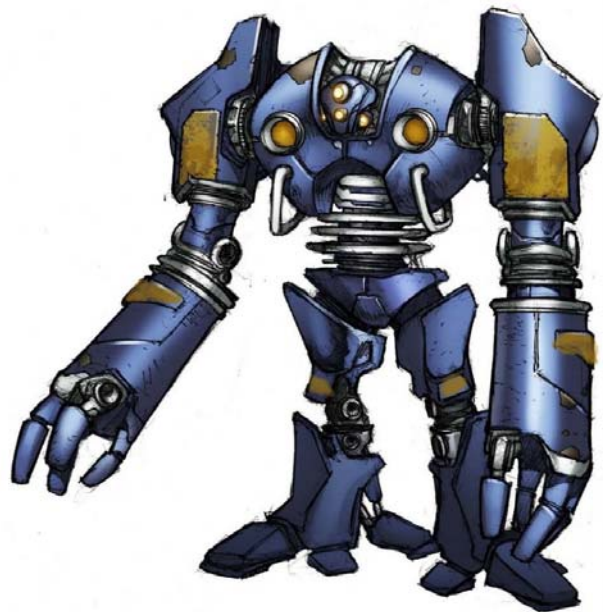
Talents Dastardly Strike

Feats Armor Proficiency (light, medium), Bantha Rush, Skill Focus (Endurance), Weapon Proficiency (simple weapons)

Skills Endurance +12

Systems walking locomotion, basic processor, 2 hand appendages, internal storage (5 kg)

Possessions duranium armor plating



HEIRLOOM ITEMS

Over the course of galactic history, certain items, including weapons and armor, have been made famous by the person they belong to. The personal blaster rifle of a hero of the Mandalorian Wars or a lightsaber wielded by a dreaded Sith Lord is more than just another piece of equipment; it is a piece of history. It has become legendary because it is strongly associated with the power and destiny of its owner and is closely tied to that person's successes; for example, Ulic Qel-Droma's lightsaber and Exar Kun's battle armor were both integral in helping those characters fulfill their destiny. Heirloom items are exceedingly rare, and each is unique. Thus, they are highly sought-after by collectors and heroes alike.

The original owners of heirloom items take exceptional care of those items and might have specific talent or skill in maintaining and upgrading them. An heirloom item carries a benefit that persists until the item's destruction. Such a benefit makes the item special and is the result of the original owner's tinkering or a side effect of being present when a character's destiny is fulfilled. See the section below for several sample heirloom item properties.

Creating Heirloom Items

In order for an heirloom item to come into being, the item must be present when a character fulfills his or her destiny (as per the Destiny mechanic on page 112 of the *Saga Edition Core Rulebook*). When a character fulfills his or her destiny, instead of gaining the "Destiny Fulfilled" effect of that destiny, he or she can instead choose to create an heirloom item. That character then chooses one of the following effects, which is applied to a particular weapon, suit of armor, or item in the character's possession at the moment the destiny is fulfilled. Typically this item is one of particular significance to the character.

Additionally, when a character with an unfulfilled destiny dies while in pursuit of his or her destiny, instead of the normal effect (Force Spirit, Noble Sacrifice, or Vengeance) that character can choose to create an heirloom item instead.

The possible heirloom item effects are discussed below.

Extra Modifications

When an item becomes an heirloom item, you can choose to convert one of the item's equipment bonuses into a destiny bonus instead. Additionally, if the equipment bonus converted to a destiny bonus is from a modification made with the Tech Specialist feat (see page 21 of *Starships of the Galaxy*), the bonus is no longer considered to be the result of a modification -- it has just become an inherent bonus of the item -- and another modification can be made to the item with the Tech Specialist feat. Thus, the old bonus no longer counts toward the one-per-item limit inherent in the feat.

Legendary Icon

When an item becomes an heirloom item, its fame spreads throughout the galaxy. When carrying the heirloom item in plain sight (not concealed), you gain favorable circumstances on all Charisma-based skill checks (except Use the Force) provided that you are dealing with another character or droid at the time.

Steeped in the Dark Side

When an item possessed by an agent of evil becomes an heirloom item, some of that evil becomes a part of the item itself. When carrying or using the heirloom item, once per encounter you can gain a destiny bonus equal to one-half your Dark Side Score to any one attack roll or skill check. Doing so increases your Dark Side Score by 1.

Symbol of the Light

When an item possessed by a scion of good becomes an heirloom item, it becomes a beacon of light that staves off the darkness. When carrying or using the heirloom item, once per encounter, as a reaction, you can impose a destiny penalty to any one attack roll or skill check made by a character with a Dark Side Score of 1 or higher. This destiny penalty is equal to the target's Dark Side Score.

Sample Heirloom Items

Below are three sample heirloom items, with statistics based on the rules provided above.

Freedon Nadd's Short Lightsaber: Legendary icon short lightsaber with a rubat crystal (Small lightsaber, 2d8 damage, legendary icon).

Ludo Kressh's War Sword: Sith alchemical war sword, steeped in the dark side (Medium simple weapon, 1d8 damage, can spend a Force Point to gain bonus to damage equal to Dark Side Score, steeped in the dark side).

Onasi Blaster: Blaster pistol with improved accuracy and improved damage destiny bonus (Small blaster pistol, 3d6+2 damage, +1 equipment bonus to attack rolls).

KARNAK TETSU, SORCERER OF TUND

The secret of the universe -- its professed possession is no small claim. But beyond Republic space, an entire people allege just that. Karnak Tetsu is one of these Sorcerers of Tund, descendants of the Sith race.

Even though the original Sith were steeped in sortilege, sentient sacrifices, and wars, they lived spiritually serene lives, never doubting conflict's integral role to existence. Only with their introduction to methodic Rakatan malice did these Sith truly embrace the dark side. However, Sith priests interpreted the death of their *Sith'ari* in the Rakatan conflict as a sign to reject this concept. These heretics were banished from the Sith homeworld, following their instincts to the Force-soaked world Tund.

This pureblooded Sith society combines science, ontology, and magic. Convinced by their Rakatan interactions that all sentients are Force-sensitive, the Sorcerers of Tund proclaim that the omnipresence of the Force (or "the Unity") illuminates the deception of dualities and multiplicity. Their cosmology views life as perfectly harmonious and the existence of true opposites as an illusion.

The sorcerers have interactions with early Jedi, who view them as merely another Force sect, like the Jal Shey or Zeison Sha. However, following the Restoration -- and Karnak Tetsu's reign of terror -- Jedi label the sorcerers' hermetica as unqualified heresy. Unsurprisingly, the sorcerers are reticent in accepting outlanders, believing that only true Sith can grasp their truth. On one occasion, however, they welcome the few remaining Massassi and Kissai, descended from outcasts much like themselves.

The leader of the Sorcerers of Tund during the years following the Great Sith War is the enigmatic Karnak Tetsu.

Karnak Tetsu (Dark Wars)

CL 15

Medium Sith noble 7/Force adept 5/Force disciple 3

Force 10, Force Boon; **Destiny** 2; **Dark Side** 18

Init +11; **Senses** Use the Force +20

Languages Basic, High Galactic, Huttese, Sith, Tundan

Defenses Ref 27 (flat-footed 28), Fort 27, Will 35

hp 53; **Threshold** 32

Immune fear effects

Speed 6 squares

Melee unarmed +8 (1d4+5)

Ranged blaster pistol +9 (3d6+7)

Base Atk +10; **Grp** +8

Atk Options Channel Aggression, Channel Anger

Special Actions Fear, Horror, Illusion, Insanity

Force Powers Known (Use the Force +20): *battle strike, dark rage, energy resistance, farseeing, Force disarm, Force grip, Force lightning, Force resistance, Force scream, Force slam, Force stun, Force thrust, Force whirlwind, ionize, kinetic combat, mind trick, move object, negate energy, rebuke (2), sever Force, slow, surge, vital transfer, wound*

Force Secrets Distant Power, Multitarget Power

Force Techniques Dominate Mind, Force Power Mastery (wound)

Abilities Str 6, Dex 8, Con 9, Int 16, Wis 18, Cha 16

Special Qualities Sith Offshoot, prophet

Talents Affliction, Channel Aggression, Fear, Force Perception, Horror, Illusion, Insanity, Power of the Dark Side, Sith Alchemy

Feats Force Boon, Force Sensitivity, Force Training (5), Improved Damage Threshold, Skill Focus (Deception), Skill Focus (Persuasion), Skill Focus (Use the Force), Skill Training (Knowledge [technology]), Weapon Proficiency (pistols, simple weapons)

Skills Deception +20, Gather Information +15, Initiative +11, Knowledge (galactic lore) +16, Knowledge (life sciences) +16, Knowledge (physical sciences) +16, Knowledge (social sciences) +16, Knowledge (technology) +16, Perception +20, Persuasion +20, Use Computer +15, Use the Force +20

Possessions blaster pistol, Sith talisman, Tundan robes

Sith Offshoot -- As a descendant of the original Sith people, Karnak Tetsu has access to talents of the Sith tradition in the Force Disciple prestige class.

ARKANIAN LEGACY

The *Arkanian Legacy* is a massive vessel designed specifically to hold the Adascorp corporate headquarters, as well as many of its most significant research laboratories. Other significant facilities include a major research hospital, an arboretum, a conservatory, and an important art museum. The ship carries as many as 100,000 Adascorp employees and families.

The *Arkanian Legacy* is also directly associated with Lord Arkoh Adasca; the craft was officially launched at a ceremony in which he took control of his inheritance and Adascorp. Ironically, the ship is ravaged at the same moment that Arkoh's grandest scheme disintegrates, when the exogorths of Project Black Harvest feast upon it. The remains of the ship remain derelict in the Omonoth system.



Arkanian Legacy CL 15

Colossal (cruiser) capital ship

Init -2; **Senses** Perception +6

Defenses Ref 16 (flat-footed 14), Fort 40; +14 armor

hp 1500; **DR** 20; **SR** 100; **Threshold** 240

Speed fly 2 squares (starship scale)

Ranged 4 light turbolaser cannon batteries* +11 (see below) and

12 medium turbolaser cannon batteries* +11 (see below)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +2; **Grp** +34

Atk Options autofire (light laser cannons, medium laser cannons)

Abilities Str 90, Dex 14, Con —, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 5,000 (skilled); **Passengers** 100,000

Cargo 10,000 tons; **Consumables** 2 years; **Carried Craft** 24 fighters, Lord Adasca's personal shuttle, 8 shuttles; various research, transport, passenger and visitor craft in transit

Hyperdrive x2 (backup x8), navicomputer

Availability Military, rare; **Cost** Not available for sale

* *Apply a -20 penalty on attacks against targets smaller than Colossal in size.*

Light turbolaser cannon battery (4 gunners)

Atk +11 (-9 against ships smaller than Colossal), **Dmg** 3d10x5

Medium turbolaser cannon battery (4 gunners)

Atk +11 (-9 against ships smaller than Colossal), **Dmg** 5d10x5

SHASA

The Sith Empire dupe Shasa and other young Selkath as part of an effort to gain control of Metaan during the Jedi Civil War. Fortunately for her, she and the other Selkath youths are rescued by Revan during his efforts to suppress Sith activities on the planet. Having learned a valuable lesson in the ways of the galaxy, and having natural ability with the Force, she dedicates her life to the establishment of an order that will protect Metaan. This new organization quickly becomes known as the Order of Shasa, which trains Force-sensitive Selkath and survives for thousands of years.

Shasa (Jedi Civil War) **CL 8**
Medium Selkath noble 7/Force adept 1
Force 4; Destiny 1; Dark Side 1
Init +4; Senses Perception +11
Languages Basic, Selkath

Defenses Ref 17 (flat-footed 16), Fort 16, Will 20
hp 44; Threshold 16

Speed 6 squares (walking); 4 squares (swimming)

Melee unarmed +5 (1d4+3) or

Melee fira sword +5 (1d6+4)

Ranged blaster pistol +6 (3d6+4)

Base Atk +6; Grp +6

Atk Options natural weapon poison, Force Power Adept (*Force whirlwind*), Inspire Confidence, Progenitor's Call, Waveform

Force Powers Known (Use the Force +16): *farseeing, Force grip, Force whirlwind, mind trick, move object, surge*

Force Techniques Force Point Recovery

Abilities Str 8, Dex 10, Con 10, Int 13, Wis 15, Cha 15

Special Qualities expert swimmer

Talents Deception Awareness, Force Power Adept (*Force whirlwind*), Inspire Confidence, Progenitor's Call, Waveform

Feats Force Sensitivity, Force Training (2), Linguist, Skill Focus (Use the Force), Skill Training (Swim), Skill Training (Use the Force), Weapon Proficiency (pistols, simple weapons)

Skills Deception +11, Gather Information +10, Knowledge (galactic lore) +10, Perception +11, Persuasion +11, Pilot +9, Swim +8 (can take 10 when distracted; can reroll, must take second result), Use Computer +10, Use the Force +16

Possessions fira sword, blaster pistol, datapad, comlink



THE LAST RESORT

The Last Resort is the home, workshop, and laboratory of Gorman Vandrayk, better known as "Camper." Never a first-class ship, even when it was a new Amalgamated Hyperdyne 578-R Space Transport, *The Last Resort* deteriorates even further as it sits idle on the planet Taris. Camper is hiding on Taris from his former employers, and he is willing to let a collection of tents and awnings conceal the ship, obscuring its true form. He tinkers with some systems, such as configuring a powerful cannon at the expense of his hyperdrive and shields, and he neglects others completely. The cargo deck level becomes his workshop, housing several "Camper special" compartments and serving as temporary home to the droid Elbee.



When Camper and fellow Arkanian offshoot Jrael are forced to use the ship for its true function, the poor condition of the life-support systems nearly kills him, thanks to the mold and allergens that had grown within the system over the years. The current location of *The Last Resort* is unknown. It was last seen leading the exogorths into Wild Space, following the failed Project Black Harvest.

The Last Resort **CL 6**

Colossal space transport

Init -5; **Senses** Perception +5

Defenses Ref 12 (flat-footed 12), Fort 24; +12 armor

hp 100; **DR** 15; **SR** 10; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)

Ranged heavy laser cannon +1 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total (crew)

Base Atk +0; **Grp** +34

Atk Options autofire (heavy laser cannon)

Abilities Str 39, Dex 10, Con —, Int 12

Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +5

Crew 2 (normal); **Passengers** 10

Cargo 40 tons; **Consumables** 4 months; **Carried Craft** none

Hyperdrive x4, navicomputer

Availability Unique; **Cost** Not available for sale; **Emplacement Points** 2

Heavy laser cannon (gunner)

Atk +1 (-4 autofire), **Dmg** 5d10x2

MOOMO WILLIWAW

The *Moomo Williwaw* -- one of the most unusual ships in the galaxy -- is operated by the unusually dense Moomo brothers. Originally a Pelagia Duplex Command Assault Gunship, this craft is crazily modified at the request of Baron Karoll "The Mad" Cilarnus, who is highly impressed by the ship's performance during the Sith War. Due to financial difficulty, the Baron never takes possession of the craft, and no military would purchase a vessel armed with so many weapons that some of its gunners are in danger from its own turrets.

The Moomo brothers save the ship from the scrap heap, agreeing with each other just long enough to purchase the craft. Unbelievably, they add even more weaponry to the ship "just in case" they need it. A few torpedoes are even welded on, just for show (but real nonetheless). Many of the weapons are controlled from the cockpit on their side of the ship, but two turrets are manned. The ship now serves as their base of operation and storehouse for their considerable personal armory. The ship's unique dual cockpits are intended to direct the gunnery turrets on each side of the ship. However, the Moomo Brothers typically take position in each of the cockpits, then fight over helm control as the ship careens through space.

Moomo Williwaw

CL 12

Colossal space transport

Init +0; Senses Perception +8

Defenses Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 130; DR 15; SR 20; **Threshold** 76

Speed fly 12 squares (max. velocity 870 km/h), fly 3 squares (starship scale)

Ranged 2 heavy laser cannons +8 (see below) and laser cannons +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and light laser cannons +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and medium blaster cannon +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and medium double blaster cannons +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and light blaster cannon +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and proton torpedoes +8 (see below) or

Ranged 2 heavy laser cannons +8 (see below) and light concussion missile launchers +8 (see below)

Fighting Space 8x8 or 1 square (starship scale); **Cover** total (crew)

Base Atk +5; **Grp** +41

Atk Options autofire (heavy laser cannons, laser cannons, light laser cannons, medium double blaster cannons)

Abilities Str 43, Dex 14, Con —, Int 16

Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 4 (expert); **Passengers** 6

Cargo 5 tons; **Consumables** 1 week; **Carried Craft** none

Availability Unique; **Cost** Not available for sale; **Emplacement Points** 1

Heavy laser cannons (gunner)

Atk +8 (+3 autofire), **Dmg** 6d10x2

Laser cannons (pilot/copilot)

Atk +8 (+3 autofire), **Dmg** 4d10x2

Light laser cannons (pilot/copilot)

Atk +8 (+3 autofire), **Dmg** 3d10x2

Medium blaster cannon (pilot/copilot)

Atk +8, **Dmg** 4d10x2

Medium double blaster cannons (pilot/copilot)

Atk +8 (+3 autofire), **Dmg** 5d10x2

Light blaster cannon (pilot/copilot)

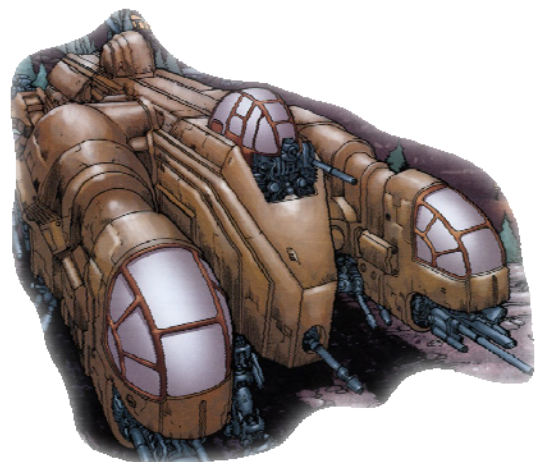
Atk +8, **Dmg** 3d10x2

Proton torpedoes (pilot/copilot)

Atk +8, **Dmg** 9d10x2, 4-square splash

Concussion missiles (pilot/copilot)

Atk +8, **Dmg** 7d10x2, 4-square splash



URBAN BOMBARDIER SPEEDER BIKE

A military version of Aratech Corporation's Urban Navigator speeder bike, the Urban Bombardier entered Republic service during the Mandalorian Wars. The Bombardier configuration replaces the original sidecar with a weapons array, capable of firing both lasers and missiles along the forward axis of travel.

During the Mandalorian Wars, Bombardiers saw action on a variety of worlds. Designed with urban combat in mind, they help to equalize Mandalorian jet packs and Basilisks.

Aratech Urban Bombardier Speeder Bike CL 1

Large air vehicle (speeder)

Init +12; **Senses** Perception +6

Defenses Ref 17 (flat-footed 10), Fort 13; +1 armor

hp 35; **DR** 5; **Threshold** 18

Speed fly 12 squares (max. velocity 500 km/h)

Ranged laser cannon +1 (see below) or

light concussion missiles +3 (see below)

Fighting Space 2x2; **Cover** +5

Atk Options autofire (laser cannon)

Base Atk +2; **Grp** +14

Abilities Str 17, Dex 24, Con —, Int 14

Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use Computer +6

Crew 1 (skilled)

Cargo 10 kg; **Consumables** 1 day; **Carried Craft** none

Payload 4 light concussion missiles

Availability Restricted; **Cost** 18,000 (8,500 used)

Laser cannon (pilot)

Atk +2 (–3 autofire), **Dmg** 1d8 x 2

Light concussion missiles (pilot)

Atk +3, **Dmg** 1d10 x 2, 1-square splash

WEB ENHANCEMENT CLONE WARS 1: POLIS MASSAN

By Gary Astleford

The small asteroid mining colony of Polis Massa in the Outer Rim is the current homeworld of the Polis Massans. Though the Polis Massans evolved on another world in the Subterrel sector, they have been away from their homeworld for so long that they have no living memory of their origins. Instead, they have dedicated themselves to researching a lost civilization, once native to Polis Massa, known as the Eellayin.

The planet once inhabited by the Eellayin was subject to a great and mysterious cataclysm which caused it to break apart into several million fragments. The Polis Massa asteroid is one of the largest fragments to survive, and many artifacts and traces of the fallen civilization are hidden within its depths. The Polis Massans seek to explore the origins of the Eellayin in the hopes that they may discover something of themselves in this ancient and extinct species.

It is a little-known fact that the Polis Massans believe that they are the descendants of the Eellayin species. Their ultimate goal is to preserve the memory of the Eellayin race. They intend to do so using advanced cloning techniques learned from the Kaminoans in an attempt to scientifically resurrect the Eellayin species. No viable genetic material has been recovered from the Polis Massan asteroid, but this does little to stop the Polis Massans from continuing to explore.



Personality: Gentle and compassionate are the two words that often come to mind when describing Polis Massans. They are an extremely inquisitive species, especially with regard to their own origins. They can be overly protective of their work, especially in regards to treasure hunters seeking wealth within the archaeological digs of Polis Massa. In this regard, they prefer to maintain their secrecy, and will hesitate to call attention to themselves.

Physical Description: Polis Massans possess smooth, gray skin. Their faces are featureless with the exception of their eyes, which are universally black. The hands of a Polis Massan are dexterous, with three long fingers and opposable thumbs. They tend to wear form-fitting body suits decorated with functional accessories, such as utility belts, tools, and medical instruments.

Homeworld: Polis Massa.

Languages: Massan.

Example Names: Osh Scal, Maneeli Tuun.

Adventurers: Nobles and Scouts are common character classes for Polis Massan characters. Given their peaceful nature and respect for life, Polis Massans rarely take up arms as Soldiers, though they are perfectly capable of protecting themselves. Polis Massan Jedi and Scoundrels are unheard of, though their latent telepathic abilities and even personalities make them excellent candidates for Jedi teachings.

Polis Massan Species Traits

Polis Massans share the following species traits:

Ability Modifiers: -2 Strength, +2 Wisdom.

Small Size: As Small creatures, Polis Massans gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Polis Massan base speed is 6 squares

Conditional Bonus Feat: Polis Massans are known across the Galaxy for their skill with medicine. A Polis Massan with Treat Injury as a trained skill gains Skill Focus (Treat Injury) as a bonus feat.

Darkvision: Because they are able to see well in complete darkness, Polis Massans ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Limited Telepathy: In conjunction with their sign language and technological methods of communication, Polis Massans are able to employ a weak form telepathy that allows them to convey simple feelings and thoughts to any willing recipient within ten squares. They can use the Telepathy aspect of the Use the Force skill untrained (even if not Force-sensitive). If the target of the telepathy is within 10 squares, no skill check is required to initiate the telepathic contact.

Mute: Polis Massans have no vocal cords, and must rely on a combination of sign language, computers, and telepathy in order to communicate with others. When they learn new languages, they can understand but not speak them.

Automatic Languages: Basic (understand only), Massan.

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ALLIANCE AND EMPIRE PREVIEW 1: DEATH STAR TROOPER AND HAN SOLO IN STORMTROOPER ARMOR

By Gary M. Sarli and Sterling Hershey

Death Star Trooper

During the construction of the Death Star, Grand Moff Tarkin trained a select fighting force specifically for the fearsome battlestation. Taken from the best Imperial Navy troopers, the new Death Star Troopers were multitalented individuals who fulfilled many combat and noncombat duties throughout the station. They received advanced combat and independent command training.

The Death Star Troopers were an elite fighting force loyal to the Imperial Navy and Tarkin, as opposed to the stormtroopers who had their own command structure and were loyal to the Emperor. Elite Death Star Troopers served in the command areas, while standard troopers were found throughout the station. Their distinctive uniforms became a symbol of power. After the Death Star's destruction, the uniform spread to other Imperial Navy troops throughout the fleet.

In the *Star Wars Miniatures Game*, the Death Star Trooper is a new basic foot soldier for the Imperial faction. He's slightly more expensive than the standard Stormtrooper, with a lower Defense score and a higher Attack score. He has no special abilities, Force powers, or commander effect of his own, but as a trooper follower, he qualifies for a number of commander effects from other characters. Using the Death Star Trooper with other commanders is highly recommended, and can be effective when using multiple commanders, each with different commander effects.

Star Wars Miniatures Stat Card Preview

Faction: Imperial

Cost: 6

Hit Points: 10

Defense: 14

Attack: +6

Damage: 10

Star Wars Roleplaying Game: Saga Edition Statistics

You might also learn a few things by checking out the original (albeit more advanced) Death Star Trooper roleplaying stats on page 43 of the *Rebellion Era Sourcebook*.

Death Star Trooper CL 2

Medium Human nonheroic 3/soldier 1

Force 1 **Dark Side** 3

Init +3; **Senses** Perception +7

Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 13, Will 11

hp 46; **Threshold** 13

Speed 6 squares

Melee baton +3 (1d6) or

Ranged blaster pistol +5 (3d6)

Base Atk +3; **Grp** +3

Atk Options Point Blank Shot^H

Abilities Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10

Talents Demolitionist

Feats Armor Proficiency (light, medium), Point Blank Shot^H, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Mechanics +7, Perception +7^H

Possessions baton, blaster pistol, comlink, utility belt, blast helmet and vest

^H: Human bonus feat or trained skill



Han Solo in Stormtrooper Armor

The Corellian smuggler had a problem: He owed a Hutt crime lord a lot of money for a lost shipment of spice. In a dirty spacer's cantina in Mos Eisley, though, Han Solo thought he had found the solution. His Wookiee copilot told him that an old desert hermit and some kid from a moisture farm needed a ride to Alderaan, and the old man said they needed it now -- "no questions asked." Sensing desperation, Han pressed for enough money to solve his problems. The deal was made, and things were finally looking up.

But destiny had other plans.

Mere hours later, Han Solo found himself wearing captured stormtrooper armor and walking into the detention block of an Imperial space station to rescue an Alderaanian princess. After a furious shootout in the cell bay, the princess -- who had more than a bit of attitude, by the way -- led them to an escape that involved the heavenly smell of rotting garbage and wet Wookiee fur. As much as Han's mercenary streak would have liked to keep the armor and pawn it with the nearest black-market fence, he knew he'd never get that stench out of the armor's body glove.

In the *Star Wars Miniatures Game*, Han Solo in Stormtrooper Armor allows your squad to use the tactics of mobility to its advantage. Furious Assault combines the best features of Charging Fire and Blaster Barrage, and it doesn't require a Force Point to activate. Given this, Han Solo can be maneuvered into position to take maximum advantage of the enemy, clearing out large numbers of "mooks" unless they are carefully positioned to maximize cover and minimize the number of legal targets.

Better, his commander effect lets him bring his followers along, a wave of fast-moving blaster fire that consistently outmaneuvers the enemy. Finally, Stealth gives him a little more survivability in a hostile environment, using fast-moving followers as mobile cover.

Still, his biggest weakness compared to the other versions of Han Solo is the lack of Accurate Shot. Without his customized heavy blaster pistol and encumbered by the clumsy armor, he's just not as fast and accurate as he would normally be. Let's face it, though: Accurate Shot would be a brutal combination with Furious Assault because almost *everything* in line of sight would be a legal target.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel

Cost: 25

Hit Points: 80

Defense: 19

Attack: +8

Damage: 20

Special Abilities: Unique, Furious Assault (replaces turn; can move up to 12 squares, then attack each legal target once), Stealth

Commander Effect: Followers gain Charging Fire (replaces turn; can move up to double speed, then attack)

Star Wars Roleplaying Game: Saga Edition Statistics

Han Solo (Episode IV) CL 9

Medium Human scoundrel 5/soldier 2/ace pilot 1/gunslinger 1

Destiny 1; Force 5

Init +16; Senses Perception +10

Languages Basic, Huttese, Shyriiwook

Defenses Ref 25 (flat-footed 23), Fort 22, Will 22

hp 61; Threshold 22

Speed 6 squares

Melee unarmed +7 (1d4+4) or

Ranged heavy blaster pistol +9 (4d8+8) with Rapid Shot

Base Atk +6; Grp +8

Atk Options Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +1d6, Trigger Work

Special Actions Keep It Together, Full Throttle, Quick Draw, Stellar Warrior

Abilities Str 13, Dex 15, Con 12, Int 14, Wis 12, Cha 14

Talents Keep It Together, Sneak Attack +1d6, Spacehound, Stellar Warrior, Trigger Work, Weapon Specialization (pistols)

Feats Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Initiative, Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Deception +11, Initiative +16, Knowledge (galactic lore) +11, Mechanics +11, Perception +10, Pilot +14, Use Computer +11

Possessions heavy blaster pistol with targeting scope, tool kit, modified YT-1300 transport (*Millennium Falcon*)

When disguised (wearing stormtrooper armor and wielding a blaster rifle), Han Solo has the following altered statistics:

Senses Perception +12, low-light vision

Defenses Ref 22 (flat-footed 20)

Melee unarmed +5 (1d4+4) or

Ranged blaster rifle +6 (3d8+4) or

Ranged blaster rifle +4 (4d8+4) with Rapid Shot



ALLIANCE AND EMPIRE PREVIEW 2: TRANDOSHAN MERCENARY AND OBI-WAN KENOBI, JEDI SPIRIT

By Gary M. Sarli and Sterling Hershey

Trandoshan Mercenary

The reptilian Trandoshans are known for their great strength and warlike natures, so it's no surprise that many of them take up careers as bounty hunters or mercenaries. The physical traits of Trandoshans make them natural warriors. Their supersensitive eyes can see into the infrared spectrum, allowing nighttime operations without relying on equipment whose energy signature might be detected by enemy sensors. Their tough scales make them particularly resistant to attacks, and their natural ability to regenerate lost limbs ensures that they can avoid early retirement if a mission goes bad. Finally, their great strength makes them brutal in close quarters.

Trandoshan mercenaries are very common in almost any era, and they were particularly active during the Clone Wars. For example, Delta Squad (Republic Commandos Boss, Fixer, Scorch, and Sev) ran afoul of Trandoshan mercenaries that had captured the *Prosecutor*, an *Acclamator*-class assault ship, and later found them supporting Separatist operations on Kashyyyk. While most Trandoshan mercenaries have no trouble finding work, it's not uncommon to find some who turn to slaving as a means of supplementing their income.

In the *Star Wars Miniatures Game*, the Trandoshan Mercenary is a relatively low-cost figure that is useful as "filler" to absorb attacks and provide activations. However, he's not a heavy hitter, and his role as a door-opener for more powerful characters is limited by the Mercenary ability, which restricts his movements.

Still, the Trandoshan Mercenary is fairly effective against other low-cost pieces. Given its 20 hit points and Regeneration 10, your opponent has to divert a mid- to high-damage attack or multiple low-damage attacks to take out this character. Damage 10 isn't enough by itself, and if the Trandoshan Mercenary isn't defeated, he'll be back at full strength the next time he activates. Furthermore, since he has Damage 20, he can take out most low-cost figures in one hit.

The combination of Double Claw Attack and Rend +10 is potent against mid-value pieces. However, the Trandoshan's restricted movement will prevent that combination from coming into play unless you set it up properly.

Star Wars Miniatures Stat Card Preview

Faction: Fringe

Cost: 9

Hit Points: 20

Defense: 15

Attack: +4

Damage: 20

Special Abilities: Double Claw Attack, Mercenary, Regeneration 10, Rend +10

Star Wars Roleplaying Game: Saga Edition Statistics

Trandoshan Mercenary CL 2

Medium Trandoshan nonheroic 6

Init +7; **Senses** darkvision, Perception +2

Languages Basic, Dosh

Defenses Ref 15 (flat-footed 13), Fort 10, Will 10; +2 armor, +1 natural

hp 21; **Threshold** 15; limb regeneration

Speed 6 squares

Melee unarmed +7 (1d8+3) or

Melee unarmed -3 (1d8+3) and

unarmed -3 (1d8+3) or

Ranged heavy blaster rifle +4 (3d10)

Base Atk +4; **Grp** +7

Abilities Str 16, Dex 10, Con 11, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Improved Damage Threshold, Martial Arts I, Martial Arts II, Toughness, Weapon Proficiency (rifles, simple weapons)

Skills Initiative +7

Possessions blast vest (treat as blast helmet and vest), heavy blaster rifle, comlink



Obi-Wan Kenobi, Jedi Spirit

"Surely he must be dead by now."

-- Grand Moff Tarkin

"If you strike me down, I shall become more powerful than you can possibly imagine."

-- Obi-Wan Kenobi

With a mighty slash of his red blade, Darth Vader, Lord of the Sith, finally struck down his former master turned nemesis, Obi-Wan Kenobi. But suddenly, Kenobi completely disappeared, vanishing in the blink of an eye and the swing of a lightsaber. Was this some new Jedi trick? Did Vader's eyes deceive him? The Dark Lord poked disbelievingly at the master's clothing and lightsaber -- all that remained of the Jedi. What had Kenobi said about becoming more powerful than Vader could possibly imagine? There was much to consider -- later. First, the Rebels had to be dealt with, once Kenobi's friends were allowed to escape the Death Star.

In the *Star Wars Miniatures Game*, Obi-Wan Kenobi, Jedi Spirit is truly a unique piece. It has no stats other than Cost and three abilities, and its Light Spirit ability dictates its use on the battle grid. As a Light Spirit, this piece ignores all terrain. It can't open doors, be damaged in any way, or provide cover. It doesn't count as a legal target. At the start of the game, you choose a Unique allied character with a Force rating. When Obi-Wan is within four squares, the selected character gains the special abilities Force Renewal 1 and Mettle.

However, the Jedi Spirit is not invulnerable and can be defeated in two ways. One is to defeat the beneficiary of the Light Spirit ability. The other is to defeat the Spirit directly by spending a Force point expressly for this purpose while within six squares (replaces attacks), provided the Spirit fails a save of 11.

With a speed of only 2, Obi-Wan will often lag behind the beneficiary of Light Spirit. Maneuvering is key when they engage enemy Force-users in melee combat. Bringing Obi-Wan into range for Light Spirit to be effective also brings him into range for the enemy to attempt to defeat him outright, assuming the foe has the Force points to spend.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel

Cost: 8

Hit Points: --

Defense: --

Attack: --

Damage: --

Special Abilities: Unique, Speed 2, Light Spirit (Ignores all terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains Force Renewal 1 and Mettle [If this character spends 1 Force point to reroll, add +4 to the result] while within four squares of this character. This character is defeated if the chosen ally is defeated. An enemy within six squares can spend 1 Force point to defeat this character; save 11. This effect replaces that enemy's attacks.)

Star Wars Roleplaying Game: Saga Edition Statistics

Obi-Wan Kenobi, Jedi Spirit CL --

Medium Human Force Spirit Jedi 7/Jedi Knight 5/Jedi Master 3

Destiny 2; Force 7; Dark Side --

Init +15; Senses Perception +9

Languages Basic, Shyriiwook

Defenses Ref -- (flat-footed --), Fort --, Will 30

hp --; Threshold --

Speed none; instantaneous travel

Melee --

Ranged --

Base Atk --; Grp --

Force Powers Known (Use the Force +19): *farseeing* (2)

Force Techniques Force Point Recovery (2)

Abilities Str --, Dex --, Con --, Int 14, Wis 15, Cha 16

SQ Incorporeal

Talents Force Perception

Feats Force Sensitivity, Force Training (4), Skill Focus (Use the Force)

Skills Use the Force +19

Possessions none



ALLIANCE AND EMPIRE PREVIEW 3: HUMAN FORCE ADEPT AND STORMTROOPER ON REPULSOR SLED

By Gary M. Sarli and Sterling Hershey

Human Force Adept

While all Jedi use the Force, not all those who use the Force are Jedi. The Sith are the most notorious examples, but other Force traditions exist, often on isolated worlds scattered throughout the galaxy. To the inhabitants of these worlds, the Force is magical and supernatural, and often called by other names. While primitive species are most likely to follow their own traditions, sophisticated beings find their own paths that might or might not lead them to Jedi or Sith teachings. These adepts are just as strong in the Force and undergo formidable training of their own.

The Human Force Adept is the lowest-cost Force-user in the *Star Wars Miniatures Game*, and the only non-Unique Force-user in this particular set. Fortunately, this Fringe character can fight for any faction. It also has the most hit points of any unit of equal cost. The Force Adept's high defense score will help it survive long enough to engage enemies in melee combat. Given its low attack score, it might need the extra rounds to succeed.

The Human Force Adept has 3 Force points, but the first point will almost always be spent to power up Force Weapon, which grants an extra 10 points of damage per attack until the end of the skirmish. This leaves 2 points to spend on Force Alter, which should extend the life of the adept or its allies by forcing enemies to reroll attacks.

Star Wars Miniatures Stat Card Preview

Faction: Fringe

Cost: 10

Hit Points: 40

Defense: 15

Attack: +4

Damage: 10

Special Abilities: Melee Attack

Force Powers: Force 3, Force Alter, Force Weapon (Force 1, replaces attacks: +10 Damage until the end of the skirmish)

Star Wars Roleplaying Game: Saga Edition Statistics

In the *Star Wars Roleplaying Game: Saga Edition*, the Force adept has been elevated from a standard class to a prestige class. The old low-level Force adepts have become members of the current standard classes (other than Jedi) with the Force Sensitivity feat. The Human Force Adept presented here is not powerful enough to qualify for the Force adept prestige class, but the statistics reflect the path of a character who is well on the way.

Low-Level Force User **CL 3**

Medium Human scout 3

Destiny 1; Force 6

Init +6; Senses Perception +7

Languages Basic

Defenses Ref 15 (flat-footed 15), Fort 16, Will 15

hp 40; Threshold 16

Speed 6 squares

Melee quarterstaff +4 (1d6+3) or

Melee quarterstaff -6 (1d6+3) and quarterstaff -6 (1d6+3) or

Ranged by weapon +2

Base Atk +2; Grp +4

Special Actions Equilibrium

Force Powers Known (Use the Force +12): *Battle Strike* (2)

Abilities Str 15, Dex 10, Con 14, Int 10, Wis 12, Cha 13

Talents Equilibrium

Feats Force Sensitivity, Force Training, Shake It Off, Skill Focus (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +8, Initiative +6, Perception +7, Stealth +6, Survival +7, Use the Force +12

Possessions quarterstaff, credit chip, comlink, basic clothing



Stormtrooper on Repulsor Sled

The Imperial Army commissioned the Aratech 64-Y Swift 3 Repulsor Sled as a response to the increase in swoop gang and pirate activity in the Outer Rim. Swoops could easily outrun the Aratech 74-Z speeder bike used by scout troopers, and their small size allowed them to move through terrain too tight for airspeeders or starfighters.

This repulsor sled, however, was built to match the speed of even the fastest swoops. Unlike the older (and more dangerous) swoops and Podracers, the repulsor sled gets the majority of its thrust from overpowered repulsor generators rather than ion engines. As a result, the sled is much safer and easier to use than its competition. In addition to its front-mounted blaster cannon, the Swift 3 carries a powered drop net that can entangle and ionize a target for easy capture.

In the *Star Wars Miniatures Game*, the Stormtrooper on Repulsor Sled is an interesting alternative to the Scout Trooper on Speeder Bike. Mobile Attack combined with Speed 12 makes the figure capable of sustained hit and runs, moving into position to make an attack and then getting out of line of sight to prevent an easy counterattack. Flight adds further versatility by allowing it to avoid attacks of opportunity during a hit-and-run strike (or retreat).

Most importantly, the Net Gun adds a new dimension to the strategy of activation control. If your opponent has left several unactivated characters adjacent to one another at the beginning of the round, the Stormtrooper on Repulsor Sled can fly across the battle grid and use its Net Gun on them, leaving an average of half of them activated. With any luck, you'll be able to pull out of harm's way using Mobile Attack, and your opponent will find himself several activations short during the round.

Star Wars Miniatures Game Stat Card Preview

Faction: Imperial

Cost: 14

Hit Points: 20

Defense: 18

Attack: +5

Damage: 20

Special Abilities: Flight, Mobile Attack, Net Gun (Replaces attacks: range 6; target enemy and each character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters and characters with Mounted Weapon ignore this effect.), Speed 12

Star Wars Roleplaying Game: Saga Edition Statistics

Aratech 64-Y Swift 3 Repulsor Sled **CL 4**

Large ground vehicle (speeder)

Init +10; **Senses** Perception +8

Defenses Ref 14 (flat-footed 11), Fort 13; +1 armor

hp 32; **DR** 5; **Threshold** 18

Speed 12 squares (max. velocity 800 km/h)

Ranged medium blaster cannon +7 (see below) or

Ranged drop net +7 (see below)

Fighting Space 2x2; **Cover** none

Base Atk +5; **Grp** +13

Atk Options autofire (medium blaster cannon), drop net

Abilities Str 16, Dex 16, Con --, Int 14, Wis --, Cha --

Skills Initiative +10, Mechanics +8, Perception +8, Pilot +10

Crew 1 (expert); **Passengers** none

Cargo 4 kg; **Consumables** 1 day; **Carried Craft** none

Payload 1 drop net

Availability Military; **Cost** 8,000 (1,800 used)

Drop Net:When you fire this weapon, make an attack roll against all targets in a 2-square-by-2-square area within 12 squares. If you exceed a target's Reflex Defense, that target takes 6d10 points of ion damage. Additionally, the drop net functions like a net (*Saga Edition* rulebook, page 130), allowing you to attempt a grab or grapple against all targets successfully attacked by the drop net. Make a single grapple check opposed by all such targets.

Medium blaster cannon (pilot)

Atk +7 (+2 autofire); **Dmg** 3d10

Drop net (pilot)

Atk +7; **Dmg** 6d10 ion (grapple +13)



ALLIANCE AND EMPIRE PREVIEW 4: IMPERIAL GOVERNOR TARKIN AND WOOKIEE FREEDOM FIGHTER

By Gary M. Sarli and Sterling Hershey

Imperial Governor Tarkin

Imperial Governor Tarkin hailed from the Outer Rim world of Eriadu. He was the first to be granted the title of Grand Moff, overseeing most of the Outer Rim territories. Tarkin was an early and extremely influential leader in the Emperor's service. Completely dedicated to the ideals of the New Order, he formed many philosophies ultimately adopted by the Empire. His most famous contribution was what would become known as the Tarkin Doctrine or the Doctrine of Fear. Its central idea was to rule through the fear of force, rather than through force itself. The culmination of this philosophy was the Death Star.

In the *Star Wars Miniatures Game*, Imperial Governor Tarkin is a commander's commander. Tarkin's commander effect grants a bonus not to followers, but to allied commanders. (The *Alliance and Empire* rules insert defines a commander this way: "A character with a printed commander effect is sometimes referred to as a commander. Commanders can also include characters who gain commander effects from another source.") Compared to Grand Moff Tarkin from the *Rebel Storm* set, this version of Tarkin has twice the cost, 10 more hit points, the same defense, a slightly better attack score, equal damage, a new special ability, and the aforementioned commander effect.

Imperial Governor Tarkin's extra hit points will come in handy when trying to maximize his Doctrine of Fear ability, which requires him to be within 6 squares of an enemy -- likely exposing him to a greater number of attacks. Of course, since Tarkin's commanders must stay within 6 squares to benefit from his commander effect, he'll probably get help from his underlings, or at least use them for cover.

The *Star Wars Roleplaying Game Saga Edition* statistics below reflect Tarkin in his early years as an Imperial Governor. He also serves as an example of a character more focused on skill use than on combat.

Faction: Imperial

Cost: 22

Hit Points: 50

Defense: 14

Attack: +5

Damage: 10

Special Abilities: Unique, Doctrine of Fear (Enemy characters within 6 squares get -4 Attack)

Commander Effect: Allied commanders within 6 squares gain Extra Attack (On its turn, this character can make 1 cumulative extra attack instead of moving).

Star Wars Roleplaying Game: Saga Edition Statistics

Imperial Governor Wilhuff Tarkin CL 7

Medium Human noble 7

Destiny 1; Force 5; Dark Side 13

Init +4; Senses Perception +14

Languages Basic, High Galactic, Shyriiwook, Sullustese

Defenses Ref 18 (flat-footed 18), Fort 17, Will 20

hp 45; Threshold 17

Speed 6 squares

Melee unarmed +5 (1d4+3) or

Ranged $\text{\textcircled{E}}$; blaster pistol +5 (3d6+3)

Base Atk +5; Grp +5

Special Actions Coordinated Attack

Abilities Str 10, Dex 11, Con 11, Int 15, Wis 13, Cha 15

Talents Born Leader, Demand Surrender, Educated, Presence

Feats Coordinated Attack, Linguist, Skill Focus (Bureaucracy), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Pilot), Skill Training (Use Computer), Weapon Proficiencies (heavy weapons, pistols, simple weapons)

Skills Deception +10, Gather Information +10, Knowledge (Bureaucracy) +15, Knowledge (Galactic Lore) +10, Knowledge (Social Sciences) +10, Knowledge (Tactics) +10, Knowledge (Technology) +10, Perception +14, Persuasion +15, Pilot +8, Use Computer +10

Possessions Imperial uniform, rank cylinders, comlink, credit chip, blaster pistol



Wookiee Freedom Fighter

After the rise of Emperor Palpatine's New Order, a wave of pro-Human legislation swept across the galaxy. Nonhumans were relegated to the status of second-class citizens at best, and slaves at worst. The latter was the fate of the proud natives of Kashyyyk -- the Wookiees. When their world was subjugated by the Empire, the Wookiees found themselves fighting the very clones that had defended them from the onslaught of Separatist battle droids during the Clone Wars.

The Wookiees, however, are survivors, and they don't take kindly to anyone who tries to seize their home. Just as they fought the slavers of the Czerka Corporation millennia ago, they fought back against the Empire. Wookiee freedom fighters moved through the dangerous sublevels of Kashyyyk's towering forests, ascended to hit a target -- usually freeing enslaved Wookiees in the process -- and then faded back into the forest. A few times, the Empire made the mistake of following them into the sublevels, but the horrific tales told by the handful of survivors discouraged further attempts at pursuit.

Using such tactics, the Wookiees turned Kashyyyk into an unending pit of Imperial casualties. The Empire would not give up its hold on the planet, but they couldn't establish true control over the world no matter how many legions they sent. By the end of the Galactic Civil War, the forest floor had become the graveyard of countless stormtroopers, their armored shells buried by the insatiable plantlife of Kashyyyk.

In the *Star Wars Miniatures Game*, the Wookiee Freedom Fighter has some good strengths for its cost. Its high number of Hit Points make it tough enough to survive a few attacks, which is helpful because its relatively low Defense means those attacks are more likely to hit. A Freedom Fighter makes a good shield for weaker or higher-value characters.

While this mini can move up to 6 squares and attack targets at range for Damage 10, its true strength is evident when it moves to attack an adjacent target. Charging Assault +10 stacks with Momentum, so a Wookiee Freedom Fighter can move up to 12 squares and then make a devastating attack against an adjacent target (Attack +11, Damage 30). Best of all, the Wookiee's Demolish ability means that the attack ignores the target's Damage Reduction. Combined with the flexibility of making nonmelee attacks, the Wookiee Freedom Fighter is a potent addition to any Rebel squad.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel

Cost: 14

Hit Points: 50

Defense: 14

Attack: +7

Damage: 10

Special Abilities: Charging Assault +10, Demolish, Momentum

Star Wars Roleplaying Game: Saga Edition Statistics

Wookiee Freedom Fighter **CL 3**

Medium Wookiee soldier 3

Force 3

Init +6; **Senses** Perception +6

Languages Basic (understand only), Shyriiwook

Defenses Ref 14 (flat-footed 14), Fort 18, Will 13; extraordinary recuperation
hp 50; **Threshold** 18

Speed 6 squares

Melee bayonet +7* (1d8+12*) or

Melee bayonet +11* (1d8+13*) with Powerful Charge or

Ranged blaster rifle +3 (3d8+1) or

Ranged frag grenade +3 (4d6+1, 2-square burst)

Base Atk +3; **Grp** +7

Atk Options autofire (blaster rifle), Power Attack, Powerful Charge

Special Actions rage

Abilities Str 19, Dex 11, Con 16, Int 10, Wis 10, Cha 6

Talents Melee Smash, Penetrating Attack (simple)

Feats Armor Proficiency (light, medium), Power Attack, Powerful Charge, Weapon Focus (simple), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +5 (may take 10 when distracted), Initiative +6, Perception +6, Persuasion -1 (may reroll intimidation attempts)

Possessions blaster rifle with mounted bayonet, 2 grenades, bandolier, comlink, explosive charge

*Includes 1 point in Power Attack



ALLIANCE AND EMPIRE PREVIEW 5: REBEL COMMANDO STRIKE LEADER AND ADVANCE AGENT, OFFICER

By Gary M. Sarli and Sterling Hershey

Rebel Commando Strike Leader

Rebel commandos form the core of the Alliance's highly trained and highly successful SpecForce units. Assigned to established units or mission-specific teams, the commandos receive some of the Alliance's most challenging and dangerous assignments. Their most famous mission was the destruction of the Death Star's shield generator on the forest moon of Endor.

Strike team personnel vary by mission, but they usually include one or more Strike Leaders. These individuals are known for their considerable resilience and toughness, enabling them to succeed and survive their hazardous assignments. In smaller teams, Strike Leaders may serve as mission commanders. In larger operations, multiple Strike Leaders typically answer to higher-ranking officers. Their title is a result of their position, as opposed to a particular rank in the Alliance military.

In the *Star Wars Miniatures Game*, the Rebel Commando Strike Leader gives commando followers a welcome boost to their offense and defense. Thanks to his Commander Effect, commandos with Stealth *and* cover cannot be targeted by nonadjacent enemies. This effect has no range restriction, so any Rebel faction commando with Stealth qualifies, no matter its location on the map. Commandos with Grenades also jump from Grenades 10 to Grenades 20.

The Strike Leader costs 4 more points than the regular Rebel Commando or Dressellian Commando, but it has more Hit Points, better Attack and Damage scores, and the commander effects. If you're fielding commandos, deploying the Rebel Commando Strike Leader is a must.

Faction: Rebel

Cost: 18

Hit Points: 50

Defense: 15

Attack: +7

Damage: 20

Special Abilities: Grenades 20, Stealth

Commander Effect: Commandos in your squad with Stealth (including this character) and who have cover cannot be targeted by nonadjacent enemies. Commando followers with Grenades 10 instead gain Grenades 20.

Star Wars Roleplaying Game Saga Edition Statistics

Rebel Commando Strike Leader CL 4

Medium Human nonheroic 6/soldier 2

Force 1

Init +10; **Senses** Perception +4

Languages Basic

Defenses Ref 15 (flat-footed 13), Fort 16, Will 12

hp 50; **Threshold** 22

Speed 6 squares

Melee unarmed +7 (1d6+2) or

Melee vibroblade +7 (2d6+2)

Ranged blaster rifle +7 (3d8+1) or

Ranged frag grenade +7 (4d6+1, 2-square burst)

Base Atk +6; **Grp** +7

Special Actions Point Blank Shot

Abilities Str 12, Dex 13, Con 14, Int 9, Wis 10, Cha 8

Talents Demolitionist

Feats Armor Proficiency (light), Improved Damage Threshold, Martial Arts I, Point Blank Shot^H, Skill Focus (Stealth), Toughness, Weapon Proficiency (pistols, rifles, simple weapons).

Skills Initiative +10^H, Perception +4, Stealth +15

Possessions blast helmet and vest, blaster rifle, 2 frag grenades, detonite, Rebel commando uniform, comlink, credit chip

^H Denotes Human bonus feat or trained skill



Advance Agent, Officer

For decades before the Yuuzhan Vong invaded the known galaxy, their advance agents were positioned in the Republic (later the Empire, and later still the New Republic). The advance agents watched, waited, and sowed the seeds of doubt and discontent, undermining the populace's faith in galactic authority and precipitating interstellar crises.

Nom Anor was one such Yuuzhan Vong, an agent provocateur who specialized in political maneuvering, such as working behind the scenes to help engineer the collapse of the Empire after Palpatine's death. He also engaged in more overt rabble-raising, such as when he led the Red Knights of Life, an extremist group on Rhommamool with an anti-droid, anti-Jedi, and anti-technology ideology. Just prior to the Yuuzhan Vong invasion, Nom Anor had managed to escalate tensions between Rhommamool and her sister planet Osarian to the point of open war. Nom and other advance agents specialize in propaganda, lies, and treachery, and their efforts helped the Yuuzhan Vong invasion bring unimaginable horrors to the galaxy.

In the *Star Wars Miniatures Game*, the Advance Agent, Officer makes great strides in creating more Yuuzhan Vong squads that are viable while still being "faction-pure." Force Immunity, Melee Attack, and Thud Bug are the same as with other Yuuzhan Vong figures, and being able to field many figures the same way can make tactics simpler. For example, a wave of Thud Bugs is a good way to thin out an enemy's activation advantage.

However, the best strengths of the Advance Agent, Officer are in its synergy with other Yuuzhan Vong. First, its commander effect applies to *all* Yuuzhan Vong allies, not just followers or non-Uniques. Just keep them close to the action so that the maximum number of Yuuzhan Vong can benefit from the commander effect.

Second, the Advance Agent, Officer has Stealth, making it a natural complement to Nom Anor. Nom's commander effect granting "super stealth" and Self-Destruct 20 applies to all of them, making them a potent combination.

Put them all together with other notable Yuuzhan Vong from this set and the *Universe* set, and you have an extremely dangerous squad on your hands. One of its biggest challenges, however, is keeping figures relatively close (to get the most out of the commander effect's limited range) while still staying far enough apart to avoid getting caught in each other's "Nom bomb."

Star Wars Miniatures Game Stat Card Preview

Faction: Yuuzhan Vong

Cost: 11

Hit Points: 30

Defense: 14

Attack: +5

Damage: 10

Special Abilities: Force Immunity, Melee Attack, Stealth, Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)

Commander Effect: Yuuzhan Vong allies within 6 squares gain **Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round).

Star Wars Roleplaying Game Saga Edition Statistics

Advance Agent, Officer CL 4

Medium Yuuzhan Vong nonheroic 6/noble 1/officer 1

Dark Side 12

Init +4; **Senses** Perception +10

Languages Basic, Bocce, Bothese, Duresse, High Galactic, Huttese, Rodese, Ryl, Yuuzhan Vong

Defenses Ref 14 (flat-footed 14), Fort 13, Will 17

hp 31; **Threshold** 13

Immune Force immunity

Speed 6 squares

Melee amphistaff (spear) +5 (1d8 plus poison) or

Melee amphistaff (quarterstaff) –5 (1d6) and

amphistaff (quarterstaff) –5 (1d6) or

Melee amphistaff (whip) +5 (1d4 plus poison) or

Melee amphistaff (whip) +5 (grapple +5)

Ranged amphistaff (spit) +5 (poison) or

Ranged thud bug +5 (2d6 plus special)

Base Atk +5; **Grp** +5

Atk Options Pin (amphistaff [whip] only), poison, thud bug, Trip (amphistaff [whip] only)

Abilities Str 10, Dex 10, Con 12, Int 16, Wis 12, Cha 14

Special Qualities technophobic

Talents Born Leader, Deployment Tactics

Feats Armor Proficiency (light), Linguist, Skill Focus (Deception, Stealth), Skill Training (Perception, Persuasion), Weapon Proficiency (simple)



Skills Deception +16 (+21 when disguising self as a Human), Gather Information +11, Knowledge (tactics) +12, Perception +10, Persuasion +11, Stealth +14

Possessions amphistaff, ooglith masquer, thud bug

Poison—If an amphistaff (*Saga Edition* rulebook, page 121) deals damage in spear or whip form and the attack roll equals or exceeds a living target's Fortitude Defense, that target moves –1 persistent step on the condition track.

The amphistaff can also be coaxed to spit poison at a target up to 10 squares away. If the ranged attack roll equals or exceeds a living target's Reflex Defense and Fortitude Defense, that target moves –1 persistent step on the condition track. An amphistaff can spit poison once every 24 hours.

NEW RANGED WEAPON: THUD BUG

Thud bugs (or *nang hul* in Yuuzhan Vong) are nasty bioengineered weapons that fly toward an enemy at high speed when thrown. If the attack deals damage and the attack roll equals or exceeds a living target's Fortitude Defense, the target is knocked prone. After hitting a target, the thud bug falls dormant (Reflex Defense 15, hp 1, DR 10) until reset. Resetting a dormant thud bug so that it can be used again requires a swift action for a Yuuzhan Vong or a full-round action and a DC 25 Knowledge (life sciences) check for any other species.

If the ranged attack roll is less than the target's Reflex Defense, the thud bug returns to the attacker at the end of the turn. The attacker must use a swift action to catch and reuse the thud bug; otherwise, the thud bug falls dormant in the attacker's square.

If the target successfully uses the Deflect talent (see the Lightsaber Combat talent tree, *Saga Edition* rulebook page 41) against an attack with a thud bug, the thud bug is destroyed.

TABLE 1-1: RANGED WEAPONS

Simple	Cost	Damage	Stun	Rate of	Weight	Type	Availability
Tiny							
Thud bug	n/a	2d6 + special	--	S	0.5 kg	Bludgeoning	Illegal, rare

NEW EQUIPMENT: OOGLITH MASQUER

Cost n/a; **Availability** illegal, rare

An ooglith masquer grants a Yuuzhan Vong a +5 equipment bonus on Deception checks when disguising himself as a Human. Putting on or removing an ooglith masquer requires a full-round action and moves the wearer –3 steps on the condition track. (These steps may be recovered normally)

ALLIANCE AND EMPIRE PREVIEW 6: MARA JADE, JEDI AND DEATH STAR GUNNER

By Gary M. Sarli and Sterling Hershey

Mara Jade, Jedi

Mara Jade is one of the most popular characters from the *Star Wars* Expanded Universe. First introduced in Timothy Zahn's *Heir to the Empire* novel series, Mara developed from Emperor's Hand and Imperial enemy to a reluctant ally, and, by the time of the New Jedi Order, to Mara Jade Skywalker and a Jedi.

Mara started off as an Emperor's Hand, trained personally by Palpatine and afforded great latitude in carrying out his specific missions throughout the Empire. Her personal and public powers evaporated with the death of the Emperor, and she eventually fell in with Talon Karrde and his band of smugglers. This eventually brought her into contact with the New Republic and, specifically, Luke Skywalker. Though enemies at first, over the course of many years and adventures, the two grew closer together and eventually married.

In the *Star Wars Miniatures Game*, Mara Jade, Jedi depicts the New Republic version of this complex character. As might be expected, she is much more powerful than her former Imperial faction self. While she retains Cunning Attack, Emperor's Hand is gone. She gains Deadly Attack, Lightsaber, Stealth, and Twin Attack. She gets an additional Force Point. Blaster Barrage is gone, replaced with Lightsaber Assault and Lightsaber Block. She has considerably more Hit Points and increased Attack and Defense scores.

Though Mara has potent Force Powers, she doesn't rely completely on their use. Thus, she retains her strongest abilities when facing off against the Yuuzhan Vong faction, the prime enemy of the New Republic.

Faction: New Republic

Cost: 45

Hit Points: 110

Defense: 20

Attack: +12

Damage: 10

Special Abilities: Unique, Cunning Attack, Deadly Attack, Lightsaber, Stealth, Twin Attack

Force Powers: Force 4, Lightsaber Assault, Lightsaber Block

Star Wars Roleplaying Game Saga Edition Statistics

Mara Jade Skywalker, Jedi CL14

Medium Human Scoundrel 5/Jedi 9

Destiny 2; **Force** 5; **Dark Side**

Init +9; **Senses** Perception +15

Languages Basic, Huttese

Defenses Ref 28 (flat-footed 26), Fort 27, Will 28

hp 110; **Threshold** 27

Speed 6 squares

Melee lightsaber +15 (2d8+9) or

Melee lightsaber +10 (2d8+9) and lightsaber +10 (2d8+9) with Double Attack

Ranged blaster pistol +14 (3d6+7)

Base Atk +12; **Grp** +14

Atk Options Acrobatic Strike, Double Attack

Special Actions Equilibrium, Force Intuition, Point Blank Shot, Redirect Shot, Vehicular Combat

Force Powers Known (Use the Force+14): *Battlestrike* (2), *Force Slam*, *Force Thrust*, *Mind Trick*, *Move Object*, *Surge*, *Vital Transfer*

Abilities Str 14, Dex 15, Con 15, Int 13, Wis 16, Cha 14

Talents Block, Deflect, Equilibrium, Force Focus, Force Intuition, Force Perception, Redirect Shot, Skirmisher

Feats Acrobatic Strike, Double Attack (lightsabers), Force Sensitivity, Force Training x2, Martial Arts I, Martial Arts II, Point Blank Shot, Skill Training (Perception), Vehicular Combat, Weapon Proficiencies (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +14, Deception +14, Gather Information +14, Perception +15, Persuasion +14, Pilot +14, Use the Force +14

Possessions lightsaber, blaster pistol, comlink, credit chip



Death Star Gunner

The Death Star's personnel included thousands of gunners to operate its turbolasers, tractor beams, and the massive, world-shattering superlaser itself. These gunners were similar to those found on any Imperial capital ship, but they included many who were more experienced than the norm. Imperial gunners wore a blast vest and helmet equipped with a high-quality head-up display that assisted them in targeting. To aid in repelling any hostiles that might penetrate a weapon emplacement, they often carried high-powered close-range blast cannons that sprayed multiple blaster shots at a target. In the close quarters of a turbolaser bunker or turret, these "blaster shotguns" were more deadly with a single trigger pull than almost any other handheld infantry weapon. In addition, most Imperial gunners carried explosive charges so that they could act as impromptu combat engineers. The charges also allowed the gunners to destroy any turbolaser enhancements that were in danger of being overrun by hostile troops.

In the *Star Wars Miniatures Game*, the Death Star Gunner is a good support piece playing much the same role as a Heavy Stormtrooper. However, there are several differences between the two.

- The Death Star Gunner doesn't suffer from the Heavy Weapon restriction, enabling far more mobility during a skirmish.
- In lieu of the Heavy Stormtrooper's higher damage, the Death Star Gunner gains the benefit of Splash 10, making him particularly useful against concentrations of low-Hit-Point enemies.
- The Gunner ability creates synergy with larger figures that have Mounted Weapon, such as the AT-ST.

Still, the Death Star Gunner has relatively low Defense compared to Stormtroopers, so its 30 Hit Points won't necessarily last as long as you'd expect. Thus, this figure is best used at the end of a round, after your opponent has run out of activations. Move in quickly to hit a vulnerable cluster of weaker enemies (hopefully taking out several), then hit them again if necessary and move to cover on one of your first activations in the next round. Be very careful not to get "based" -- in other words, don't let an enemy get adjacent to you.

Otherwise, if you attack him, you'll have to deal with the Splash from your own weapon, and if you move away from him, you'll take an attack of opportunity.

Star Wars Miniatures Game Stat Card Preview

Faction: Imperial

Cost: 11

Hit Points: 30

Defense: 14

Attack: +6

Damage: 20

Special Abilities: Gunner, Splash 10

Star Wars Roleplaying Game Saga Edition Statistics

Death Star Gunner CL 2

Medium Human nonheroic 6

Init +5; **Senses** low-light vision; Perception +9

Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 11, Will 9

hp 27; **Threshold** 11

Speed 6 squares

Melee unarmed +4 (1d4) or

Ranged blast cannon +6 (3d8*, 1-square splash**)

* 4d8 damage against an adjacent target; apply range penalties on damage instead of on attack roll

** Nonadjacent target only

Base Atk +4; **Grp** +6

Abilities Str 10, Dex 14, Con 12, Int 11, Wis 9, Cha 8

Feats Armor Proficiency (light), Exotic Weapon Proficiency (blast cannon), Skill Focus (Mechanics), Skill Training (Use Computer),

Toughness, Weapon Proficiency (simple, heavy)

Skills Mechanics +14, Perception +9, Use Computer +14

Possessions blast vest and helmet with helmet package, blast cannon, utility belt, 3 explosive charges



NEW WEAPON: GOLAN ARMS BLAST CANNON

The Golan Arms Blast Cannon, colloquially known as the "blaster shotgun," is a devastating close-quarters weapon often issued to Imperial gunners and engineers to aid them in repelling an attack on their positions. It fires multiple individual blaster shots in a spread with a single pull of the trigger. At very close ranges, all of these shots will usually hit the same target (with devastating results), and at larger ranges, the spread of the shots deals damage to multiple targets.

The blast cannon is very difficult to use properly, so the wielder takes a –5 penalty on his attack roll if he does not have the Exotic Weapon Proficiency (blast cannon) feat. Although the blast cannon has the same range as a pistol, its wielder does not take penalties on the attack roll due to range. Instead, apply range penalties on damage. Against an adjacent target, the blast cannon does an extra 1d8 points of damage due to having so many blaster shots concentrated in such a small space.

In addition, because this weapon produces a spread of multiple individual blaster shots, it functions as a splash weapon (1-square radius) whenever it is used against a nonadjacent target. (See *Splash Weapons*, *Saga Edition* rulebook, page 155.)

A blast cannon requires a power pack to operate. After 5 shots, the power pack must be replaced

TABLE 1-1: WEAPONS

EXOTIC	COST	DMG	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							
Blast cannon	2,000	3d8 (special)	--	S	6 kg	Energy	Military, rare

ALLIANCE AND EMPIRE PREVIEW 7: JAWA TRADER AND LANDO CALRISSIAN, DASHING SCOUNDREL

By Gary M. Sarli and Sterling Hershey

Jawa Trader

"Utinni!"

Jawas. Tatooine visitors and residents alike regard these small creatures as deceitful and conniving. Jawas are well-known scavengers that comb the desert for bits of scrap or abandoned technology they can patch up and sell to the planet's far-flung residents. Of course, a Jawa's opinion of what is abandoned doesn't always match that of the owner of the item in question, and more than one unlucky farmer has had to buy his own droid back from a sandcrawler. Still, the Jawas provide a useful (if annoying) service, and their sales form the backbone of their economy.

Central to this process are Jawa traders, experienced Jawas that have marginally better social and dealmaking skills than average members of their species. These traders can't be trusted any more than other Jawas -- in fact, they can probably be trusted *less* -- but they can facilitate local deals or locate obscure technology, which can come in handy in the middle of a desert planet. Of course, a buyer must understand the Jawa Trade Language to negotiate a deal, and he'd better learn it well or the Jawas will use the communication gap to their advantage.

In the *Star Wars Miniatures Game*, the Jawa Trader is an improved version of the original Jawa from the *Rebel Storm* set. While the stats are largely the same except for cost and Defense, the Jawa Trader gains two special abilities that boost his defensive and offensive capabilities. Cunning Attack makes this character more dangerous to all opponents, and combining this with Ion Gun puts most droids in great danger. Finally, while the Jawa Trader still has only 10 Hit Points, Evade should extend this character's usefulness for another round or two.

Faction: Fringe

Cost: 9

Hit Points: 10

Defense: 12

Attack: +4

Damage: 10

Special Abilities: Cunning Attack, Evade, Ion Gun +20

Star Wars Roleplaying Game Saga Edition Statistics

Jawa Trader CL 1

Small Jawa nonheroic 4

Init +3; **Senses** Darkvision, Perception +1

Languages Jawa, Jawa Trade Language

Defenses Ref 12 (flat-footed 11), Fort 10, Will 9

hp 10; **Threshold** 10

Speed 4 squares

Melee unarmed +3 (1d3)

Ranged ion pistol +4 (3d6 ion)

Base Atk +3; **Grp** +3

Special Actions Point Blank Shot

Abilities Str 10, Dex 13, Con 10, Int 9, Wis 8, Cha 11

Feats Dodge, Point Blank Shot, Skill Training (Deception), Weapon Proficiencies (pistols, simple weapons)

Skills Deception +7, Mechanics +6, Perception +1

Possessions Jawa robes, ion pistol, belt with pouches containing random bits of technology, credits



Lando Calrissian, Dashing Scoundrel

It's all in the cards.

A few years before the Battle of Yavin, Lando Calrissian won the *Millennium Falcon* in a game of sabacc on Cloud City when a gambler couldn't cover his debt. Not too long after, again in Cloud City, Lando lost the *Falcon* to Han Solo when he used a marker good for any ship on his second-hand starship lot (not knowing that Han was aware that the *Falcon* was parked there at the time).

Years later, after fighting in the Battle of Nar Shaddaa and the Battle of Taanab, Lando found himself a game of sabacc against the Baron-Administrator of Cloud City, Dominic Raynor. The pot was enormous. Lando bet 4 million credits (loaned to him secretly by Lobot, using pooled funds from the Ugnaughts who desperately wished to get rid of Raynor) and his used starship lot against Raynor's post as Baron-Administrator, and Lando won.

The gambler, smuggler, and occasional mercenary suddenly found himself in a respectable position of authority, looking after the well-being of the inhabitants of Cloud City while pulling down a good income from the Tibanna gas mines. Everything was finally working out after years of struggle, years of gaining and losing fortunes, and Lando felt as if he could relax and enjoy the fruits of his labor.

And that's when Vader showed up.

In the *Star Wars Miniatures Game*, Lando Calrissian, Dashing Scoundrel is decent for a mid-range Unique follower -- certainly not a "beatstick," but good for supplemental harassing attacks. Mobile Attack and Opportunist produce a nice synergy if you use him as one of your last activations in a round: Move to get a good shot, attack a character that has already activated, and then get back into cover with the rest of your movement. Given that you can move both before and after the attack, you can usually keep Lando out of harm's way without having to use an early activation the following round (or simply leaving him exposed).

Even if an enemy moves to get a shot at Lando, Evade will help keep him alive twice as long -- unless the enemy can get adjacent. But that's usually easy enough to avoid as long as you keep Lando more than 6 squares from an enemy. Combined with his respectable Hit Points and Defense, Lando can probably survive for quite a while. Often, your opponent won't want to devote the effort necessary to take him down, given that he's a difficult target and probably fairly low in priority compared to your heavy hitters. Just keep Lando on the edges of the fray, and he can harass enemy characters and thin out the ranks of the cannon fodder for a good chunk of the skirmish.

Star Wars Miniatures Game Stat Card Preview

Faction: Fringe

Cost: 18

Hit Points: 50

Defense: 17

Attack: 8

Damage: 20

Special Abilities: Unique, Evade, Mobile Attack, Opportunist

Star Wars Roleplaying Game Saga Edition Statistics

Lando Calrissian (Episode V) CL 7

Medium Human scoundrel 7

Destiny 1; Force Points 4; Dark Side 1

Init +5; Senses Perception +9

Languages Basic, Shyriiwook, Sullustese

Defenses Ref 21 (flat-footed 19), Fort 18, Will 19; Dodge, Mobility

hp 46; Threshold 18

Speed 6 squares; Running Attack

Melee unarmed +6 (1d4+4)

Ranged blaster pistol +8 (3d6+3) or

Ranged blaster pistol +3/+3 (3d6+3) with Double Attack

Base Atk +5; Grp +7

Atk Options Dastardly Strike, Double Attack, Point Blank Shot

Special Actions Fool's Luck, Fortune's Favor, Gambler

Abilities Str 12, Dex 14, Con 12, Int 14, Wis 13, Cha 15

Talents Dastardly Strike, Fool's Luck, Fortune's Favor, Gambler

Feats Dodge, Double Attack, Mobility, Point Blank Shot, Running Attack, Skill Focus (Deception), Weapon Focus (pistols), Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Deception +15, Gather Information +10, Mechanics +10, Perception +9, Persuasion +10, Pilot +10, Use Computer +10

Possessions blaster pistol, comlink, expensive clothes



CLONE WARS PREVIEW 1: BY STERLING HERSHEY

Yoda on Kybuck

Yoda riding the Kybuck was a memorable moment in the original *Clone Wars* animated series. Certainly it was one of the most surprising, as no one could have predicted seeing the diminutive Jedi Master riding any sort of steed in the battle. Yet ride he did, plunging into combat against invading droid armies on Coruscant. Kybucks, native to Kashyyyk, are known for their amazing speed and agility. Such traits are vital for survival on the Wookiee homeworld. More than a few predators have failed to catch the kybuck, losing the chase in a quick, near-impossible, vector-altering jumping turn or flat-out run.

In the *Star Wars Miniatures Game*, combining the Force-wielding Yoda with the speedy Kybuck makes for a lethal combination for enemy squads. Galloping Attack enables the unit to make the most of Yoda's devastating attack bonus. Yoda can attack multiple enemies in a single turn and have enough movement left over to escape immediate danger or seek cover. If a particularly opportune series of targets presents itself, Yoda can boost his movement even more through the use of Master Speed -- up to five times in a single game, if he forgoes using Lightsaber Block. [script removed][script removed]

Comparing this unit with previous incarnations of Yoda in the *Star Wars Miniatures Game*, this unit costs the least, with the exception of Yoda of Dagobah. It has the most Hit Points and a Defense comparable to most of the others. He has the potential for the most attacks, thanks to Galloping Attack, though Double Attack is in line with previous versions. Notably, Yoda on Kybuck has no commander effects and only two Force Powers. Finally, he has the most Force Points of any unit other than Yoda, Jedi Master.



Faction: Republic

Cost: 51

Hit Points: 160

Defense: 20

Attack: +14

Damage: 20

Special Abilities: Unique; Speed 10 (Can move up to 10 squares and attack, or 20 squares without attacking); Melee Attack; Double Attack; Galloping Attack (As this character moves, he can attack each adjacent enemy, +4 Attack; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)

Force Powers: Force 5; Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11); Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

General Grievous, Droid Army Commander

As the devastating Clone Wars spread throughout the galaxy, the skull-like visage of General Grievous became a feared sight to the citizens of the Republic. At the head of his droid armies, Grievous executed brilliant strategies that gave the Confederacy of Independent Systems many victories in battle. His skill in wielding multiple lightsabers enabled him to cut down even the most capable attackers, including Jedi. As a cyborg, he gained the benefits and penalties of both flesh and machine. However, the Republic simply regarded him as an evil assailant, bereft of compassion.

In the *Star Wars [script removed][script removed] Miniatures Game*, this version of General Grievous greatly enhances his droid army thanks to an upgraded commander effect. His droid followers become more deadly *and* harder to hit thanks to +4 bonuses to Attack and Defense. They also gain Twin Attack, allowing them to double their firepower while remaining mobile. These are all distinct improvements over the Supreme Commander version that allowed Double Attack and only upgraded their attacks. While these upgrades are excellent, they really shine when you realize that the new commander effect applies to *all* droid followers on the battle grid, not just those within 6 squares.

There is a cost to this additional power, however, when compared to other incarnations. First of all, this is easily the most expensive version of the General, with the exception of Grievous's Wheel Bike. He retains his 100 Hit Points, and his Defense remains comparable. However, he really pays for it in his Attack bonus, which drops from +10 or +12 down to +8. This is somewhat mitigated by the addition of the Jedi Hunter ability, but it's still clearly a loss. On the plus side, the inclusion of Blaster 20 gives Grievous a ranged attack, which was previously only available on the Wheel Bike version. Finally, this is the only version that does not have a single Force point. However, the new bonuses more than make up for these drops in his abilities and provide him with the tools to wield his droid army with greater effectiveness.



Faction: Separatists

Cost: 57

Hit Points: 100

Defense: 19

Attack: +8

Damage: 20

Special Abilities: Unique; Cyborg (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects); Melee Attack; Triple Attack; Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings); Blaster 20 (Replaces attacks: sight; +12 Attack for 20 Damage)

Commander Effect: Droids are subject to this effect: Droid followers get +4 Attack and +4 Defense and gain Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target). [script removed][script removed]

CLONE WARS PREVIEW 2: ARC TROOPER SNIPER

By Sterling Hershey

The Advanced Recon Commandos, or ARC troopers, are elite clone trooper units personally trained by the Mandalorian Jango Fett. Unlike regular clone troopers, the ARC troopers have not had their personalities and independent natures inhibited in the growing process. These highly trained units specialize in daring commando raids against Separatist targets. However, due to their small numbers, they are called upon sparingly and reserved for the most critical missions.

In the *Star Wars Miniatures Game*, the ARC Trooper Sniper represents a significant upgrade in special abilities over the original ARC Trooper from the *Clone Strike* set. The new unit costs 2 points less than the original, has fewer Hit Points, and has a slightly better Defense. However, its usability is greatly improved thanks to the addition of Accurate Shot, Deadeye, and Sniper. The new unit can basically hang back and fire from the safety of cover, increasing its damage output at the same time. Unless your squad really needs the grenades or the extra hit points of the original ARC Trooper, the ARC Trooper Sniper provides more utility for the cost.

Faction: Republic

Cost: 16

Hit Points: 30

Defense: 17

Attack: +10

Damage: 20

Special Abilities: Order 66; Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy); Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage); Sniper (Other characters do not provide cover against this character's attack)



CLONE WARS PREVIEW 3: TRANDOSHAN SCAVENGER AND QUARREN ISOLATIONIST

By Sterling Hershey

Trandoshan Scavenger

Trandoshans are renowned for their hunting abilities, often enabling them to become skilled bounty hunters or feared slavers. However, not all Trandoshans are up to the challenge or desire to take up their stereotypical roles. Some of the less well-to-do Trandoshans find themselves on the fringes of society, doing whatever they can to scrape out an existence. Trandoshan scavengers sift through the wreckage of the Clone Wars, selling off whatever they find for a few credits. Those quick enough to cart off high-priced equipment can make a lot of credits, as long as the Republic or Separatists don't catch the looters in the act. Other scavengers specialize in less risky goods and locales. In either case, Trandoshan scavengers can be a good source for average or hard-to-find equipment in the backwaters of the galaxy.

In the *Star Wars Miniatures Game*, the Trandoshan Scavenger is a better-than-average melee attack unit for its cost. Like all Trandoshans, the Scavenger has the ability to heal itself at the expense of movement, thereby extending its life on the battlefield. However, unlike most Trandoshans, the Scavenger does not have Double Claw Attack or Rend. Mighty Swing helps make up for this. Units in the 11-point range have a great variety of statistics and special abilities, usually trading better stats for lesser abilities, or vice versa. The Trandoshan Scavenger falls somewhere in the middle to upper range for its cost, with good stats that work well with its given special abilities.

Star Wars Miniatures Game Stat Card Preview

Faction: Fringe

Cost: 11

Hit Points: 30

Defense: 16

Attack: +7

Damage: 20

Special Abilities: Melee Attack, Mighty Swing, Regeneration 10

Star Wars Roleplaying Game: Saga Edition Statistics

Trandoshan Scavenger CL 4

Medium Trandoshan nonheroic 6

Init +3; **Senses** darkvision, Perception +8

Languages Basic, Dosh

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10

hp 33; **Threshold** 12

Speed 6 squares

Melee vibrosword +7 (2d8+2) or

vibrosword +7 (3d8+2) with Mighty Swing

Ranged by weapon +4

Base Atk +4; **Grp** +6

Atk Options Mighty Swing

Special Actions Bantha Rush

Abilities Str 14, Dex 10, Con 15, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Bantha Rush, Mighty Swing, Toughness, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, simple weapons)

Skills Perception +8

Possessions light battle armor (+5 armor, +2 equipment), vibrosword, pack with assorted electronic and mechanical equipment



Quarren Isolationist

Throughout the history of the planet Dac, otherwise known as Mon Calamari, the two native sentient species competed for control of their homeworld. The Mon Calamari dominate the surface, while the Quarren live deep in the planet's mighty oceans. Relations between them range from a tolerant peace to open, violent conflict. The Quarren's isolationist tendencies put them at odds with the Mon Calamari, who engage the galaxy and support efforts to make a safer, more civilized place. During the Clone Wars, the Mon Calamari sided with the Republic, while the Quarren supported the Separatists. The result was a civil war that raged above and below the water's surface. The Quarren fought bitterly and were skilled in underwater personal combat.

In the *Star Wars Miniatures Game*, the Quarren Isolationist is a low-cost melee specialist. For its cost, it has good Hit Points, average to below average Defense, and good Attack and Damage values. It gains an advantage with Melee Reach 2, which can be helpful in keeping the unit out of range of other melee fighters. This is critical, since the unit's low Defense score means it can't stand up to better units for very long. However, when a squad needs some low-cost units to gain additional activations, the Quarren Isolationist is a viable option for any faction, given its Fringe affiliation.

Star Wars Miniatures Game Stat Card Preview

Faction: Fringe

Cost: 9

Hit Points: 30

Defense: 14

Attack: +6

Damage: 20

Special Abilities: Melee Attack, Melee Reach 2

Star Wars Roleplaying Game: Saga Edition Statistics

Quarren Isolationist CL2

Medium Quarren nonheroic 5

Init +4; **Senses** Perception +2

Languages Basic and Quarrenese

Defenses Ref 14 (flat-footed 11), Fort 13, Will 11

hp 28; **Threshold** 13

Speed 6 squares, 4 squares swim

Melee trident +6 (1d8+4) or

Melee unarmed +6 (1d6+2)

Ranged by weapon +5

Base Atk +3; **Grp** +5

Abilities Str 14, Dex 14, Con 14, Int 9, Wis 10, Cha 8

Feats Martial Arts I, Improved Defenses, Toughness, Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Skills Swim +9 (may reroll)

Possessions trident



CLONE WARS PREVIEW 4: DARTH SIDIOUS HOLOGRAM AND HUMAN SOLDIER OF FORTUNE

By Sterling Hershey

Darth Sidious Hologram

Darth Sidious, Sith master of manipulation, extends his reach far and wide throughout the galaxy during his rise to power. To most of his allies and underlings, he appears only in holographic form. Thanks to the wonders of the HoloNet, the dark lord can appear on virtually any planet or starship that has access to this galactic communications network and a working holoprojector.

HoloNet-capable transceivers are relative rarities throughout the galaxy. Before the establishment of the Empire, major governments and the Jedi have ready access to the HoloNet and its technology. Average citizens rarely see them, though they have access to conventional holographic recording and communications technology. Some individuals are so busy that they use mobile holographic projectors from which they can receive communications while walking or in transit to their next destination.

In the *Star Wars* Miniatures Game, Darth Sidious Hologram provides a never-ending source of Force points to allies within 6 squares of the unit. While useful for replenishing Force-wielding allies, it also grants Force points to those who do not normally have them (other than droids). Though these units do not have any Force powers to spend their points on, they can still use the points for rerolling or extending their movement. The unit itself is not tremendously durable, nor can it attack on its own, but its high Defense increases its chances of remaining in play for several rounds. Players should further increase its defenses by keeping it in cover or out of line of sight to the enemy.

Star Wars Miniatures Game Stat Card Preview

Faction: Sith

Cost: 11

Hit Points: 20

Defense: 20

Attack: —

Damage: —

Special Abilities: Unique

Commander Effect: Allied characters within 6 squares gain Force Renewal 1.



Human Soldier of Fortune

Throughout the galaxy, in all eras, the soldier of fortune finds ample opportunity to earn many credits in his dangerous line of work. Whether hired on as a mercenary, enforcer, bodyguard, or other military muscle, the soldier of fortune usually goes where the credits take him. Most are morally ambiguous and self-serving, although some adhere to their own form of personal code. While some are highly trained, most are common soldiers or untrained fighters with a passion for credits and combat.

In the *Star Wars* Miniatures Game, the Human Soldier of Fortune is statistically one of the best units with the Mercenary ability. Though it costs more than others with that ability, it has more Hit Points and better Defense and Attack scores. While the Mercenary ability limits its mobility, its Deadeye ability helps make up for this by boosting its damage output when it doesn't move.

Star Wars Miniatures Game Stat Card Preview

Faction: Fringe

Cost: 14

Hit Points: 40

Defense: 17

Attack: +8

Damage: 20

Special Abilities: Deadeye, Mercenary

Star Wars Roleplaying Game: Saga Edition Statistics

Human Soldier of Fortune CL 4

Medium Human nonheroic 8/soldier 2

Init +11; **Senses** Perception +10

Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 17, Will 12

hp 41; **Threshold** 22

Speed 6 squares

Melee by weapon +9

Ranged blaster rifle +8 (3d8+1) or
blaster rifle +8 (4d8+1) with Deadeye

Base Atk +8; **Grp** +9

Atk Options Deadeye, Point Blank Shot, Precise Shot

Abilities Str 12, Dex 10, Con 13, Int 9, Wis 10, Cha 8

Talents Devastating Attack (rifles)

Feats Armor Proficiency (light, medium), Deadeye, Improved Damage Threshold, Point Blank Shot, Precise Shot, Skill Training (Mechanics), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +11, Mechanics +9, Perception +10

Possessions light battle armor (+5 armor, +2 equipment), blaster rifle, comlink



CLONE WARS PREVIEW 5: HEAVY CLONE TROOPER AND SUPER BATTLE DROID

By Sterling Hershey

Heavy Clone Trooper

Among the millions of clone troopers engaging the Separatists throughout the galaxy are many units with specialized training. One commonly deployed unit is the heavy clone trooper. Although very similar to a standard clone trooper in most respects, the heavy clone trooper carries a much heavier weapon: the light repeating blaster. The weapon's automatic fire allows the trooper to lay down a barrage of blaster fire in a small area, usually shredding any droids in the process.

In the **Star Wars Miniatures Game**, the Heavy Clone Trooper is similar to the previously released Heavy Stormtrooper and Heavy Rebel Trooper. It is a slightly upgraded trooper that can deal out a large amount of damage at the expense of movement. As a Clone Trooper, the Heavy also picks up Order 66. It costs 4 points more than a standard Clone Trooper, for which it gains twice as many Hit Points, a slightly increased Defense rating, an impressive Attack score, and the capacity to deal 30 points of Damage. If you're designing a squad that can handle a unit that is better off firing from cover and moving as little as possible, the extra damage output can be a tremendous benefit, especially at its +9 Attack rating. Combine this unit with commanders that grant helpful commander effects (such as additional attacks) to increase its versatility and effectiveness.

Star Wars Miniatures Game Stat Card Preview

Faction: Republic

Cost: 13

Hit Points: 20

Defense: 14

Attack: +9

Damage: 30

Special Abilities: Order 66, Heavy Weapon

Heavy Clone Trooper

CL 2

Medium Human nonheroic 9

Init +10; **Senses** low-light vision; Perception +10

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 13, Will 9

hp 41; **Threshold** 13

Speed 6 squares

Melee by weapon +7

Ranged light repeating blaster +3 (3d8) with autofire or

light repeating blaster +6 (3d8) with braced autofire or

light repeating blaster +3 (5d8) with Burst Fire or

light repeating blaster +6 (5d8) with braced Burst Fire

Base Atk +6; **Grp** +7

Atk Options autofire (light repeating blaster), brace (light repeating blaster), Burst Fire, Point Blank Shot

Abilities Str 13, Dex 12, Con 12, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +10, Perception +10

Possessions clone trooper armor (+6 armor, +2 equipment), light repeating blaster rifle, comlink



Super Battle Droid

The Super Battle Droid is a mainstay of the CIS armies, seeing action in virtually every major battle throughout the Clone Wars. The B2 Series Super Battle Droid is a substantially improved version of the original B1 series. Unlike its predecessor, the B2 carries wrist-mounted blasters, substantial armor, and an onboard processor that allows it to work independently of droid control systems. However, the unit still greatly benefits from external control networks, since its onboard systems are not very advanced, and the droid tends to fight until it or its target is destroyed.

In the *Star Wars Miniatures Game*, this Super Battle Droid is statistically identical to the previously released versions of the same unit. With its very poor Attack rating, it's critical to field this unit with supporting synchronized fire units and/or beneficial commander effects. For example, the unit's effectiveness is vastly improved when deployed with General Grievous, Droid Army Commander, who grants it +4 to Defense and Attack and the ability Twin Attack. This makes the unit's low cost a better deal, thanks to the potential of dealing 40 points of damage on a successful Twin Attack.

Star Wars Miniatures Game Stat Card Preview

Faction: Separatists

Cost: 10

Hit Points: 20

Defense: 12

Attack: +2

Damage: 20

Special Abilities: Droid, Charging Fire, Synchronized Fire

***Star Wars* Roleplaying Game: Saga Edition Statistics**

See page 199 in the *Saga Edition Core Rulebook* for the B2 Series Super Battle Droid roleplaying game statistics.

Star Wars Roleplaying Game: Saga Edition Statistics

See page 199 in the *Saga Edition Core Rulebook* for the B2 Series Super Battle Droid roleplaying game statistics.



FRINGE STAT PACK ROLEPLAYING STATISTICS FOR STAR WARS MINIATURES

By Sterling Hershey

The fringe is ever-present in the *Star Wars* universe. No matter what the era, there are always those who live in the shadows or apart from the galaxy at large. They may serve as enemies or allies for the heroes. This stat pack includes Saga Edition roleplaying game statistics for **Star Wars Miniatures** that are suitable for use during any era and that haven't been presented in other roleplaying products or previews.

Duros Scoundrel

As accomplished pilots, Duros may be found serving aboard ships most anywhere in the galaxy. This miniature is from the *Legacy of the Force* set.

Duros Scoundrel **CL 3**

Medium Duros nonheroic 3/scoundrel 2

Force 3

Init +2; **Senses** Perception +9

Languages Basic, Durese, 2 others

Defenses Ref 14 (flat-footed 14), Fort 12, Will 15

hp 15; **Threshold** 12

Speed 6 squares

Melee unarmed +3 (1d4+1)

Ranged blaster pistol with Improved Accuracy +4 (3d6+1)

Base Atk +3; **Grp** +3

Atk Options Point Blank Shot

Special Actions Find Openings**, Vehicular Combat, Vehicular Surge**

Abilities Str 10, Dex 11, Con 10, Int 14, Wis 15, Cha 14

Talents Find Openings**

Feats Point Blank Shot, Tech Specialist*, Skill Training (Mechanics), Weapon Proficiency (pistols, simple weapons), Vehicular Combat, Vehicular Surge**

Skills Mechanics +9, Perception +9, Pilot +7 (can reroll), Use Computer +9

Possessions blaster pistol with Improved Accuracy (+1 to hit), comlink, YT-1300 freighter, tool kit, datapad

* See *Starships of the Galaxy*.

** See the *Rebellion Era Campaign Guide*.



Ewok Scout

Though natives of Endor, Ewoks are occasionally found offworld, such as in the employ or service of smugglers and other nomadic travelers. With training, some even learn to handle basic technology. Despite their size, Ewoks can be formidable opponents. This miniature is from the *Imperial Entanglements* set.

Ewok Scout **CL 3**

Small Ewok nonheroic 3/scout 2

Force 3

Init +3; **Senses** Perception +7

Languages Ewokese (speak only)

Defenses Ref 16 (flat-footed 15), Fort 14, Will 12

hp 21; **Threshold** 14

Speed 4 squares

Melee small axe +4 (1d6+3) or

Melee knife +4 (1d4+3) or

Melee small axe -1/knife -1 (1d6+2/1d4+2) with Dual Weapon Mastery I

Ranged small axe +4 (1d6+2)

Base Atk +3; **Grp** -1

Atk Options Dual Weapon Mastery I

Special Actions Forest Stalker*, Keen Scent*, Surefooted

Abilities Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 9

Special Qualities scent

Talents Surefooted

Feats Dual Weapon Mastery I (simple weapons), Forest Stalker*, Keen Scent*, Skill Focus (Survival), Skill Training (Perception), Skill Training (Stealth), Weapon Proficiency (pistols, simple weapons)

Skills Perception +7, Stealth +13 (can reroll, keeping better result), Survival +12

Possessions knife, small axe, leather garments

* See the *Rebellion Era Campaign Guide*.



Jedi Crusader

In the Knights of the Old Republic era, the Jedi Crusaders are also known as the Revanchists. They actively participate in the Mandalorian Wars against the orders and wishes of the Jedi Council. By the end of the war, most Jedi Crusaders are battle hardened and highly skilled combatants. After the war, many fall to the dark side and become Sith converts, along with their leaders, Darth Revan and Darth Malak. The Jedi Crusader is from the Jedi Academy set.

Jedi Crusader CL 11

Medium Human Jedi 7/Jedi Knight 4

Force 7; **Dark Side** 1

Init +8; **Senses** Perception +12

Languages Basic, 1 unassigned

Defenses Ref 26 (flat-footed 23), Fort 23, Will 25

hp 85; **Threshold** 23

Speed 6 squares

Melee lightsaber +15 (2d8+11) or

Melee lightsaber +10/lightsaber +10 (2d8+11) with Double Attack

Ranged by weapon +14

Base Atk +11; **Grp** +14

Atk Options Acrobatic Strike, Double Attack

Special Actions Block, Combat Reflexes, Deflect, Equilibrium, Lightsaber Defense, Makashi, Quick Draw

Force Powers Known (Use the Force +12): *Crucitorn**, *Force thrust*, *Makashi riposte**, *mind trick*, *move object*, *rebuke*

Force Techniques Extended Move Object*, Force Point Recovery

Abilities Str 10, Dex 16, Con 10, Int 13, Wis 14, Cha 14

Talents Ataru, Block, Deflect, Equilibrium, Lightsaber Defense, Makashi

Feats Accelerated Strike**, Acrobatic Strike, Combat Reflexes, Double Attack (lightsabers), Force Sensitivity, Force Training (2), Quick Draw, Relentless Attack*, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Mechanics +11, Perception +12, Use the Force +12

Possessions lightsaber (self constructed), Jedi robes

* See the *Jedi Academy Training Manual*.

** See the *Knights of the Old Republic Campaign Guide*.



Mercenary Commander

Mercenaries can be found in any *Star Wars* era, in virtually any region of the galaxy. As soldiers for hire, they're loyal to their credits first, their unit second, and their employer third. Mercenary commanders are known for toughness and the ability to order irregular and well-trained troops around the battlefield. This miniature is from the *Imperial Entanglements* set.

Mercenary Commander CL 5

Medium Human nonheroic 6/soldier 1/officer 2

Force 4; **Dark Side** 2

Init +4; **Senses** Perception +11

Languages Basic, Military Sign*, 1 unassigned

Defenses Ref 16 (flat-footed 16), Fort 17, Will 19

hp 48; **Threshold** 17

Speed 6 squares

Melee unarmed +8 (1d4+2)

Ranged blaster carbine +7 (3d8+1) or

Ranged blaster carbine +7 (4d8+1) with Deadeye

Base Atk +7; **Grp** +8

Atk Options Charging Fire, Deadeye, Point Blank Shot, Precise Shot

Special Actions Assault Tactics, Fast Surge, Tough as Nails

Abilities Str 12, Dex 10, Con 14, Int 14, Wis 12, Cha 15

Special Qualities command cover, share talent (Assault Tactics)

Talents Assault Tactics, Tough as Nails

Feats Charging Fire, Fast Surge*, Deadeye, Martial Arts I, Point Blank Shot, Precise Shot, Weapon Proficiency (rifles, pistols, simple weapons)

Skills Knowledge (tactics) +11, Mechanics +11, Perception +11, Persuasion +11

Possessions blaster carbine, comlink with headset, paramilitary uniform, datapad, credit chip

* See the *Rebellion Era Campaign Guide*.



Sith Apprentice

Sith apprentices take many guises throughout the galaxy's history. Some live in times where they hold official roles within an empire. However, most hide in the shadows and the fringes of society, sometimes by choice, often by necessity. They excel at using fear against their enemies. The Sith apprentice may be used in almost any era. This miniature is from the *Jedi Academy* set.

Sith Apprentice CL 10

Medium Human noble 5/soldier 2/Sith apprentice 3

Force 8 (Strong in the Force); **Dark Side** 13

Init +10; **Senses** Perception +11

Languages Basic, 3 unassigned

Defenses Ref 22 (flat-footed 22), Fort 24, Will 23

hp 80; **Threshold** 24

Speed 6 squares

Melee lightsaber +13 (2d8+9) or

Melee lightsaber +10/+10 (2d8+9) with Double Attack

Ranged throw lightsaber +9 (2d8+5)

Base Atk +8; **Grp** +12

Atk Options Double Attack, Throw Lightsaber

Special Actions Devastating Attack (lightsabers), Melee Defense

Force Powers Known (Use the Force +17): *dark rage*, *fear**, *Force grip*, *rebuke*

Force Techniques Improved Move Light Object



Abilities Str 18, Dex 11, Con 12, Int 13, Wis 13, Cha 15

Talents Devastating Attack (lightsabers), Demand Surrender, Multiattack Proficiency (lightsabers), Presence, Weaken Resolve, Throw Lightsaber

Feats Double Attack (lightsabers), Force Sensitivity, Force Training (2), Linguist, Melee Defense, Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Deception +12, Initiative +10, Knowledge (galactic lore) +11, Perception +11, Persuasion +12, Pilot +11, Use Computer +11, Use the Force +17

Possessions lightsaber, comlink, credit chip, holoprojector, datapad

* See the *Knights of the Old Republic Campaign Guide*.

Twii'lek Black Sun Vigo

Few criminal syndicates enjoy the power, prestige, and considerable secrecy that Black Sun consistently maintains over the years. The highest-ranking individuals are known as Vigos. Each Vigo is a crime lord that controls vast and/or influential regions of space. Their autonomy varies by era. Generally, Vigos in the Legacy era enjoy greater freedom to act than do those in previous eras, when strong leaders kept them relatively under control. Alternatively, this character may serve as another crime lord. This miniature is from the *Imperial Entanglements* set

Twii'lek Black Sun Vigo CL 7

Medium Twii'lek nonheroic 6/scout 1/scoundrel 1/crime lord 3

Force 6; **Dark Side** 4

Init +7; **Senses** low-light vision; Perception +12

Languages Basic, Ryl, 1 unassigned

Defenses Ref 18 (flat-footed 17), Fort 18, Will 21

hp 37; **Threshold** 18

Speed 6 squares

Melee unarmed +6 (1d3+2)

Ranged blaster pistol +8 (3d6+2)

Base Atk +6; **Grp** +7

Atk Options Point Blank Shot, Running Attack

Special Actions Assured Attack**, Evasion, Impel Ally I, Inspire Fear I, Knack, Tactical Superiority*



Abilities Str 10, Dex 13, Con 11, Int 16, Wis 15, Cha 17

Special Qualities command cover

Talents Evasion, Impel Ally I, Inspire Fear I, Knack, Tactical Superiority*

Feats Assured Attack**, Imperceptible Liar**, Point Blank Shot, Running Attack, Weapon Focus (pistols), Weapon Proficiency (rifles, pistols, simple weapons)

Skills Deception +13 (can reroll), Knowledge (social sciences) +13, Perception +12, Persuasion +13

Possessions blaster pistol, cloak, datapad, credit chip

* See *Scum and Villainy*.

** See the *Rebellion Era Campaign Guide*.

Whiphid Tracker

Whiphids are native to the world of Toola in the Outer Rim. As nomadic hunters, they are used to moving vast distances to hunt and live. Those who leave their homeworld take to technology well. Whiphid trackers excel at their task, thanks to a combination of natural and learned abilities. Many find work in the shadier fringes of society due to their natural aggressive tendencies, questionable morals, and plain greed. This miniature is from the *Imperial Entanglements* set.

Whiphid Tracker CL 6

Large Whiphid* nonheroic 3/scout 5

Force 5; **Dark Side** 1

Init +4; **Senses** Perception +12

Languages Basic, Whiphid

Defenses Ref 16 (flat-footed 16), Fort 17 (22 vs. extreme cold), Will 18

hp 38; **Threshold** 22

Speed 6 squares

Melee claw +7 (1d6+3) or

Melee claw +7 (2d6+3) with Mighty Swing

Ranged bow +6 (1d6+2)

Base Atk +5; **Grp** +11

Atk Options Mighty Swing, Point Blank Shot, Precise Shot

Special Actions Cunning Attac

Abilities Str 13, Dex 11, Con 12, Int 14, Wis 16, Cha 9

Special Qualities scent

Talents Acute Senses, Expert Tracker, Improved Stealth

Feats Cunning Attack*, Mighty Swing, Point Blank Shot, Precise Shot, Skill Focus (Stealth), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Perception +12 (can reroll), Stealth +9 (can reroll), Survival +12

Possessions bow, 20 arrows, belt, belt pouch

* See *The Force Unleashed Campaign Guide*



GALAXY AT WAR MINIATURES PREVIEW 1: COMMANDER AHSOKA AND OBI WAN KENOBI JEDI GENERAL

By Jack Irons

As the Clone Wars spread across the galaxy, more heroes meet the threat of an ever growing array of villains. The Jedi of the Republic must not only face the Separatists but hostile bounty hunters, cunning pirates and many other challenges...

Commander Ahsoka

The young Togruta Jedi, called Ahsoka, was assigned to Anakin Skywalker as his Padawan by Master Yoda in an effort to teach him responsibility. Although the two were often at odds at the beginning, they eventually formed a strong master/apprentice relationship.

Being as impulsive as her master, Ahsoka managed to get herself into her fair share of trouble. This trouble included going face to face with some of the most powerful villains leading the Separatists, including Asajj Ventress and General Grievous. Many more experienced Jedi met their end facing these opponents and her surviving these encounters showed that she was as talented as she was impulsive.

During this time Ahsoka sometimes found herself working with other Jedi Masters besides Anakin. Both Aayla Secura and Luminara Unduli passed on great wisdom and knowledge to the young Togruta and they learned something from her in return. She didn't learn from only the Jedi but also from the clones she worked with as well. Being around the clones troopers of the Republic gave Ahsoka the military background and confidence that she would need time and time again to lead them into battle.

Commander Ahsoka in the miniatures game represents the developing leader the young Padawan is becoming. Her cost is low considering her high hit points, defense, abilities, Force powers and commander effect. This low cost makes her a great piece to fit into many Republic squads. The Rolling Cleave ability she has and grants reflects her agility and use of the Shien lightsaber form.

Although she has a commander effect, her attack is 9 so she benefits from Qui-Gon Jinn, Jedi Trainer's commander effect. This boosts her attack to a decent 13 and greatly increases her chances of hitting high defense pieces. Considering some of the other followers that benefit from his commander effect, like the Dark Woman and Jarel, her commander effect is an effective boost for them as well.

Another piece that benefits from her commander effect is Master K'ruhk. Using his Force Leap ability you can position him behind enemies without taking attacks of opportunity. If he successfully takes down his first target then he can rolling cleave to a second target. Although a risky move, he has the ability to possibly negate nonmelee attacks with his Lightsaber Deflect ability and even possibly death with his Avoid Defeat ability.

When using clones or other low cost range pieces her commander effect still works. However it is important to position correctly during the move phase to ensure that the benefits of the extra move and attack are not lost. In addition to range pieces, other pieces like the Wookiee Berserker, with their Momentum ability, greatly benefit from her commander effect as well. Because of the limited range of the effect, depending on the build of the squad, it might be wise to add Mas Adedda or Mouse Droids to extend it.

Commander Ahsoka CL 6

Medium Toguta Jedi 5/Noble 1

Destiny 3; **Force** 6; **Dark Side** 0

Init +6; **Senses** Perception 8

Languages Basic, Togruti, Binary [understand], Kel Dor, Zabrak

Defenses Ref 20 (Flatfooted 17), Fort 17, Will 17, Elusive Target, Lightsaber Block, Lightsaber Deflect
hp 67; **Threshold** 17

Speed 6 squares

Melee Lightsaber +9 (2d8+2)

Ranged by Weapon +8

Base Attack +5, **Grp** +8

Atk Options *Pack Hunter*: Ahsoka gains +2 damage v. opponents she flanks

Special Actions *Sneaky*: Ahsoka can choose to re-roll any stealth check to sneak, but the result of the re-roll must be accepted even if it is worse. *Spacial Awareness*: Ahsoka can sense their surroundings using passive echolocation. She ignores all cover and concealment when making perception checks to notice targets within 10 squares.

Force Powers Known (Use the Force + 10) *Move Object*, *Surge*, *Shien Deflection* [Lightsaber Form]

Abilities Str 8, Dex 16, Con 14, Int 13, Wis 10, Cha 14

Talents Born Leader, Elusive Target, Lightsaber Block, Lightsaber Deflect

Feats Force Sensitivity, Force Training (3), Linguist, Weapon Finesse, Weapon Focus (Lightsabers), Weapon Proficiency (Lightsabers, Simple)

Skills Acrobatics +11, Perception +8, Use the Force +10

Possessions Lightsaber



Obi Wan Kenobi Jedi General

Although not the most powerful Jedi of the Republic during the Clone Wars, Obi Wan Kenobi is the hero responsible for defeating Darth Maul, General Grievous and his apprentice when he turned to the Dark Side of the Force. Considered one of the greatest generals of the Clone War, his keen instincts, quiet leadership and mastery of the Soresu form of lightsaber combat served him well and turned the tide of many battles thought to be lost.

During parts of the Clone Wars, Obi-Wan wore armor into battle not only for protection but to identify with the clone troopers he led. He did not see his troops as disposable pieces to be thrown into battle, but treated them with respect and listened to their advice while making battle plans. This respect was mutual and the clones under his command served him well until the fateful Order 66 was issued.

Although he disliked flying, Obi-Wan was a very capable pilot and was known to use a jet pack when it suited his needs. With or without the jet pack, the Jedi was known to use the tactic of dropping in the middle of his enemies to take them off guard and to gain the advantage of surprise. He used this tactic at the start of his final fight against the cyborg leader of the Separatist, General Grievous.

The newest version of Obi-Wan has a higher cost than the last Kenobi but he comes with a nice blend of stats, abilities, Force powers and a useful commander effect. His high defense and hit points means that he has staying power in combat. He again has Soresu Style Mastery and Mettle to prevent taking damage but, unlike the previous version, he has limited Force points and doesn't have Master of the Force 2. He will be able to re-roll failed Soresu attempts but not at the rate or the number of times as before.

Players will want to use Force points for Soresu re-rolls only when it is absolutely necessary because of the single Force power Obi-Wan has this time, Surprise Move. This power, along with his Flight ability, allows Obi-Wan a clear advantage in placement during the game. At the start of a game, it would be possible to move Obi-Wan a total of twenty spaces and place him in gambit the very first round on most maps.

Although it is a good way to secure the center of the map, a better use of these abilities is to have Obi-Wan use the surprise move to advance your position while keeping him out of line of sight of your opponent. Early in the round have your shooters take advantage of his commander effect and then take cover. During his turn have Obi-Wan advance on the field so that when your melee pieces advance on your opponent's they will be able to take advantage of it as well.

Since his commander effect works on allies be sure to chose commanders that benefit from his effect while enhancing your other followers, for example Captain Rex. With Obi-Wan's effect, Rex can now attack a total of six times with the possibility of dealing 120 points of damage in one turn. By adding Mas Ammeda or Mouse Droids it will allow all your pieces with Order 66 to move, make all their attacks, then move back into full cover and not have to be with six of either commander.

Obi-Wan Kenobi CL 16

Medium Human Jedi 8/Soldier 1/Jedi Knight 5/Officer 1/Jedi Master 1

Destiny 5; **Force** 7; **Dark Side** 0

Init +15; **Senses** Perception +11

Languages Basic, Shyriiwook [understand], Binary [understand]

Defenses Ref 31 (Flatfooted 29), Fort 31, Will 35; Block, Deflect, Soresu

hp 142; **Threshold** 31

Immune fear effects

Speed 6 squares

Melee Lightsaber +19 (2d8+12) or

Melee Lightsaber +14/+14 (2d8+12) with Double Attack

Ranged by weapon +18

Base Atk +16; **Grp** 18

Atk Options +2 Atk v. opponents that flank, Bantha Rush, Double Attack, Improved Quick Draw, Severing Strike, Whirlwind Attack.

Special Actions Redirect Shot, Serenity, +2 Force to add to Use the Force check to activate Block; each time the force is spent it does not count towards the limit of Force spent per round, +2 Force to add to Use the Force check to activate Deflect; each time the force is spent it does not count towards the limit of Force spent per round

Force Powers Known (Use the Force +25): Circle of Shelter [Lightsaber Form], Farseeing, Force Cloak, Force Shield, Force Slam (2), *High Ground Defense* [Lightsaber Form], *Mind Trick*, *Move Object* (2), *Rebuke*, *Saber Swarm* [Lightsaber Form], *Surge* (2), *Vital Transfer*

Force Regimens Known (Use the Force +25) Sparing Practice, Training Remote, Vo'ren's First Cadence (completed), Vo'ren's Second Cadence (completed)

Force Techniques Force Point Recovery, Improved Mind Trick

Abilities Str 15, Dex 14, Con 14, Int 15, Wis 16, Cha 15

Talents Acrobatic Recovery, Difficult to Sense, Grand Leader, Improved Quick Draw, Lightsaber Block, Lightsaber Deflect, Redirect Shot, Sokan, Soresu, Tough as Nails

Feats Armor Proficiency (Light), Bantha Rush, Double Attack (Lightsabers), Force Sensitivity, Force Regimens Mastery, Force Training (3), Quickdraw, Skill Focus (Use the Force), Triple Crit, Weapon Proficiency (Lightsabers, Simple)

Skills Acrobatics +15, Initiative +15, Knowledge (Tactics) +15, Pilot +15, Use the Force +25

Possessions Lightsaber (self-built), Jedi robes, 3D encrypted Comlink, Utility belt with Aqua Breather and Medpack, Electrobinoculars, Jedi Ornamental Armor, Jet Pack

**Obi-Wan Kenobi is considered to have fulfilled the Education destiny (see page 114 of the Saga Edition core rulebook)*



GALAXY AT WAR MINIATURES PREVIEW 2: HONDO OHNAKA AND ASAJJ VENTRESS STRIKE LEADER

By Jack Irons

As the Clone Wars spread across the galaxy, more heroes meet the threat of an ever growing array of villains. The Jedi of the Republic must not only face the Separatists but hostile bounty hunters, cunning pirates and many other challenges...

Hondo Ohnaka

There are not many in the galaxy that can say they captured a Sith Lord alive. Far fewer can say they captured not only a Sith Lord but two of the greatest Jedi of the Clone War. Only Hondo Ohnaka can say that he, and his pirate crew, did that not once, but twice.

The Weequay pirate captain had a mix of traits that served him well but were also his undoing. He was very cunning and when he had the upper hand in a situation he took advantage of it. This included changing deals to suit his goal of making money to using a concoction to knock out those who thought they were his allies.

His greed and scheming ways rubbed off on his crew and affected his plans at the worst possible times. After capturing Dooku, Anakin and Obi-Wan and attempting to ransom them, his plans fell apart due to the back-stabbing nature of his crew.

However, he was not ruthless and seemed to operate under his own code of honor. The escaped Jedi captured the pirate captain but freed him after they realized that Dooku had already gotten away. Hondo in return told his men not to harm the Jedi and allowed them to go their way.

Hondo Ohnaka's abilities in the miniatures game work well together and his stats are in the mid-range. With 70 hit points he can take a hit from most pieces but will not stand up long against multiple attacks. However, his defense is good and if you keep him in cover it is high enough to avoid most low to mid cost shooters.

His best option for offense is to move him at the end of a round so that he can set up a shot on a choice target, preferably a commander or a mid-range piece with lower hit points or who has already been damaged. Early in the next round you will want to activate him in order to take full advantage of his abilities. You will only be able to take one shot but it is at +14 but for 50 damage if he doesn't move. Placing him in a squad with commanders who can switch unit locations, such as Thrawn, can help Hondo get all his attack bonuses and keep him out of harm's way.

He grants a good ability with his commander effect that is useful in any game. It is not limited by range so his followers will be able to move away from him and let him stay in cover. However it is limited to only followers with Pirate in their name and at this time the only piece this applies to is the Corellian Pirate who already has that ability. Makes you wonder if we will be seeing more of his crafty pirate crew soon.....

Hondo Ohnaka **CL 10**
Medium Weequay Scoundrel 5/Noble 3/Crimelord 2
Destiny 3; **Force** 6; **Darkside** 3
Init +7; **Senses** Perception +6
Languages Basic, Sriluurian

Defenses Ref 24 (Flatfooted 22), Fort 21, Will 24
hp 72; **Threshold** 21

Speed 6 squares
Melee Unarmed +6 (1d4+5)
Ranged Heavy Blaster +8 (3d8+5)
Base Attack +6, Grp +8
Atk Options Point Blank Shot, Careful Shot, Deadeye

Special Actions Pheromones Weequay communicate silently with other members of their tribe by emitting complex pheromones. This form of communication has a maximum range of 20 squares. Species with the scent ability can detect Weequay pheromones by smell, but this does not allow them to understand that Weequay are communicating.

Abilities Str 11, Dex 15, Con 15, Int 12, Wis 13, Cha 14

Talents Demand Surrender, Fools Luck, Knack, Notorious, Presence, Surprise Strike, Tactical Superiority

Feats Bad Feeling, Careful Shot, Deadeye, Natural Leader, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Proficiency (Pistols, Rifles, Simple)

Skills Deception +12, Initiative +12, Persuasion +17, Pilot +12

Possessions Blaster Pistol, Holdout Blaster, Concealed Cary Holster



Asajj Ventress Strike Leader

Frustration was a feeling that this Rattataki Dark Jedi knew all too well. This feeling was caused by the loss of her Jedi master when she was young, not being allowed to be a true Sith and her continued failure to complete her mission, given to her by Count Dooku, of killing Anakin Skywalker.

This feeling only grew as the Clone Wars continued. When she tried to cause Jabba the Hutt to believe that his son Rotta was kidnapped by the Republic her plan fell apart due to Jedi Anakin Skywalker and his young Padawan Ahkosa. In her attempt to sway the Toydarians, she was stopped by Master Yoda and only three Clonetroopers even though she had an entire battalion of droids at her command. She was continually frustrated by having to work with Battle Droids who failed her at almost every turn.

She did succeed in making a critical strike against the Republic when she recovered Nute Gunray from the Republic's possession. Asajj battled with Luminara Unduli and Ahsoka, who was guarding the Neimoidan leader, throughout the ship he was a prisoner aboard. With the help of the Senate Commando Captain Fro Argyus, who was secretly a spy for Count Dooku, they were able to escape with Nute Gunray. Asajj repaid Captain Argyus for his help by killing him once they were safely away.

This piece was given a special preview in the Mass Battle event run by Boris_the_Dwarf at this year's GenCon. As seen there, in the miniatures game this piece is at her best while she is above half her hit points. The special ability of Niman Style increases her defense to a solid 21 and her attack to a 13.

The fact that she can evade increases her chances of getting adjacent to the enemy with most of her hit points. She can use Force Points to re-roll failed Evade saves and use Master Speed to close the distance quicker.

Twin Attack assures that she will get at least two attacks off on a target and if she doesn't move then a possible four attacks. When making twin double attacks against heavy hitters it is nice that she has Sith Rage to boost her damage output to a possible 120 points a turn. Force Grip gives her the ability to deal unpreventable damage to characters who have a high defense or abilities that normally negate damage.

Unlike other past versions, she does not have the Loner ability but this works well with her commander effect. Considering that most of the Separatists faction consists of droids, her ability better benefits pieces from the Fringe faction such as the Jensaarai Defender. Since the Defender has Force points it would be able to re-roll attacks at critical points in the game to increase the chances of her commander effect happening. By pairing her with Chagrian Mercenary Commander a piece that would normally deal only 20 points of damage could inflict a possible 80 points of damage with a roll of 19 or 20.

Asajj Ventress, Strike Leader

CL 14

Medium Rattataki (near-Human) Jedi 2/Scout 3/Melee Duelist 3/Sith Apprentice 2

Destiny 8; **Force** 10; **Darkside** 16

Init 16; **Senses** Perception +10

Languages Basic, Huttese

Defenses Ref 33 (Flatfooted 27), Fort 26, Will 29; Block, Evasion, Melee Defense, hp 96; **Threshold** 26

Speed 6 squares

Melee Lightsaber +18 (2d8+12) or

Melee Lightsaber +16 (3d8+12) with Rapid Strike or

Melee Lightsaber +18/+18 (2d8+12) with Dual Weapon Mastery or

Melee Lightsaber +16/+16 (3d8+12) with Dual Weapon Mastery and Rapid Strike

Ranged by weapon +17

Base Attack +13; **Grp** 17

Atk Options Dual Weapon Flourish, Dual Weapon Mastery, Rapid Strike

Special Actions Master of Movement, Asajj gains a +1 equipment bonus on attacks of opportunity from her Dueling lightsabers

Force Powers Known (Use the Force +18) *Dark Rage [Darkside]*, *Draw Closer [Lightsaber Form, Telekinetic]*, *Force Grip [Telekinetic]*, *Move Object [Telekinetic]*, *Pushing Slash [Lightsaber Form, Telekinetic]*, *Rising Whirlwind [Lightsaber Form]*, *Surge (2)*

Force Techniques Improved Dark Rage

Abilities Str 11, Dex 19, Con 10, Int 13, Wis 16, Cha 12

Talents Dual Weapon Flourish I, Evasion, Improved Stealth, Lightsaber Block, Master of Elegance, Melee Smash, Multi-Attack Proficiency (lightsabers), Stunning Strike

Feats Armor Proficiency (Light), Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Melee Defense, Rapid Strike, Skill Focus (Use the Force), Skill Training Stealth, Weapon Finesse, Weapon Proficiency (Lightsabers, Simple, Pistols)

Skills Acrobatics +16, Initiative +16, Mechanics +13, Pilot +16, Stealth +16, Use the Force 18

Possessions Black All Weather Cloak, Lightsaber holster, 3D shortwave comlink, Sith Robes, Boots, Two Dueling Lightsabers with Interconnecting grooves.



GALAXY AT WAR MINIATURES PREVIEW 3: BATTLE DROID SERGEANT AND COMMANDO DROID CAPTAIN

By Jack Irons

As the Clone Wars spread across the galaxy, more heroes meet the threat of an ever growing array of villains. The Jedi of the Republic must not only face the Separatists but hostile bounty hunters, cunning pirates and many other challenges...

Galaxy at War is the newest set of *Star Wars* Miniatures from Wizards of the Coast. Based on the exciting Clone Wars cartoon, this set will be available in stores on October 27th.

Battle Droid Sergeant

The Separatists believed that overwhelming force was the answer to any conflict and used Battle Droids to fill this need. With the incredible number of droids used they needed to program some to act as commanders in the field. Like the Battle Droid Officer, the Battle Droid Sergeant had authority over other droids in the field of battle and were usually tasked with commanding a squad of droids.

Even though they had additional programming for their position they still suffered from the same problem that plagued all Battle Droids—the inability to think creatively. This drawback made all droids slow to respond to events that were not in their pre-existing programming and gave them the appearance of not being very bright.

Like other Battle Droids the Battle Droid Sergeant is immune to critical hits but it has double the number of hit points and deals double the amount of damage at four times the cost. Its defense and attack is higher also than the common Battle Droid but it is still very low compared to most pieces. But this is not a front line fighting piece; it should be kept in the back and out of your enemy's line of sight.

The Battle Droid Sergeant has a new ability in the game called Roger Roger which gives any non-unique droid follower within 6 spaces an additional 10 Damage. Since it is not specific to the faction, Fringe pieces that meet the requirement also qualify, such as the HK-50 Assassin Droid, ASN Assassin Droid and the IG-86 Assassin Droid.

Of course if you are building a Separatist droid squad you will want to include other commanders to grant droids other abilities and increase their threat. This piece's low cost allows it to be placed in squads with other commanders like General Grievous, Droid Army Commander, the Super Battle Droid Commander or the classic Battle Droid Officer and still have plenty of room to fill the squad's ranks with many droids, such as the Chameleon Droid.

Battle Droid Sergeant CL 3

Medium Droid (4th-degree) Non-Heroic 6/Soldier 1

Init +1; Senses low light vision, Perception +0

Languages Basic, Binary [understand]

Defenses Ref 11 (Flatfooted 11), Fort 12, Will 10

hp 20; **Threshold** 12

Immune Droid immunities

Speed 6 squares

Melee Unarmed +4 (1d4-1)

Ranged Blaster Rifle +6 (3d8)

Fighting Space 1 square; **Reach** 1 square

Base Attack 5+, **Grp** +6

Atk Options Precise Shot, Point Blank Shot

Special Actions Battle Analysis

Abilities Str 8, Dex 12, Con --, Int 12, Wis 10, Cha 8

Talents Battle Analysis

Feats Precise Shot, Point Blank Shot, Weapon Proficiency (Pistols, Rifles)

Skills Knowledge (Tactics) +6

Systems walking locomotion, 2 hand appendages, heuristic processor, internal comlink, vocabulator

Possessions Blaster Rifle

Availability Military; **Cost** 4,200



Commando Droid Captain

When a mission called for more strength than a B1 Battle Droid but more agility than a B2 Super Battle Droid, then the BX Series Commando Droids were called in. The Commando Droids had better armor and programming than the standard Battle Droids, which made them much more effective in combat. However, these upgraded abilities came at a higher price, so as a result, far fewer of them were produced.

Like the other Commando Droids, the Commando Droid Captain was faster and more human in shape than the typical Battle Droid. Along with infiltration programming, the Commando Droid Captain had additional programming in tactics to better lead their squads of three to six other Commandos.

Fitting the niche of a droid that has decent base stats as well as a solid commander effect, the Commando Droid Captain is costed to fit into most squads as both a mid-range shooter and a leader. His defense in cover is a solid 22 and, unlike Battle Droids, his attack is decent at 9. By taking advantage of his double attack and deadeye abilities, he is able to deliver 60 points of damage without any bonuses from other pieces.

The cost of the piece is reflected in the fact that he has the commander effect that grants Double Attack to other droid followers. This is not limited to just non-unique pieces or those with Commando Droid in their name. So unique droids like 4-LOM, Bounty Hunter and HK-47 can benefit from this commander effect as well. Since it is a commander effect the Mouse Droid can be used to extend the range. On top of that, the Commando Droid Captain also benefits from special abilities that affect non-unique droid allies, such as the Battle Droid Sergeant's Roger Roger ability and Gha Nachkt's Rapport ability.

Commando Droid Captain CL 7

Medium Droid (4th-degree) Non-Heroic 6/Soldier 4/Droid Commander 1

Force 3

Init +13; **Senses** low light vision, Perception + 12

Languages Basic

Defenses Ref 21 (Flatfooted 18), Fort 18, Will 20

hp 42; **Threshold** 17

Immune Droid immunities

Speed 6 squares

Melee Unarmed +9 (1d4+2)

Ranged Blaster Rifle +12 (3d8+2) or

Ranged Blaster Rifle +7/+7 (3d8+2/3d8+2) or

Fighting Space 1 square; **Reach** 1 square

Base Attack 9+, **Grp** +12

Atk Options Auto Fire, Cover Fire, Double Attack, Precise Shot, Point Blank shot, Sniper

Special Actions Automated Attack, Battle Analysis, Cover Fire

Abilities Str 10, Dex 16, Con --, Int 16, Wis 14, Cha 8

Talents Automated Attack (Rifles), Battle Analysis, Cover Fire

Feats Double Attack (Rifles), Improved Defenses, Precise Shot, Point Blank Shot, Skill Training (Use Computer), Sniper, Weapon Proficiency (Pistols, Rifles, Simple)

Skills Deception +4, Initiative +13, Knowledge (Tactics) +13, Perception +12, Stealth +13

Systems walking locomotion, 2 hand appendages, heuristic processor, internal comlink, vocabulator

Possessions Blaster Rifle, Electro Binoculars

Availability Military; Cost 18,800



GALAXY AT WAR MINIATURES PREVIEW 4: WAT TAMBOR, TECHNO UNION FOREMAN AND SO1ST CLONE TROOPER

By Jack Irons

As the Clone Wars spread across the galaxy, more heroes meet the threat of an ever growing array of villains. The Jedi of the Republic must not only face the Separatists but hostile bounty hunters, cunning pirates and many other challenges...

Wat Tambor, Techno Union Foreman

A key member of the Separatists, Wat Tambor was the leader of the Techno Union and was in charge of the production of Battle Droids used by his organization. Because of the harsh atmosphere that Skakoans breathe, Wat Tambor had to wear a pressurized environment suit in order to survive on most other planets.

Besides the droid factory on Geonosis, Wat Tambor oversaw production of droids on planets across the galaxy. This power of industry gave him a position on the executive board of the Confederacy of Independent Systems. He was the first of the board to support Count Dooku's plan of going to war with the Republic and the last council member to die by the hand of Darth Vader during the slaughter on Mustafar.

Like the previous Wat Tambor, in the Revenge of the Sith set, this version has the Unique, Droid Mark and Repair 20 special abilities. However he cost eight points more and for that increase there is more functionality. His hit points are more than double his previous version, he has higher defense, attack and damage stats which means that he will be able to stay in battle longer and deal more damage than before. He is a follower so he benefits from commander effects, such as that from the new Asajj Ventress.

When it comes to dealing damage he also has the Twin Attack ability which doubles his chances of hitting his target. Along with Droid Mark which can be used to prevent attacks against him, Wat Tambor also has the evade ability. So if your opponent makes their save against having to target Wat's chosen droid and makes a successful attack against him, he still has a chance to avoid all the damage with a successful save.

However, the biggest change over the previous version is the inclusion of Immediate Droid Reserves 20. Having a one-in-five chance of working every time initiative is rolled is really good odds for a reserves ability. It is not something that you can count on happening in every game, but when it does it can completely change the final outcome. If you happen to get it twice in one game then it is as if Wat Tambor cost is only 3 points. Details of the Skakoan species traits for the RPG can be found in the Planet Hoppers.

Wat Tambor, Techno Union Foreman CL 10

Medium Skakoan noble 3/soldier 4/military engineer 3

Destiny 4; Force 5

Init +11; Senses Perception +11

Languages Basic, Binary (understand), Bocce, Duresse, High Galactic, Huttese, Neimoidian, Quarrenese, Rodese, Ryl, Skakoform, Skakoverbal

Defenses Ref 29 (flat-footed 28), Fort 26, Will 24

hp 70; Threshold 26

Speed 3 squares

Melee unarmed +9 (1d4+6)

Ranged blaster pistol +9 (3d6+5) or

Ranged blaster pistol +7 (4d6+5) with Rapid Shot

Base Atk +8; Grp +9

Atk Options Rapid Shot

Special Actions Field Created Weapon, Savant, Repairs on the Fly, Quick Modifications

Abilities Str 13, Dex 13, Con 12, Int 19, Wis 12, Cha 15

Talents Armored Defense, Educated, Engineer, Improved Armored Defense, Repairs on the Fly, Quick Modifications

Feats Armor Proficiency (heavy, light, medium), Improved Defenses, Linguist, Rapid Shot, Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Mechanics), Starship Designer, Tech Specialist, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +12, Initiative +11, Knowledge (technology) +14, Knowledge (tactics) +14, Knowledge (bureaucracy) +14, Mechanics +19, Perception +11, Persuasion +12, Pilot +11, Treat Injury +11, Use Computer +19

Possessions blaster pistol, heavy pressure suit



501st Clone Trooper

Lead by Clone Commander Rex and serving under Anakin Skywalker, the 501st Clone Troopers had been a part of the Clone War from the first battle on Geonosis. Clones that were part of the 501st Legion received additional special training on Coruscant and not on Kamino like most clones.

501st Clone Troopers were known for their ability to get missions done that were considered a loss cause. They had a fierce sense of duty and loyalty that helped them overcome situations that would have been the end for other soldiers. They continued their service to Anakin even after he fell to the Dark Side and became known throughout the galaxy as the most fearsome legion of Stormtroopers in the Empire, gaining the title "Vader's Fist".

At a cost of only four more points than a Clone Trooper, the 501st Trooper has a lot more going for it in the miniatures game. With twice the hit points, a slightly higher defense and attack, the real benefits are the added abilities.

As with other Republic trooper pieces, the 501st Trooper has the Order 66 ability that allows it to receive commander effects that are specific to that ability as well as being able to be in Imperial squads with Emperor Palpatine, Sith Lord. They also have Double Attack, giving them the option to possibly inflict more damage at the cost of not moving.

The biggest benefit comes from their Squad Assault ability. If there are three other allies with the same name it doubles their attack compared to a normal Clone Trooper. This ability when combined with other commander effects can effectively boost the 501st Troopers chances to hit and deal more damage to your opponent's squad.

(Use the RPG Stats for the 501st Trooper found in The Force Unleashed Campaign Guide on page 192)



GALAXY AT WAR MINIATURES PREVIEW 5: CLONE TROOPER WITH REPEATING BLASTER AND ELITE SENATE GUARD

By Jack Irons

As the Clone Wars spread across the galaxy, more heroes meet the threat of an ever growing array of villains. The Jedi of the Republic must not only face the Separatists but hostile bounty hunters, cunning pirates and many other challenges...

Clone Trooper with Repeating Blaster

Sometimes nothing solves a problem more than having a large amount of firepower on your side. This notion held true for the Clone Troopers who received additional training to use the repeating blaster. Seen in many different clone squads, the repeating blaster was an effective weapon that was used to lay down an impressive amount of blaster shots to provide cover for fellow troopers or cause massive amounts of damage to whatever was in it's line of fire.

With a lower mid-range cost, the Clone Trooper with Repeating blaster doesn't have incredibly high hit points or other base stats. It has the Order 66 special ability, like other clone troopers, that allow it access to certain special abilities and because it is a follower it gains any other additional commander effects that apply. The big element that makes this trooper piece stand apart from other clones is it's Quadruple Attack special ability. This is the first piece in the game that has this ability and it is not limited to melee attacks. In addition, it is the first non-unique to have this ability and not be limited with the Savage ability.

By itself, the Clone Trooper can take four attacks to deal a possible 80 points of damage. This piece really shines when combined in squads that enhance it and other followers. By using Captain Panaka, Mas Amedda and the new Obi Wan from this set, you can swap the Clone Trooper in place of a piece that has moved to an advantageous spot and then proceed to take five attacks for a possible 100 points of damage. At the start of the next round, use Mas Amedda to swap him back out of harm's way and prepare this line of attack for the next round.

Clone Trooper with Repeating Blaster CL 4

Medium Human nonherioc 6/ soldier 2

Init +9; **Senses** Perception +4

Languages Basic

Defenses **Defenses** Ref 18 (flat-footed 17), Fort 15, Will 10
hp 37; **Threshold** 20

Speed 6 squares

Melee unarmed +7 (1d4+2)

Ranged rotary blaster cannon* (braced) + 8 (3D8+1) or

Ranged rotary blaster cannon* (braced) +3 (5d8+1) with Burst Fire

Base Atk +6; **Grp** +9

Atk Options autofire (rotary blaster cannon), Careful Shot

Special Actions Point Blank Shot

Abilities Str 13, Dex 16, Con 12, Int 10, Wis 9, Cha 8

Talents Devastating Attack (heavy weapon)

Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons), Weapon Focus (Heavy Weapon), Improved Damage Threshold

Skills Initiative +9, Perception +4

Possessions Clone trooper armor (+6 armor, +2 equipment), rotary blaster cannon*, comlink

* Found on page 40-41 in *Star Wars: Galaxy of War*



Elite Senate Guard

Pulled from the best of the ranks of Senate Guards, the Elite Senate Guards were responsible for the protection of the Supreme Chancellor and important Senators. They wore the same distinctive blue color as both the Senate Guard and the Senate Commandos.

The Elite Senate Guards did more than just guard politicians, often times conducting investigations while working alongside the Jedi. Nor did the Elite Senate Guards just work on the planet of Coruscant. They often traveled with those they were charged to protect, ensuring safe passage from the Senator's home planet to the capital planet and back.

Much like the Senate Guard, the Elite Senate Guard has the special abilities of Bodyguard and Heavy Weapon. At a slightly higher cost, he also comes with much more hit points and improved attack and defense stats. The higher hit points will allow him to use his Bodyguard ability for a 20 point hit for an adjacent ally and still stay in the game, something the Senate Guard was not able to do.

The Elite Senate Guard has one special ability that the normal Senate Guard does not have, Double Attack, and it works well with the other abilities. Because the piece can not move due to the Heavy Weapon ability restriction, the ability of not moving during a Double Attack is not nearly as penalizing. This allows the Elite Senate Guard to have the opportunity of dealing twice the damage of a normal Senate Guard.

Because of it's status as a follower, the Elite Senate Guard is able to benefit from many commander effects. Grand Master Yoda's commander effect gives a nice boost to their attack and defense scores, giving them a defense of 24 in cover that many ranged pieces will have a hard time hitting. The new Obi-Wan grants an additional attack, making the best use of the Heavy Weapon limitation. And there are other pieces in the new set that will boost that attack value even higher.....

Elite Senate Guard **CL 8**

Medium Human nonherioci 6/ soldier 4/ noble 2

Force 2

Init +19; **Senses** Perception +18

Languages Basic, High Galactic

Defenses Ref 21 (flat-footed 19), Fort 21, Will 20; +7 armor
hp 79; **Threshold** 21

Speed 4 squares

Melee stun bayonet +12 (2d8+7)

Ranged heavy blaster rifle +13 (3D10+3) or

Ranged heavy blaster +12 (4D10+3) with Deadeye

Base Atk +9; **Grp** +12

Atk Options Deadeye, Martial Arts I, Point Blank Shot, Precise Shot

Special Actions Commanding Presence, Harms Way, Presence

Abilities Str 14, Dex 16, Con 16, Int 12, Wis 14, Cha 10

Talents Commanding Presence, Harms Way, Presence

Feats Armor Proficiency (light, medium), Deadeye, Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Initiative), Skill Focus (Perception), Skill Training (Deception), Skill Training (Gather Information), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +11, Gather Information +11, Initiative +19, Perception +18, Persuasion +11

Possessions ceremonial armor, heavy blaster rifle with stun bayonet, comlink

New Equipment: Stun Bayonet

When mounted on a rifle, a stun bayonet allows you to use a rifle as a potent melee weapon. Even if you used the rifle to make a ranged attack on your last turn, you still threaten squares within your reach as long as your rifle has a mounted stun bayonet and you can use it to make attacks of opportunity. A stun bayonet requires two hands to use when mounted on a rifle.

A stun bayonet cannot be used when mounted on a rifle with a folded stock. A stun bayonet detached from a rifle functions as a stun baton of the same size (medium); a mounted stun baton deals more damage than a stun baton because of the added leverage and bulk. Because of it's implementation into military and police organizations, characters with the Martial Arts I feat and that are proficient with rifles treat this as a simple weapon when mounted.

A stun bayonet requires an energy cell to operate. (Its power does not drain energy from the rifle's power pack)



TABLE 1-1: WEAPONS

ADVANCED MELEE	COST	DMG	STUN DMG	WEIGHT	TYPE	AVAILABILITY
Medium						
Stun Bayonet	500	1d6	2d8	2 kg	Bludgeoning and Energy	Restricted

GALAXY AT WAR MINIATURES PREVIEW 6: AQUALISH TECHNICIAN AND TREADWELL DROID

By Jack Irons

As the Clone Wars spread across the galaxy, more heroes meet the threat of an ever growing array of villains. The Jedi of the Republic must not only face the Separatists but hostile bounty hunters, cunning pirates and many other challenges...

Aqualish Technician

A violent species from the planet Ando, Aqualish tend to be aggressive and hostile to other species and subspecies of their own race. There are several subspecies which have distinct differences, such as four eyes instead of the more common two and varying number of claw-like digits on their hands.

Although they are not a technology-driven race, they have learned to quickly adapt and use the tools created by others. They generally work as smugglers, thugs, bounty hunters and in other unsavory jobs that suit their unpleasant disposition best.

A solid support piece, the Aqualish Technician has a lot to offer the miniatures game at a very low cost. The 8 point cost is reflected in the low hit points, attack and damage, as well in having the special ability of Melee Attack. These effectively limit the amount of combat it can be a part of--one hit will defeat it and lack of a range attack means that this piece is best kept in the back of the field.

It does have a decent defense, by keeping it in cover it should avoid an early defeat by most low cost pieces but it is best to keep it completely out of your opponent's line of sight. By keeping it close to your other pieces they will be able to take advantage of the Aqualish's It's a Trap! ability. If the Aqualish Technician finds itself involved in the fight, and the opponent's piece has less than half of its hit points it will be able to take advantage of its Bloodthirsty ability. This ability effectively doubles its damage. Being a part of the Fringe faction and a follower, this piece can be part of any squad and take advantage of a variety of commander effects, such as the Ithorian Commander's.

Aqualish Tech Specialist CL 2

Aqualish scoundrel 1/scout 1

Force 1

Init +7; Senses Perception +6

Languages Basic, Aqualish

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13

hp 30; **Threshold** 16

Immune Breathe Underwater

Speed 6 squares,

Melee unarmed +0 (1d4+1)

Ranged sporting blaster rifle +1 (3d6+1)

Base Atk +0; Grp +1

Atk Options Point Blank Shot

Special Actions Expert Swimmer

Abilities Str 10, Dex 13, Con 16, Int 16, Wis 10, Cha 8

Talents Security Slicer, Surveillance

Feats Point Blank Shot, Skill Focus (Mechanics), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7, Knowledge (technology) +9, Mechanics +14, Perception +6,

Pilot +7, Stealth +7, Use Computer +9

Possessions electrobinoculars, tool kit, sporting blaster rifle



Treadwell Droid

The WED Treadwell Droid, or simply Treadwell Droid, was created by Cybot Galactica as a hardworking utility and repair droid that was built to last. Their name comes from the set of treads that it uses to propel itself while performing it's duties.

The base of the droid has sockets that allows their owners the ability to add up to eight appendages that are tipped with tools. The inexpensive droid has a long neck appendage that telescopes and is topped by a set of photoreceptors.

With a cost of 10, the Treadwell Droid has hit points that reflect the cost, a really good defense but a score of 0 for it's attack and damage stats. Like other droids, it has the Droid special ability which makes it immune to critical hits but not subject to commander effects unless otherwise indicated. Commander effects and special abilities that boost droid followers affect the Treadwell Droid as well.

The value of the piece is in it's two special abilities, It's a Trap! and Targeting. The first ability negates Stealth when within 6 spaces of this piece, allowing others to attack when they normally could not. The second ability isn't limited in range and it effectively lowers a piece's defense. This makes it easier for your pieces to hit the targeted piece, especially if that piece has a high defense that they might not other wise hit.

WED Treadwell Repair Droid **CL 0**

Small droid (2nd-degree) nonheroic 2

Init +4; Senses Perception +6

Languages Basic, Binary, 1 unassigned

Defenses Ref 14 (flat-footed 11), Fort 8, Will 10

hp 5; **Threshold** 8

immune droid traits

Speed 6 squares (tracked)

Melee electroshock probe -1 (1d8-2 ion)

Fighting Space 1 square; Reach 1 square

Base Atk +1; **Grp** +4

Abilities Str 7, Dex 16, Con --, Int 13, Wis 10, Cha 7

Feats Skill Focus (Mechanics, Use Computer), Skill Training (Perception), Weapon Proficiency (simple weapons)

Skills Mechanics +14, Perception +6, Use Computer +12

Systems tracked locomotion, heuristic processor, 4 tool appendages, diagnostics package

Possessions electric arc welder, fusion lantern, tool kit

Availability Licensed; **Cost** 3,000 credits



KNIGHTS OF THE OLD REPUBLIC MINIATURES PREVIEW 1: GENOHARADAN ASSASSIN AND CZERKA SCIENTIST

By Sterling Hershey

GenoHaradan Assassin

The GenoHaradan is a secret guild of bounty hunters, controlled by unknown individuals out to influence the galactic government and other organizations through selective assassinations. Their activities are so secret that it's impossible to tell exactly how much of an impact they have over galactic events. GenoHaradan assassins range widely in skills and species. They never reveal their affiliation, and their anonymity greatly increases their effectiveness. They are trained in a wide variety of assassination techniques, from the quiet and subtle to the spectacular and devastating.

In the **Star Wars Miniatures Game**, the GenoHaradan Assassin has an array of special abilities that matches the reputations of guild members. The new Cloaked ability prevents nonadjacent enemies from attacking the unit as long as it has cover. Cunning Attack and Loner give significant bonuses to attack, and they encourage using the unit on its own against a target that has not acted this round. Mobile Attack allows this sneaky assassin to move, strike, and retreat immediately. Finally, Poisoned Blade delivers a potentially lethal blow to living enemies, inflicting up to 40 damage, enough to eliminate weak to moderately strong targets immediately.

The assassin also may attack at range but is much less effective that way. The unit has an excellent Defense score and a decent number of hit points, allowing it to survive a few hits if caught out in the open.

Faction: Fringe

Cost: 21

Hit Points: 60

Defense: 20

Attack: +8

Damage: 10

Special Abilities: Cloaked (If this character has cover, he cannot be targeted by nonadjacent enemies); Cunning Attack; Loner; Mobile Attack; Poisoned Blade (+10 Damage to 1 adjacent target; this counts as a melee attack. This attack deals an extra 20 Damage to a living enemy; save 11.)

Star Wars Roleplaying Game: Saga Edition Statistics

GenoHaradan Assassin CL 7

Medium Human scout 3/soldier 4

Destiny 1; **Force** 4; **Dark Side** 4

Init +11; **Senses** Perception +9 (may reroll)

Languages Basic

Defenses Ref 22 (flat-footed 19), Fort 20, Will 18

hp 62; **Threshold** 20

Speed 6 squares

Melee vibroblade +8 (2d6+5 poison*)

Ranged blaster rifle +10 (3d8+5)

Base Atk +6; **Grp** +9

Atk Options Deadeye, Devastating Attack (rifles), Far Shot, Keen Shot, Point Blank Shot, Precise Shot, Running Attack

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 10

Talents Acute Senses, Devastating Attack (rifles), Keen Shot, Weapon Specialization (rifles)

Feats Armor Proficiency (light), Deadeye, Far Shot, Point Blank Shot, Precise Shot, Running Attack, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +10, Initiative +11, Jump +10, Perception +9 (may reroll), Pilot +11, Stealth +11

Possessions vibroblade*, blaster rifle, comlink

* **Poisoned Blade** -- When a creature takes damage from a successful hit with this weapon, make an attack roll (1d20+10) against the target's Fortitude Defense. If the attack succeeds, the target takes 4d6 points of damage and moves -1 step down the condition track. If the attack fails, the target takes only half damage and doesn't move down the condition track. The poison attacks each round until it is cured with a successful DC 25 Treat Injury check.



Czerka Scientist

The reach of the Czerka Corporation throughout the galaxy should not be underestimated. Sales offices, research outposts, manufacturing facilities, and logistics services are located on most major worlds, not to mention other planets that might hold a resource or new market for the corporation to exploit. Czerka employees are as opportunistic and bureaucratic as the company they serve. Czerka scientists form the core of the corporation's efforts to develop new and advanced products to sell at the galactic markets. They are typically amoral, more concerned about their own reputations, achievements, and bonuses than about ethics.

In the **Star Wars Miniatures Game**, the Czerka Scientist provides a cheap way to upgrade low-cost allied characters' attacks and damage abilities. Allies within 6 squares that deal 20 damage with nonmelee attacks gain the Jolt ability, enabling the character to cause enemy targets to become activated when hit. Allies within 6 squares that deal 10 damage with nonmelee attacks gain Twin Attack instead.

The Czerka Scientist's strength lies with the bonuses it gives to its allies; its own ability scores are low. Keeping the unit well protected from enemy attacks and under cover or out of sight is vital to its success on the battlefield.

Faction: Fringe

Cost: 13

Hit Points: 10

Defense: 13

Attack: +1

Damage: 10

Special Abilities: Melee Attack; Blaster Rifle Upgrade (Allies within 6 squares with nonmelee attacks that deal exactly 20 Damage gain **Jolt** [An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.]); Blaster Upgrade (Allies within 6 squares with nonmelee attacks that deal exactly 10 Damage gain **Twin Attack** [Whenever this character attacks, it makes 1 extra attack against the same target])

Star Wars Roleplaying Game: Saga Edition Statistics

Czerka Scientist **CL 2**

Medium Human nonheroic 5/noble 1

Dark Side 2

Init +2; **Senses** Perception +10

Languages Basic, Binary, Bocce, Duresse

Defenses Ref 11 (flat-footed 11), Fort 11, Will 15

hp 15; **Threshold** 11

Speed 6 squares

Melee knife +2 (1d4-1)

Ranged by weapon +2

Base Atk +3; **Grp** +2

Special Actions Inspire Confidence

Abilities Str 8, Dex 8, Con 10, Int 16, Wis 15, Cha 12

Talents Inspire Confidence

Feats Skill Focus (Knowledge [life sciences], Knowledge [physical sciences]), Skill Training (Mechanics, Perception, Persuasion, Use Computer), Tech Specialist, Weapon Proficiency (simple weapons)

Skills Gather Information +9, Knowledge (bureaucracy) +11, Knowledge (life sciences) +16, Knowledge (physical sciences) +16, Mechanics +11, Perception +10, Persuasion +9, Treat Injury +10, Use Computer +11

Possessions knife, comlink, datapad, tool kit, utility belt



KNIGHTS OF THE OLD REPUBLIC MINIATURES PREVIEW 2: RAKGHOUL AND MASTER LUCIEN DRAAY

By Sterling Hershey and Gary M. Sarli

Rakghoul

Few creatures in the galaxy are as feared as the rakghoul. These savage, four-legged mutants beset the Undercity of Taris during the Knights of the Old Republic era, forcing the Undercity's inhabitants to create walled enclaves to keep the creatures out. Not only do the vicious rakghouls attack on sight, but they also carry a terrifying disease that rapidly infects their victims. Within hours, those wounded by a rakghoul mutate into rakghouls themselves, their personalities lost in the ferocity of their new form. The disease can be successfully treated only through the use of a rare serum.

In the **Star Wars Miniatures Game**, the rakghoul is equally terrifying to opposing squads. Although its Attack and Damage scores are not particularly high, the combination of Ambush and Triple Attack increases the rakghoul's chances of landing a fatal blow and transmitting the Rakghoul Disease. Living enemies defeated by the rakghoul must save 11 or become rakghouls themselves. It is one thing to lose a character, but quite another to see that character immediately join the ranks of the enemy. Thanks to the disease, rakghouls could become difficult to eradicate from a battlefield, since every time they defeat a character, they could add to their own numbers.

A rakghoul should be directed toward living targets with 10 Hit Points, since this gives it the best chance to convert enemy units quickly. However, as the battle progresses, this may prove difficult to achieve because the rakghoul's Savage ability influences its target selection.

Faction: Fringe

Cost: 16

Hit Points: 30

Defense: 17

Attack: +5

Damage: 10

Special Abilities: Savage; Melee Attack; Ambush; Rakghoul Disease (+10 Damage to living enemy; save 11. Whenever this character defeats a living enemy, you can immediately add a character named Rakghoul to your squad. The new character sets up in a square that enemy formerly occupied.); Triple Attack

Star Wars Roleplaying Game: Saga Edition Statistics

Rakghoul CL 4

Medium beast 4

Init +9; **Senses** Perception +7

Defenses Ref 17 (flat-footed 14), Fort 13, Will 10

hp 26; **Threshold** 13

Speed 6 squares

Melee claw +5/+5 (1d4+4) and

Melee bite +5 (1d6+4)

Base Atk +3; **Grp** +5

Abilities Str 14, Dex 16, Con 17, Int 1, Wis 10, Cha 2

Feats Skill Training (Initiative), Skill Training (Perception)

Skills Initiative +9, Jump +9, Perception +7

Rakghoul Disease -- When a rakghoul successfully damages a living creature with its bite attack, the target might become infected with the rakghoul disease. Make an immediate attack against the target's Fortitude Defense at +8; if successful, the target is infected. Once that occurs, the rakghoul disease makes a single attack at +8 against the target's Fortitude Defense once every five minutes. After three successful attacks, the target transforms into a rakghoul. (If the transformed target is other than Medium size, adjust the rakghoul statistics as needed to match the target's size.) A successful DC 25 Treat Injury check with access to the rakghoul serum can remove the disease.



Master Lucien Draay

Born into a prestigious family with a substantial fortune and respected Jedi heritage, Lucien is son to Krynda Draay (a talented but distant seer) and Barrison Draay (a Jedi warrior who dies in the Great Sith War). His mother neglects him in favor of students who, like her, demonstrate clairvoyant aptitude, but Lucien takes after his father. Krynda makes Lucien the guardian of her young seers circle, becoming First WatchCircle of Krynda's Jedi Covenant, sworn to prevent the Sith's return by any means necessary.

While assigned to Taris, the WatchCircle members take new Padawans for training, including Lucien's apprentice, Zayne Carrick. During their Jedi trials, the WatchCircle seers get a vision of galactic turmoil and their own deaths; one of their own students appears destined to become the next Dark Lord. With grim determination, the WatchCircle slaughters its students to prevent their vision from coming true, but Zayne escapes. Lucien frames him for the murder of his classmates, making him a fugitive. Convinced that Zayne is indeed the future Dark Lord, Lucien obsessively hunts his former student in pursuit of his personal vendetta against the Sith that destroyed his childhood.

In the **Star Wars Miniatures Game**, Master Lucien Draay is the best "beatstick" available to the Old Republic faction. Lightsaber Block, Lightsaber Riposte, and Master of the Force 2 give him the ability to use both Lightsaber Block *and* Lightsaber Riposte against a single attack. Rounding out his anti-Sith Lord credentials, Draay has Lightsaber Duelist, giving him that much extra longevity against lightsaber-wielding maniacs: Only Count Dooku (*Clone Strike*) and Darth Revan (*The Force Unleashed*) manage a higher Defense against these foes. While he certainly won't outfight Lord Vader or Darth Bane, Draay is capable of putting up a good fight.

Faction: Old Republic

Cost: 48

Hit Points: 130

Defense: 20

Attack: +15

Damage: 20

Special Abilities: Unique; Melee Attack; Double Attack; Lightsaber Duelist

Force Powers: Force 1; Force Renewal; Lightsaber Block; Lightsaber Deflect; Lightsaber Riposte; Master of the Force 2

Star Wars Roleplaying Game: Saga Edition Statistics

Lucien Draay CL 15

Medium Human noble 3/Jedi 5/Jedi Knight 5/Jedi Master 2

Destiny 3; **Force** 7; **Dark Side** 5

Init +14; **Senses** Perception +14

Languages Arkanian, Basic, Feorin, High Galactic, Miralukese, Togruti

Defenses Ref 30 (flat-footed 28), Fort 30, Will 30; Block, Deflect, Elusive Target

hp 121; **Threshold** 30

Immune fear effects

Speed 6 squares

Melee lightsaber +19 (2d8+13) or

Melee lightsaber +17 (3d8+13) with Rapid Strike or

Melee lightsaber +16/+16 (2d8+13) with Double Attack or

Melee lightsaber +14/+14 (3d8+13) with Double Attack and Rapid Strike

Ranged by weapon +16

Base Atk +14; **Grp** +17

Atk Options Cleave, Double Attack (lightsabers), Power Attack, Rapid Strike

Special Actions Riposte*, serenity, WatchCircle Initiate*

Force Powers Known (Use the Force +14): *battle strike* (2), *farseeing*, *Force slam* (2), *Force thrust*, *move object*, *negate energy*, *rebuke*

Force Secrets Quicken Power

Force Techniques Force Point Recovery (2)

Abilities Str 16, Dex 15, Con 14, Int 14, Wis 14, Cha 15

Talents Block, Connections, Deflect, Elusive Target, Multiattack Proficiency (lightsabers), Riposte*, Shii-Cho, WatchCircle Initiate*, Wealth

Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Linguist, Power Attack, Rapid Strike, Skill Training (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +14, Gather Information +14, Initiative +14, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +14, Persuasion +14, Pilot +14, Use Computer +14, Use the Force +14

Possessions lightsaber (self-built), Jedi robes, comlink (encrypted), code cylinder, datapad, personal space yacht

* These talents appear in the *Knights of the Old Republic Campaign Guide*. If you don't have that book, replace with Djem So (page 218, *Saga Edition Core Rulebook*) and Resilience (page 40, *Saga Edition Core Rulebook*).



KNIGHTS OF THE OLD REPUBLIC MINIATURES PREVIEW 3: TUSKEN RAIDER SCOUT AND DARTH SION

By Sterling Hershey

Tusken Raider Scout

Tusken Raiders are the ferocious natives of the planet Tatooine. Well known for their nomadic, territorial, and violent nature, Tusken Raiders constantly threaten outlying settlements and isolated travelers. Armed with primitive yet effective weaponry, the Sand People are not to be underestimated. Large groups of Raiders attack settlements, kidnap victims, and destroy vehicles at will in remote areas. Domesticated banthas serve as able mounts, enabling the Sand People to roam large areas of the desert world. The Tusken Raiders cover themselves entirely in layered cloth garments and rags, and they wear distinctive, fearsome masks.

In the **Star Wars Miniatures Game**, the Tusken Raider Scout is the fourth type of Tusken Raider to be released for the game. It is the toughest Tusken Raider so far, aside from the Tusken Raider on Bantha from the *Universe* set. Though the Scout costs nearly three times as much as a standard Tusken Raider, it features increases in every stat category. The Scout loses Mighty Swing, but its increased Damage score makes up for the loss. It gains Evade and Stealth, making the Scout a tough miniature to target and hit when it uses cover to approach an enemy unit. Otherwise, the Tusken Raider Scout's stats and abilities are comparable to those of other units of the same cost.

Faction: Fringe

Cost: 11

Hit Points: 30

Defense: 15

Attack: +8

Damage: 20

Special Abilities: Melee Attack; Evade; Stealth

Star Wars Roleplaying Game: Saga Edition Statistics

Tusken Raider Scout CL 4

Medium Tusken Raider nonheroic 4/scout 3

Dark Side 4

Init +3; **Senses** Perception +3 (may reroll)

Languages Tusken

Defenses Ref 15 (flat-footed 15), Fort 15, Will 13; Evasion
hp 30; **Threshold** 15

Speed 6 squares

Melee gaderffii +8 (1d8+3) or

Melee gaderffii +5 (1d8+6) with 3 points of Power Attack

Ranged by weapon +5

Base Atk +5; **Grp** +7

Atk Options Bantha Rush, Power Attack

Special Actions Acute Senses

Abilities Str 14, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Talents Acute Senses, Evasion

Feats Bantha Rush, Power Attack, Skill Training (Stealth), Skill Training (Ride), Skill Focus (Stealth), Weapon Focus (simple weapons),
Weapon Proficiency (rifles, simple weapons)

Skills Ride +8, Stealth +13, Survival +8

Possessions gaderffii, desert garb and mask



Darth Sion

Few Sith Lords hold mastery over pain or hatred like Darth Sion, Lord of Pain. His visage is terrible to behold: a decomposing body held together by dark side energies channeled by Sion himself, sustaining his life through the Force, powered by anger and hatred. He is in eternal pain but endures it as a small price for apparent immortality. However, in the end, despite his anger, hatred, and manipulation of dark side energy, the Lord of Pain could not defeat the Jedi Exile.

In the **Star Wars Miniatures Game**, Darth Sion is powerful and resilient. He is a decent melee combatant with Double Attack and a +11 Attack score. His Defense score is a bit low for a character of his cost, but Lightsaber Duelist bolsters him significantly against lightsaber-wielding opponents. His cost is high, but with reason: Darth Sion's most significant ability is Eternal Hatred. When defeated, Sion may spend 2 Force to attempt to return to life -- with full Hit Points -- on a save of 6. And he can attempt this twice (if the first is successful), as long as he retains enough Force for each attempt. When it works, this is like bringing one 110-hit point character to a skirmish initially, then gaining one or two more in the form of reinforcements while the opposing squad gets weaker and weaker over the course of the battle.

Faction: Sith

Cost: 69

Hit Points: 110

Defense: 17

Attack: +11

Damage: 20

Special Abilities: Unique; Melee Attack; Double Attack; Lightsaber Duelist

Force Powers: Force 5; Eternal Hatred (Force 2: Whenever this character would be defeated, make a save of 6; on a success, this character is restored to full Hit Points instead of being defeated); Lightsaber Riposte; Sith Rage

Star Wars Roleplaying Game: Saga Edition Statistics

Darth Sion CL 19

Medium Human soldier 7/Sith apprentice 7/Sith Lord 5

Destiny 4; **Force** 7; **Dark Side** 14

Init +17; **Senses** Perception +16

Languages Basic, Sith

Defenses Ref 35 (flat-footed 32), Fort 35, Will 34

hp 177; **Threshold** 35

Immune fear effects

Speed 6 squares

Melee lightsaber +25 (2d8+16) or

Melee lightsaber +20/20 (2d8+16) with Double Attack

Ranged blaster pistol +22 (3d6+9)

Base Atk +19; **Grp** +24

Atk Options Dark Scourge, Double Attack (lightsabers), Power Attack, Severing Strike

Special Actions Affliction, Dark Healing Field, Dark Presence, Improved Dark Healing, Power of the Dark Side, temptation

Force Powers Known (Use the Force +18): *battle strike* (2), *dark rage*, *Force slam*, *Force thrust*, *Force whirlwind*, *move object*, *slow*, *wound*

Force Secrets Devastating Power, Distant Power, Multitarget Power, Shaped Power

Force Techniques Improved Force Slam, Improved Force Trance, Improved Wound

Abilities Str 20, Dex 17, Con 16, Int 13, Wis 14, Cha 9

Talents Affliction, Dark Healing, Dark Healing Field, Dark Presence, Dark Scourge, Dark Side Adept, Improved Dark Healing, Power of the Dark Side, Severing Strike, Swift Power, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Power Attack, Sith Military Training, Skill Focus (Use the Force), Skill Training (Deception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Deception +14, Initiative +17, Knowledge (tactics) +15, Perception +16, Pilot +17, Use the Force +18 (can reroll when using [dark side] Force powers, must take second result)

Possessions lightsaber, blaster pistol



KNIGHTS OF THE OLD REPUBLIC MINIATURES PREVIEW 4: MANDALORIAN MARAUDER AND OLD REPUBLIC GUARD

By Gary M. Sarli

Mandalorian Marauder

The pursuit of the glory of battle takes many forms, and some Mandalorians prefer to test their cunning and strength in the hunt. Focusing on stealth and one-on-one engagements, these hunters terrorized their foes, stalking and eliminating isolated targets with merciless silence. While some used stealth field generators (page 74, *Knights of the Old Republic Campaign Guide*) to make it possible to operate even in daylight, many preferred to depend on their skills alone. This hunter's tradition survived for millennia as many Mandalorians in later eras worked as bounty hunters instead of mercenaries or traditional soldiers.

In the **Star Wars Miniatures Game**, the Mandalorian Marauder is an excellent addition to the previous melee fighters in the faction. Unlike others of the type, the Marauder has Stealth, providing some protection during approach and when adjacent to other characters. Compared to the Mandalorian Blademaster (*Bounty Hunters*), the Marauder lacks Twin Attack, but the addition of Stealth, a higher Defense, and a lower cost makes it a competitive alternative.

Faction: Mandalorian

Cost: 15

Hit Points: 40

Defense: 18

Attack: +9

Damage: 20

Special Abilities: Melee Attack; Parry; Stealth

Star Wars Roleplaying Game: Saga Edition Statistics

Mandalorian Marauder CL 6

Medium Human nonheroic 3/scout 5

Destiny 1; **Force** 3; **Dark Side** 2

Init +11; **Senses** low-light vision, Perception +11

Languages Basic, Mando'a, 1 unassigned

Defenses Ref 20 (flat-footed 18), Fort 19, Will 15; armor +6

hp 38; **Threshold** 19

Speed 6 squares; Running Attack

Melee dire vibroblade +9 (2d6+8) or

Melee dire vibroblade +7 (3d6+8) with Rapid Strike

Ranged heavy blaster pistol +7 (3d8+2)

Base Atk +5; **Grp** +8

Atk Options Melee Defense, Power Attack, Rapid Strike

Abilities Str 16, Dex 15, Con 12, Int 14, Wis 10, Cha 8

Talents Improved Stealth, Hidden Movement, Total Concealment

Feats Armor Proficiency (light), Melee Defense, Power Attack, Rapid Strike, Running Attack, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, simple weapons, pistols, rifles)

Skills Initiative +11, Perception +11, Stealth +11 (may reroll), Survival +9

Possessions Neo-Crusader light armor (+6 armor, +2 equipment, includes helmet package), dire vibroblade (advanced melee weapon, Medium, 2d6 damage), heavy blaster pistol, utility belt



Old Republic Guard

The Armies of the Republic were made up of local militias and sector forces that reported to their individual generals rather than any central command structure other than minimally coordinated direction from the Defense Ministry. Revan was the first field marshal whose command encompassed all these separate units, a move that made the Republic more able to resist the vast legions of the Mandalorian Neo-Crusaders. However, Army troopers are still dependent on the Navy to move them from theater to theater, meaning that troopers often spend more time as guards on a capital ship than as troopers on the ground.

In the **Star Wars Miniatures Game**, the Old Republic Guard is a cheap alternative to the Old Republic Soldier (*Champions of the Force*), costing just over half as much as that character. In exchange, he loses some of his offensive ability, dropping his Attack from +6 to +5 and his Damage from 20 to 10. Still, he has an extra point of Defense to help make up for it.

The lower cost may have some obvious advantages (such as making combined fire a more viable option), but the unit's real value is clear when you consider its Soldier special ability. Counting as a character named Old Republic Soldier would seem most useful in combination with the commander effect of the Old Republic Commander (*Champions of the Force*), granting the benefits of Double Attack. Furthermore, the Old Republic Captain in the *Knights of the Old Republic* set has a commander effect that grants Squad Assault (+4 Attack while three allies with the same name as this character are within 6 squares). Because of this, having a lower-cost character that still counts as an Old Republic Soldier makes it easier to use this ability.

Faction: Old Republic

Cost: 5

Hit Points: 10

Defense: 14

Attack: +5

Damage: 10

Special Abilities: Soldier (Counts as a character named Old Republic Soldier)

Star Wars Roleplaying Game: Saga Edition Statistics

Old Republic Guard CL 1

Medium Human nonheroic 3

Init +7; **Senses** Perception +6

Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 11, Will 10; armor +4

hp 7; **Threshold** 11

Speed 6 squares

Melee bayonet +3 (1d8+2) or

Ranged blaster rifle +4 (3d8) or

Ranged frag grenade +3 (4d6, 2-square burst)

Base Atk +2; **Grp** +3

Atk Options autofire (blaster rifle)

Special Actions Republic Military Training*

Abilities Str 13, Dex 12, Con 10, Int 10, Wis 10, Cha 8

Feats Armor Proficiency (light), Republic Military Training*, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7, Perception +6

Possessions Republic light armor (+4 armor, +1 equipment), blaster rifle with bayonet, 2 frag grenades, comlink (encrypted), utility belt with medpac

* This feat is found on page 35 of the *Knights of the Old Republic Campaign Guide*. If you don't have that book, replace the feat with Point Blank Shot.



KNIGHTS OF THE OLD REPUBLIC MINIATURES PREVIEW 5: CAPTAIN PANAKA AND ECHANI HANDMAIDEN

By Sterling Hershey

Captain Panaka

Queen Amidala's dedicated guardian Captain Panaka served as her protector and advisor during the Trade Federation invasion of Naboo. Panaka, along with his team of Royal Palace Guards, excelled at providing personal security for Naboo's leadership. He was a strong, quick and tactically minded professional soldier. His leadership and abilities saw him through the dark days of the invasion, and he played a pivotal role in Queen Amidala's daring attack on the Naboo Palace.

In the **Star Wars Miniatures Game**, Captain Panaka retains his Bodyguard ability. However, Panaka brings more to the battle grid than operating as a simple Hit Point sink for more powerful characters. His Opportunist ability raises his offensive capability, and his commander effect increases his tactical effectiveness. Like Grand Admiral Thrawn, Captain Panaka can switch the positions of two allied characters at the end of his turn.

Comparing Captain Panaka to Amidala's other bodyguard, Captain Typho (from the *Clone Strike* set), Panaka has a slightly higher cost in exchange for 10 more Hit Points, a slightly lower Defense, and an additional special ability. Both share the same Attack and Damage scores as well as the Bodyguard ability. However, they have different commander effects. Panaka can boost a squad's tactical maneuverability, while Typho gives Naboo Soldiers the Bodyguard ability, providing additional protection to an important ally.

Faction: Republic

Cost: 23

Hit Points: 70

Defense: 16

Attack: +8

Damage: 10

Special Abilities: Unique; Bodyguard; Opportunist

Commander Effect: At the end of this character's turn, 2 Medium allies within 6 squares of this character can switch positions.

Star Wars Roleplaying Game: Saga Edition Statistics

Captain Panaka CL 11

Medium Human soldier 7/elite trooper 2/officer 2

Destiny 1; **Force** 5

Init +14; **Senses** Perception +12

Languages Basic, Binary, Huttese

Defenses Ref 28 (flat-footed 23), Fort 27, Will 27

hp 107; **DR** 1; **Threshold** 27

Speed 6 squares

Melee unarmed +14 (1d6+8)

Ranged S-5 heavy blaster pistol (ascension gun) +17 (3d8+5 or special) or

Ranged blaster pistol +17 (3d6+5)

Base Atk +11; **Grp** +15

Atk Options Point Blank Shot, Precise Shot

Special Actions Battle Analysis, Deployment Tactics, Draw Fire, Harm's Way

Abilities Str 16, Dex 18, Con 14, Int 15, Wis 14, Cha 13

Special Qualities command cover, share talent (Harm's Way)

Talents Armored Defense, Battle Analysis, Deployment Tactics, Draw Fire, Greater Weapon Focus, Harm's Way **Feats** Armor Proficiency (light, medium), Far Shot, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple)

Skills Climb +13, Initiative +14, Knowledge (tactics) +12, Mechanics +12, Perception +12, Pilot +14

Possessions S-5 heavy blaster pistol (ascension gun), Naboo Royal Pistol (blaster pistol), Security Officer uniform with blast vest (+2 armor), encrypted comlink

Theed Arms S-5 heavy blaster pistol (ascension gun) -- The Theed Arms S-5 combines the firepower of a heavy blaster pistol with the utility of an ascension gun. This allows the wielder to carry a single weapon that provides for defense, quick ascension capability, and the ability to capture an opponent. A successful hit using the liquid cable feature ensnares a target or securely attaches to a targeted surface. It can lift up to 500 kilograms and has a range of 8 squares. It holds two 20-meter liquid cables. The blaster pack holds 20 shots before depletion. The gun also holds 10 microdarts (1d2 points of damage and paralytic poison [see page 255 of the *Saga Edition Core Rulebook*], max range 6 squares).



Echani Handmaiden

The Echani Handmaidens are a group of sisters who serve Jedi Master Atris on Telos IV after the end of the Jedi Civil War. They are trained in the well-respected Echani combat techniques. Their physical appearance is strikingly similar, except for the Last Handmaiden, Brianna, who had a different mother than her sisters. She eventually joined the Jedi Exile in her pursuit of the Sith Lords, which ultimately turned her against her sisters and Jedi Master Atris.

In the **Star Wars Miniatures Game**, the Echani Handmaiden lives up to the sisters' background as highly trained combatants. The Handmaiden tears into enemies using Double Attack with Twin Attack. Her Greater Mobile Attack ability allows the Echani Handmaiden to move effectively across the battlefield and still take advantage of her multiple attacks.

Her statistics are lower than most other units of the same cost, although the lower Defense is offset somewhat by the inclusion of the Evade ability. Her low Damage score mitigates the unit's multiple attacks. The Handmaiden is most effectively deployed against enemy units with only 10 or 20 Hit Points, where multiple attacks give it the best chance to eliminate an opposing character in a single turn. Use Greater Mobile Attack to keep the Handmaiden under cover or out of sight to improve its chances of survival on the battle grid.

Faction: Fringe

Cost: 23

Hit Points: 40

Defense: 15

Attack: +7

Damage: 10

Special Abilities: Double Attack; Evade; Greater Mobile Attack; Twin Attack

Star Wars Roleplaying Game: Saga Edition Statistics

Echani Handmaiden CL 5

Medium female Human scout 1/soldier 4

Force 3

Init +10; **Senses** Perception +7

Languages Basic

Defenses Ref 21 (flat-footed 17), Fort 17, Will 15

hp 46; **Threshold** 17

Speed 6 squares

Melee unarmed +5 (1d6+4) or

Melee staff +5 (1d6+5)

Ranged blaster pistol +7 (3d6+3) or

Ranged blaster pistol +5 (4d6+3) with Rapid Shot or

Ranged blaster pistol +2/+2 (3d6+3/3d6+3) with Dual Weapon Mastery I or

Ranged blaster pistol +0/+0 (4d6+3/4d6+3) with Dual Weapon Mastery I and Rapid Shot

Base Atk +4; **Grp** +6

Atk Options Rapid Shot, Running Attack

Special Actions Devastating Attack (pistols), Evasion, Melee Smash

Abilities Str 13, Dex 16, Con 10, Int 11, Wis 10, Cha 14

Talents Devastating Attack (pistols), Evasion, Melee Smash

Feats Armor Proficiency (light), Dual Weapon Mastery I, Echani Training, Rapid Shot, Martial Arts I, Running Attack, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +10, Jump +8, Mechanics +7, Perception +7, Stealth +10, Survival +7

Possessions Handmaiden's staff (quarterstaff), two blaster pistols, Handmaiden's robes



KNIGHTS OF THE OLD REPUBLIC MINIATURES PREVIEW 6: SITH MARAUDER AND ASN ASSASSIN DROID

By Gary M. Sarli

Sith Marauder

Their burning golden eyes glinting in the light of a blood red blade, these merciless marauders are the incarnation of the dark side's primal rage. To them, the Force exists only to channel their hatred into their martial mastery, and any other use is an unworthy distraction from their destiny.

In the **Star Wars Miniatures Game**, the Sith Marauder fills the same niche as the somewhat overcosted Dark Side Enforcer (*Champions of the Force*). Despite costing 4 points less, the Marauder has +2 Attack, +2 Defense, +1 Force, and two nice utility Force Powers (Lightsaber Deflect and Lightsaber Sweep). Because of this, the Sith faction now has a viable mid-cost melee fighter -- certainly not "filler," but definitely not the centerpiece of your squad.

Still, don't get overconfident when fighting a Republic squad. The Marauder can't stand up to a Jedi Weapon Master (also *Champions of the Force*) or a high-value Jedi Master -- but really, who other than a Sith Lord can? While you can sacrifice a Marauder to put a big dent in such an enemy, you're probably better off using them in a supporting role, clearing out clusters of low-cost enemies with Lightsaber Sweep or playing wingman to a heavyhitter.

Faction: Sith
Cost: 22
Hit Points: 80
Defense: 18
Attack: +11
Damage: 20
Special Abilities: Melee Attack; Double Attack
Force Powers: Force 2; Lightsaber Deflect; Lightsaber Sweep

Star Wars Roleplaying Game: Saga Edition Statistics

Sith Marauder **CL 8**
Medium Human Jedi 7/Sith apprentice 1
Destiny 1; Force 5; Dark Side 8
Init +11; Senses Perception +8
Languages Basic, Huttese, Sith

Defenses Ref 22 (flat-footed 20), Fort 22, Will 19; Block, Deflect
hp 84; Threshold 22

Speed 6 squares
Melee lightsaber +13 (2d8+12) or
Melee lightsaber +11 (3d8+12) or
Ranged by weapon +10
Base Atk +8; Grp +11
Atk Options Cleave, Melee Defense, Power Attack, Whirlwind Attack, Wicked Strike
Special Actions Resilience
Force Powers Known (Use the Force +9): *dark rage*

Abilities Str 16, Dex 14, Con 14, Int 14, Wis 8, Cha 10
Talents Block, Deflect, Resilience, Weapon Specialization (lightsabers), Wicked Strike
Feats Cleave, Force Sensitivity, Force Training, Melee Defense, Power Attack, Rapid Strike, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack
Skills Acrobatics +11, Endurance +11, Initiative +11, Perception +8, Use the Force +9
Possessions lightsaber (self-built), Sith robes, utility belt



ASN Assassin Droid

Though it appears to be a harmless courier droid, the ASN-121 assassin droid is an insidious device used by the Malkite Poisoners and other killers-for-hire to eliminate well-defended targets. Because of their low-profile appearance and anti-security jamming system, they can often slip into areas that would normally be too well monitored for a more mainstream assassination attempt.

Customized for each individual buyer, no two ASN-121s are quite alike. For example, some versions are miniaturized but more highly skilled assassins designed for heavier fighting (page 135, *Threats of the Galaxy*), ideal for targets employing larger numbers of organic guards. An ASN-121 similar to the one shown here was used by Zam Wesell to deliver two poisonous kouhuns to Senator Amidala's suite on Coruscant just prior to the start of the Clone Wars.

In the **Star Wars Miniatures Game**, the ASN Assassin Droid reprises two abilities that haven't been seen in a while: Kouhun Infestation (Zam Wesell, *Clone Strike*) and Programmed Target (E522 Assassin Droid, *Bounty Hunters*). Both make the ASN particularly good at hitting a high-value target on your opponent's squad.

Combined with the mobility provided by Flight, the ASN has potential to catch an opponent by surprise. For example, you might move the ASN as your last activation on one round, using Flight to move through 12 squares that would normally be impassable in one turn (for example, pits, low objects, or groups of enemies). Then, on your first activation of the following round, use Kouhun Infestation to strike out at a target that's still 12 squares away and not in line of sight. For best results, combine with some form of initiative control (such as Recon) to maximize your chances of getting three or more turns back to back. It's a 50/50 gamble because the target gets a save, but at the very least, it can throw your opponent off or prompt him to waste too much effort taking out the assassin droid.

Faction: Fringe

Cost: 27

Hit Points: 50

Defense: 18

Attack: +8

Damage: 20

Special Abilities: Droid; Flight; Kouhun Infestation; Programmed Target

Star Wars Roleplaying Game: Saga Edition Statistics

ASN-121 Assassin Droid CL 5

Medium droid (4th-degree) soldier 5

Force 4

Init +9; **Senses** darkvision, low-light vision, Perception +11

Languages Basic, Binary, 2 unassigned

Defenses Ref 18 (flat-footed 16), Fort 19, Will 17

hp 54; **Threshold** 19

Speed fly 12 squares

Melee claw +7 (1d4+4) or

Ranged sniper blaster +8 (3d8+4) or

Ranged sniper blaster +8 (4d8+4) with Deadeye

Base Atk +5; **Grp** +7

Atk Options Deadeye, Devastating Attack (rifles), Point Blank Shot, Precise Shot

Special Actions anti-security stealth system, Demolitionist

Abilities Str 14, Dex 14, Con —, Int 14, Wis 14, Cha 8

Talents Demolitionist, Devastating Attack (rifles), Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Deadeye, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +7, Initiative +9, Mechanics +9, Perception +11, Stealth +4, Use Computer +9 **Systems** flying locomotion, heuristic processor, 1 claw appendage, 2 tool appendages (one with stabilized mount), improved sensor package, darkvision, internal storage (2 kg), anti-security stealth system **Possessions** sniper blaster (treat as blaster rifle with targeting scope)

Availability Illegal; **Cost** 5,730

Anti-Security Stealth System -- As a swift action, an ASN-121 assassin droid can activate an anti-security stealth system that grants total concealment against sensor scans, making Stealth checks possible even without cover, darkness, or another source of concealment. If sensors detect an ASN-121 while this system is active, it is obvious that an illegal jamming device is in use (probably tipping off security that this is an assassin droid).



KNIGHTS OF THE OLD REPUBLIC MINIATURES PREVIEW

7: JAR JAR BINKS AND HAN SOLO, SMUGGLER

By Gary M. Sarli

Jar Jar Binks

"Yousa follow me now, okie-day?"

Somehow, the fate of the galaxy has done exactly that. Two Jedi followed Jar Jar Binks to Otoh Gunga, then followed his lead to reach occupied Theed and rescue a captive queen. A Gungan army followed him as a bombard general during the Battle of Naboo. The Gungan people followed his lead as Senator. The Galactic Senate followed his motion to create the Grand Army of the Republic to combat the Separatist threat.

Most likely, he is as surprised as anyone.

In the **Star Wars Miniatures Game**, Jar Jar Binks is essentially a walking gimmick that forces your opponent to fight on your terms. Position him where he is within 6 squares of allies you want to protect *and* within 6 squares of one or more enemies. If any of these allies are attacked, you can use Draw Fire to force that enemy to target Jar Jar instead. At that point, Bombad Gungan can come into play, potentially redirecting the attack at a character of your choice within 6 squares. You only have a 50% chance to successfully use Draw Fire, and only a combined 25% chance to successfully use both Draw Fire and Bombad Gungan, but this is enough that your opponent will be forced to plan around it.

Ideally, position Jar Jar so that he is adjacent to as many enemies as possible. If any attempt to attack him, they'll trigger Bombad Gungan. If they attempt to move so that he won't be the only legal target, they'll trigger an attack of opportunity from him. Granted, his attacks of opportunity are as weak as they come, but it all adds up, and weaker enemies (such as Battle Droids) will be particularly vulnerable to the chaos he brings to the fight.

Faction: Republic

Cost: 18

Hit Points: 60

Defense: 17

Attack: +2

Damage: 10

Special Abilities: Unique; Gungan; Melee Attack; Bombad Gungan (Whenever an enemy targets him, this character must attempt a save of 11. On a success, the attack is redirected to another character of your choice within 6 squares. If no other character is within 6 squares, the attack is negated.); Draw Fire

Star Wars Roleplaying Game: Saga Edition Statistics

Jar Jar Binks CL 6

Medium Gungan nonheroic 6/scoundrel 3/soldier 1

Force 3

Init +6; **Senses** low-light vision, Perception +8

Languages Basic, Gunganese

Defenses Ref 21 (flat-footed 19), Fort 19, Will 15; Dodge, Mobility

hp 61; **Threshold** 24

Speed 6 squares, swim 4 squares

Melee unarmed +8 (1d4+3)

Melee cesta +8 (2d4+4)

Ranged energy ball +9 (2d4+4) with cesta or

Ranged energy ball +9 (2d4+3) when thrown

Base Atk +7; **Grp** +9

Atk Options Point Blank Shot

Special Actions Disruptive, Draw Fire, Walk the Line

Special hold breath

Abilities Str 12, Dex 14, Con 14, Int 8, Wis 8, Cha 8

Talents Disruptive, Draw Fire, Walk the Line

Feats Dodge, Improved Damage Threshold, Improved Defenses, Mobility, Point Blank Shot, Skill Training (Jump, Perception, Survival), Toughness, Weapon Proficiency (simple weapons)

Skills Jump +10, Perception +8, Survival +8, Swim +10 (can reroll, can take 10 when distracted)

Possessions cesta, 2 energy balls



Han Solo, Smuggler

A long time before he becomes a hero of the fledgling Rebel Alliance, Han Solo is a smuggler who works from one side of the galaxy to the other. Before winning the *Millennium Falcon* from Lando Calrissian at the Cloud City Sabacc Tournament, and even before he sacrifices a promising career in the Imperial Navy to save a Wookiee slave named Chewbacca, Solo makes a living on the unseen fringes of galactic life.

The game statistics shown below represent Solo at the height of his career, after his adventures in the Corporate Sector and the Tion Hegemony, but before he was forced to dump a load of Jabba the Hutt's spice on a smuggling run.

In the **Star Wars Miniatures Game**, Han Solo, Smuggler is essentially a slightly different take on the original Han Solo (*Rebel Storm*) rather than a significantly different or more powerful version representative of his later years. This version costs 1 point less, has 10 fewer Hit Points, and has a Defense 1 point lower, but his Attack is 2 points higher (making him more competitive in an environment that features an ever-higher number of enemies with Defenses of 20 or more).

Overall, this shifts his balance more toward striking rather than staying power, especially since he has Opportunist +20 (+4 Attack, +20 Damage) rather than Cunning Attack (+4 Attack, +10 Damage). Still, if you pit the original Han Solo against Han Solo, Smuggler in a head-to-head battle, Han Solo, Smuggler wins about 80% of the time. Despite going last every round to take advantage of Opportunist +20, that extra damage and higher Attack bonus more than make up for the lower Defense and Hit Points.

Faction: Rebel

Cost: 27

Hit Points: 70

Defense: 16

Attack: +10

Damage: 20

Special Abilities: Unique; Accurate Shot; Opportunist +20

Star Wars Roleplaying Game: Saga Edition Statistics

Han Solo (prior to Episode IV) CL 9

Medium Human scoundrel 5/soldier 2/ace pilot 1/gunslinger 1

Destiny 1; Force 5

Init +11; Senses Perception +10

Languages Basic, Huttese, Shyriiwook

Defenses Ref 25 (flat-footed 23), Fort 22, Will 22; Dodge

hp 61; **Threshold** 22

Speed 6 squares

Melee unarmed +7 (1d4+5)

Ranged heavy blaster pistol +8 (4d8+4) or

Ranged *Millennium Falcon* docking gun +11 (4d12+4) with Rapid Shot or

Ranged *Millennium Falcon* quad laser cannon +9 ([7d10+4]x2) with Rapid Shot or

Ranged *Millennium Falcon* concussion missile +11 ([9d10+4]x2, 4-square splash)

Base Atk +6; Grp +8

Atk Options Dastardly Strike, Devastating Attack (pistols), Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Close Scrape*, Fool's Luck, Vehicular Combat

Starship Maneuvers Known (Pilot +16): *angle deflector shields, skim the surface*

Abilities Str 13, Dex 15, Con 12, Int 14, Wis 12, Cha 14

Talents Close Scrape*, Dastardly Strike, Devastating Attack (pistols), Fool's Luck, Spacehound, Trigger Work

Feats A Few Maneuvers*, Dodge, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Pilot), Starship Tactics*, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +11, Initiative +11, Knowledge (galactic lore) +11, Mechanics +11, Perception +10, Pilot +16, Use Computer +11

Possessions heavy blaster pistol with targeting scope, tool kit, *Millennium Falcon* (page 156, *Starships of the Galaxy*)

* Some talents and feats shown here appear outside the *Saga Edition Core Rulebook*. If you don't have access to other books, make the following replacements:

Replace A Few Maneuvers (page 64, *Threats of the Galaxy*) with Running Attack.

Replace Close Scrape (page 17, *Starships of the Galaxy*) with Keep It Together

Replace Starship Tactics (page 20, *Starships of the Galaxy*) with Weapon Focus (pistols)



LEGACY OF THE FORCE PREVIEW 1: REPUBLIC COMMANDO TRAINING SERGEANT AND SHADO VAO

By Gary M. Sarli and Sterling Hershey

Republic Commando Training Sergeant

Jango Fett recruited 100 sergeants -- three-quarters of whom were Mandalorian -- to help train the clone commandos. Known as *Cuy'val Dur* (Mando'a for "those who no longer exist"), these sergeants had to leave everything behind -- work, home, and family -- and voluntarily become sequestered on Kamino for the duration of the secret training program. Furthermore, since no one knew how long it would be before the secret clone army became public knowledge, the sergeants could not know how long it would be before they could ever leave.

Some might wonder why anyone would volunteer for such a task. Perhaps they simply needed the money, perhaps the Mandalorians volunteered out of a personal loyalty to Jango Fett, or perhaps it was simply convenient to "disappear" for several years to escape troubles best left behind.

Given the great numbers of Mandalorians in their ranks, the *Cuy'val Dur* played a significant role in the identity of the commandos. While they encouraged a degree of individuality -- commandos were less likely to sound and act alike than were other clones -- it simultaneously created a sense of separation from their genetically identical brethren, even going so far as to speak Mando'a more extensively than the regular troops. (Some regular clones perceived this as cliquishness and elitism, referring to the commandos derisively as "the deluxe models.")

Ultimately, this shared identity was reinforced by the extreme brutality (and occasional lethality) of the sergeants' training regimens, their camaraderie growing deeper and more expressive of the details that set them apart from the rest.

Because of the extreme secrecy that surrounded the clones both before and during the Clone Wars, it is not clear if any sergeants were deployed in an official combat support role during battle. If they were, they probably would have used their extreme familiarity with the commandos to act as clone advisors (such as CC-01/425, who advised Delta Squad on some missions). In this role, they would have assisted with coordinating attacks, monitoring telemetry data from the squad (such as life support, power supply, shield strength, and so on), and keeping the squad advised of new intelligence and sensor data as it became available.

In the **Star Wars Miniatures Game**, the Republic Commando Training Sergeant has a substantial effect on the overall playability of "clone squads" that rely heavily on characters with Order 66, greatly multiplying the combat effectiveness of many overlooked and underused characters. First, the Training Sergeant's commander effect and special abilities are both unlimited by range, so you won't have to keep it near the front lines to get the most out of the figure. In fact, given the Training Sergeant's relatively low Hit Points and Defense, it's probably best to keep it out of harm's way as long as possible. If it ends up being your only remaining character, you're probably out of luck, but Attack +10 and Damage 20 give it at least a fighting chance against low-value enemies.

Second, the Training Sergeant's commander effect works on any ally that has Order 66, so it will affect everything from standard Clone Troopers to vehicles such as AT-RTs. That extra +10 Damage from combined fire can be devastating on such heavy-hitting attackers, and it can make the Aerial Clone Trooper Commander (Spotter 20) that much more valuable. Furthermore, the Grenades 30 enhancement greatly boosts the value of Clone Trooper Grenadiers and ARC Troopers, making their costs substantially more competitive.

Third, when making heavy use of Republic Commandos, the Training Sergeant obviously has the greatest effect.

Adding Shields 2 turns the Commandos into "tanks" comparable to Destroyer Droids, capable of taking a lot of punishment before being defeated, and Synchronized Fire (combined with the extra +10 Damage from combined fire, granted by the commander effect) makes them multiply the overall value of your squad. Republic Commando Scorch actually gains the most, benefiting from every ability and commander effect provided by the Training Sergeant. It's worth noting that the four Republic Commandos plus the Training Sergeant add up to 97 points, so this combination can be a squad in itself or a nucleus around which to build a larger "shooter" squad of 150 or even 200 points.

Star Wars Miniatures Game Stat Card Preview

Faction: Republic

Cost: 30

Hit Points: 30

Defense: 15

Attack: +10

Damage: 20

Special Abilities: Order 66, Delta Fire Support (Each ally whose name contains Republic Commando gains **Synchronized Fire** [Allies with Order 66 who combine fire with this character grant +6 Attack instead of +4]), Delta Shield Support (Each ally whose name contains Republic Commando gains **Shields 2** [When this character takes damage, make 2 saves; each roll of 11 reduces the damage dealt by 10])

Commander Effect: Whenever one or more allies with Order 66 combine fire with another character with Order 66, the attacker gets +10 Damage. Allies with Order 66 and Grenades 10 instead gain **Grenades 30** (Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save 11).

Star Wars Roleplaying Game: Saga Edition Statistics

Republic Commando Training Sergeant **CL 5**

Medium Human nonheroic 4/soldier 3/officer 1

Force 4; **Dark Side** 3

Init +11; **Senses** low-light vision, Perception +11

Languages Basic, Mando'a

Defenses Ref 21 (flat-footed 19), Fort 16, Will 18

hp 31; **Threshold** 16

Speed 4 squares

Melee vibroblade +7 (2d6+2)

Ranged blaster carbine +9 (3d8+2) or

Ranged frag grenade +9 (4d6+2)

Base Atk +7; **Grp** +9

Special Actions Assault Tactics, Battle Analysis, Indomitable

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 12

Talents Assault Tactics, Battle Analysis, Indomitable

Feats Armor Proficiency (light, medium), Skill Training (Mechanics, Use Computer), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Initiative +11, Knowledge (tactics) +10, Perception +11, Mechanics +10, Use Computer +10

Possessions Corellian powersuit with helmet package, blaster carbine, heavy blaster pistol, grenade launcher, frag grenade (4), thermal detonator, vibroblade (2), long-range comlink (encrypted, wrist-mounted, holo-capable), utility belt



Shado Vao

"Your plan has a flaw. It assumes you can kill me." -- Shado Vao to Darth Talon

Shado Vao is a calm and confident Legacy-era Jedi Knight with impressive lightsaber skills. He survived a devastating Sith attack on the Jedi Temple on Ossus, piloting a ship that carried the last Jedi survivors, including many Padawans and Jedi Master Wolf Sazen. Years later, he would join Master Sazen in a search for Sazen's former Padawan Cade Skywalker, who went missing at the battle on Ossus.

The ensuing adventures and skirmishes gave Vao many opportunities to display his lightsaber combat skills. One of his favorite tactics is to suddenly ignite the second blade of his double-bladed lightsaber well into a skirmish.

He is calm and cool even in the heat of battle, and often engages his enemy in a verbal duel as well as a physical one.

In the **Star Wars Miniatures Game**, Shado Vao is an impressive melee combatant for the New Republic faction.

His Greater Mobile Attack ability combined with Double Attack makes him highly mobile on the battlefield, able to advance, strike with Double Attack, and retreat in the same activation. His Force Powers improve his defenses significantly; Master of the Force allows him to use two powers in a single turn, and Force Renewal keeps his powers available throughout the game. His excellent Attack and Defense scores make Vao dangerous to any enemy. At 48 points, his cost is similar to that of other highly rated Jedi and in the same range as many of his Legacy-era Sith opponents.

Star Wars Miniatures Game Stat Card Preview

Faction: New Republic

Cost: 48

Hit Points: 100

Defense: 22

Attack: +13

Damage: 20

Special Abilities: Unique, Melee Attack, Double Attack, Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

Force Powers: Force 2, Force Renewal 1, Lightsaber Block, Lightsaber Deflect, Lightsaber Precision, Lightsaber Riposte, Master of the Force 2 (May spend Force points up to 2 times in a single turn)

Star Wars Roleplaying Game: Saga Edition Statistics

Shado Vao CL 10

Medium Twi'lek Jedi 7/Jedi Knight 3

Destiny 2; Force 7; Dark Side 0

Init +8; Senses low-light vision, Use the Force +17

Languages Basic, Ryl, Huttese

Defenses Ref 25 (flat-footed 22), Fort 26, Will 24

hp 100; **Threshold** 26

Speed 6 squares

Melee lightsaber +12 (2d8+7) or

Melee double-bladed lightsaber +9/+9 (2d8+7) with Dual Weapon Mastery I

Ranged by weapon +13

Base Atk +10; **Grp** +13

Atk Options Running Attack

Special Actions Block, Deflect, Force Focus

Force Powers Known (Use the Force +17): *battle strike*, *farseeing*, *Force thrust* (2), *mind trick*, *move object*, *rebuke* (2), *surge*

Abilities Str 13, Dex 16, Con 14, Int 12, Wis 14, Cha 15

Talents Block, Deflect, Force Focus, Force Perception, Multiattack Proficiency (lightsabers), Visions

Feats Dual Weapon Mastery I, Force Sensitivity, Force Training (3), Running Attack, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +13, Deception +7 (may reroll), Pilot +13, Use the Force +17

Possessions double-bladed lightsaber, Jedi robes



LEGACY OF THE FORCE PREVIEW 2: CADE SKYWALKER, BOUNTY HUNTER AND DELIAH BLUE

By Sterling Hershey

Cade Skywalker, Bounty Hunter

About 125 years after the fall of Emperor Palpatine, Cade Skywalker is the last of the Skywalkers. Like his predecessors, the Force is strong in him. And, like many of them, he struggles to find his way between the dark and light sides. He's temperamental, often selfish, and he tries to forget his lineage after the devastating Sith attack on the Jedi Temple at Ossus. He lost his father, Kol Skywalker, and used an extraordinary healing power that tapped into the dark side of the Force to save his dying Master.

Fearing the temptation of the dark side, Cade abandoned the Jedi way and fell in with a pirate gang that rescued him from the debris of Ossus. Cade became an effective bounty hunter over the next seven years, working with his companions, Deliah Blue and Jariah Syn. However, Cade would soon discover that a Skywalker's destiny is not so easily cast aside, as the remaining Jedi and the new Sith took interest in his lineage and abilities.

In the *Star Wars Miniatures Game*, Cade Skywalker, Bounty Hunter represents Cade in the early stories of Dark Horse's *Star Wars: Legacy* comic book series. During this time, Cade conceals his abandoned Jedi past, preferring to use his specialized blaster over a telltale lightsaber. However, he retains his impressive Force Powers and high number of Force points. These are most effectively used with Force Push 3 and the highest-rated version of Force Heal (40) seen so far in the game.

His Hit Points, Attack score, and Defense score are lower than those of other miniatures of about the same cost, but his attacks are bolstered by a devastating combination of Special Abilities: Bounty Hunter +4, Double Attack, Splash 10, and Twin Attack. Few opponents can stand up to such an assault for long, and lesser foes should avoid grouping together to avoid his Splash damage. Fittingly, Cade is a member of the Fringe faction, reflecting his history of shifting alliances.

Star Wars Miniatures Game Stat Card Preview

Faction: Fringe

Cost: 61

Hit Points: 110

Defense: 20

Attack: +12

Damage: 20

Special Abilities: Unique; Bounty Hunter +4; Double Attack; Splash 10; Twin Attack

Force Powers: Force 5; Force Heal 40 (Force 2); Force Push 3 (Force 3, replaces turn: range 6; 30 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 3 squares if Huge or smaller)

Star Wars Roleplaying Game: Saga Edition Statistics

Cade Skywalker, Bounty Hunter (as of *Legacy Vol. 1: Broken*)

CL 10

Medium male Human Jedi 1/scout 5/soldier 1/bounty hunter 2

Destiny 1; **Force** 5, Strong in the Force; **Dark Side** 5

Init +11 (may reroll); **Senses** Perception +10 (may reroll)

Languages Basic, Huttese, Shyriiwook

Defenses Ref 26 (flat-footed 24), Fort 25, Will 21

hp 96; **Threshold** 25

Speed 6 squares

Melee unarmed +8 (1d6+5)

Melee lightsaber* +8 (2d8+6)

Ranged double-barreled blaster carbine +9 (3d8+6) or

Ranged double-barreled blaster carbine +4/+4 (3d8+6) with Double Attack

Base Atk +7; **Grp** +9

Atk Options Double Attack

Special Actions Acute Senses, Deflect, Hunter's Mark, Power of the Dark Side

Force Powers Known (Use the Force +11): *dark transfer, Force disarm, Force thrust, move object*

Abilities Str 13, Dex 15, Con 18, Int 14, Wis 13, Cha 14

Special Qualities familiar foe +1

Talents Acute Senses, Armored Defense, Deflect, Hunter's Mark, Improved Initiative, Power of the Dark Side

Feats Armor Proficiency (light), Double Attack (rifles), Force Sensitivity, Force Training (2), Martial Arts I, Skill Training (Survival), Strong in the Force, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +11, Initiative +11, Perception +10, Pilot +11, Survival +10, Use the Force +11

Possessions double-barreled blaster carbine (tech specialist mod; +2 to damage) with no stock, data chips, the *Mynock*, blast vest (+2 armor)

* Cade does not carry his own lightsaber at this time but occasionally uses others when the need arises.



Dark transfer [Dark Side] -- You use the dark side of the Force to heal another living creature. **Time:** Standard action. **Target:** One creature touched.

Make a Use the Force Check: The result of the check determines the effect, if any:

DC 15: The target heals hit points equal to 2 x your character level.

DC 20: The target heals hit points equal to 3 x your character level.

DC 25: The target heals hit points equal to 4 x your character level.

Each time you use *dark transfer*, you move -1 persistent step down the condition track. You must rest for 8 hours to remove this condition.

Special: You may spend a Force Point to avoid moving down the condition track when you use this Force power. You may spend a Destiny Point to revive a creature that has just died. You must use this Force power within 1 round of the creature's death to revive it, and you must succeed on a DC 25 Use the Force check. If successful, the creature is unconscious instead of dead and does not heal any hit points from the use of *dark transfer*.

Deliah Blue

Deliah Blue is Cade Skywalker's Zeltron mechanic, fellow bounty hunter, and sometime lover. The Zeltrons are known for their hedonistic and fun-loving ways, and while Deliah is no exception, she is more adventurous than many. She uses her natural Zeltron empathic abilities to her advantage whether chasing a bounty or chasing Cade. Deliah is also a capable mechanic, well known for her skill in keeping Cade's troublesome ship, the *Mynock*, flying. Deliah, Cade, and Jariah Syn worked as a bounty hunter team until Cade felt compelled to pursue his own path after encountering the Sith and the Jedi, leaving the other two to fend for themselves for a time.

In the *Star Wars Miniatures Game*, Deliah Blue is a member of the Fringe faction. Compared to other pieces in her cost range, she has comparable Defense and Damage scores, but her Hit Points are lower. She also has a lower Attack score -- until you factor in Bounty Hunter +4 and Cunning Attack. Like all bounty hunters, she is much more effective against other Unique characters. However, she is best deployed with squads featuring minis that have the Mounted Gunner ability, because she can heal and combine fire with them. And since she should stay close by, she might as well use these allies for cover while employing Mobile Attack.

Star Wars Miniatures Game Stat Card Preview

Faction: Fringe

Cost: 33

Hit Points: 60

Defense: 17

Attack: +7

Damage: 20

Special Abilities: Unique; Accurate Shot; Bounty Hunter +4; Cunning Attack; Gunner +10; Industrial Repair 30; Mobile Attack

Star Wars Roleplaying Game: Saga Edition Statistics

Deliah Blue (as of *Legacy Vol. 1: Broken*) CL 8

Medium female Zeltron scoundrel 4/ scout 4

Destiny 1; Force 4; Dark Side 1

Init +6 (may reroll); **Senses** Perception +10 (may reroll)

Languages Basic, Huttese, Shyriiwook

Defenses Ref 22 (flat-footed 20), Fort 20, Will 20

hp 55; **Threshold** 20

Speed 6 squares

Melee unarmed +6 (1d4+4)

Ranged blaster pistol +9 (3d6+4) or

Ranged blaster pistol +9 (4d6+4) with Deadeye or

Ranged wrist launcher +8 (1d4+4 and roll 1d20+5 versus target's Fortitude Defense; if successful, target falls unconscious for 1d4+2 rounds)

Base Atk +6; **Grp** +8

Atk Options Deadeye, Keen Shot, Point Blank Shot, Precise Shot, Running Attack

Special Actions Acute Senses, Dodge, Hyperdriven, Spacehound, Vehicular Combat

Abilities Str 10, Dex 14, Con 13, Int 14, Wis 12, Cha 17

Special Qualities Zeltron empathy

Talents Acute Senses, Hyperdriven, Keen Shot, Spacehound

Feats Deadeye, Dodge, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Mechanics), Skill Focus (Persuasion), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +12, Mechanics +16, Perception +10, Persuasion +17, Pilot +11, Use Computer +11

Possessions blaster pistol, wrist launcher with knockout darts (max. range 6), tool kit, comlink



Zeltron Species Traits

Abilities: -2 Con, -2 Wisdom, +4 Cha. Zeltrons are charismatic and gregarious, but their indulgent nature sometimes leads them to act before thinking.

Medium Size: As Medium creatures, Zeltrons have no special bonuses or penalties due to their size.

Speed: Zeltron base speed is 6 squares.

Conditional Bonus Feat: A Zeltron that has Persuasion as a trained skill gains Skill Focus (Persuasion) as a bonus feat.

Zeltron Empathy: Zeltrons are naturally empathic. As a free action, a Zeltron may make a Perception check opposed by a target's Will Defense. If successful, the Zeltron may discover the target's attitude toward him or her, as well as the target's general emotional state. The target cannot detect this check.

Intuitive Initiative: Zeltrons are known for their quick reactions. A Zeltron may choose to reroll any Initiative check, but the result of the reroll must be accepted, even if it is worse.

Automatic Languages: Zeltrons speak Basic.

LEGACY OF THE FORCE PREVIEW 3: DUG FRINGER AND MANDALORIAN TROOPER

By Sterling Hershey and Gary M. Sarli

Dug Fringer

Dugs are a rarity in the galaxy at large, and given their well-known mean-spiritedness and unfriendly nature, the galaxy isn't missing out on much. Natives of Malastare, the Dugs are in a perpetual struggle with the Gran, who colonized the planet during the Old Republic. The Dugs have been marginalized in every significant way, further contributing to their nasty demeanor. The Dugs who leave Malastare usually find their way to the less savory areas of the galaxy, falling in with the fringe of society. Aside from their attitudes, Dugs are also known for their agility, developed from generations of tree-dwelling on their homeworld.

The Dug Fringer in the **Star Wars Miniatures Game** is a tenacious piece at short range. He's best at fighting up close and personal against lesser opponents, taking advantage of his Close-Quarters Fighting ability that gives him +4 to attack against adjacent enemies. Use it in combination with Cunning Attack to further boost attack and damage. Finally, his Wall Climber ability increases his mobility in terrain that's difficult to navigate, so use it to maneuver him into an optimal position to take advantage of his other abilities.

Star Wars Miniatures Game Stat Card Preview

Faction: Dug Fringer

Cost: 11

Hit Points: 30

Defense: 15

Attack: +5

Damage: 10

Special Abilities: Close-Quarters Fighting; Cunning Attack; Wall Climber

Star Wars Roleplaying Game: Saga Edition Statistics

Dug Fringer CL 3

Small Dug scout 3

Dark Side 1

Init +8; **Senses** Perception +6

Languages Basic, Dug

Defenses Ref 20 (flat-footed 18), Fort 14, Will 13

hp 33; **Threshold** 14

Speed 6 squares (with Long Stride)

Melee unarmed +3 (1d3+2)

Ranged blaster pistol +4 (3d6+1) or

Ranged blaster pistol +2 (4d6+1) with Rapid Shot

Base Atk +2; **Grp** -1

Atk Options Careful Shot, Point Blank Shot, Rapid Shot

Special Actions Long Stride, Surefooted

Abilities Str 13, Dex 14, Con 11, Int 12, Wis 10, Cha 8

Talents Long Stride, Surefooted

Feats Careful Shot, Point Blank Shot, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +7 (may reroll), Initiative +8, Jump +7 (may reroll), Mechanics +7, Perception +6, Stealth +13

Possessions blaster pistol



Dug Species Traits

Abilities: +2 Dexterity, -2 Wisdom, -2 Charisma. Dugs are quick but impulsive and often offensive to others.

Small Size: As Small creatures, Dugs gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks.

Speed: Dug base speed is 4 squares.

Conditional Bonus Feat: A Dug that has Acrobatics as a trained skill gains Skill Focus (Acrobatics) as a bonus feat.

Dug Agility: The Dugs' natural environment makes them extremely agile. Dugs may reroll any Climb check or Jump check, but the result of the reroll must be accepted, even if it is worse.

Lightning Reflexes: Dugs gain a +2 species bonus to their Reflex Defense, accounting for their uncanny ability to avoid danger.

Automatic Languages: Dugs speak Dug.

Mandalorian Trooper

Four millennia before the Battle of Yavin, Mandalore the Ultimate unleashed the Neo-Crusaders, ravaging the fringes of the galaxy before the Jedi Revan and Malak led a counterattack, in defiance of the wishes of the Jedi Council. At Malachor V, vast numbers of Mandalorians -- along with countless Republic troops and Jedi -- were killed by a devastating superweapon that left the planet crushed and broken. The surviving Mandalorians scattered throughout the galaxy, living on as mercenaries, bodyguards, and at times little more than brigands and bandits. Eventually, the scattered clans would be reunited by Canderous Ordo (who had taken up the mantle of Mandalore), and their warrior tradition would live on.

In the **Star Wars Miniatures Game**, the Mandalorian Trooper is a non-melee alternative to the Mandalorian Warrior. For the same cost, you lose 1 point of Attack, 10 points of Damage, and Cleave in exchange for Cunning Attack, Stealth, and removing the limitations of Melee Attack. In addition, Deadeye is a bit more valuable than Mighty Swing: The latter can come into play only if an enemy ends its turn within 2 squares, but the former can be used on any eligible target in line of sight.

Furthermore, Stealth provides a little extra protection for the Trooper's best abilities. Using Cunning Attack early in the round is valuable, but it can leave you exposed to counterattack as the round unfolds. Similarly, using Deadeye leaves you in the same square, making you easier to reach and attack. Stealth gives you at least some protection against attacks, making the Trooper more likely to survive another round. The result is a flexible, survivable, general-purpose "filler" character that helps to round out the Mandalorian faction.

Star Wars Miniatures Game Stat Card Preview

Faction: Mandalorian

Cost: 14

Hit Points: 40

Defense: 16

Attack: +8

Damage: 10

Special Abilities: Cunning Attack; Deadeye; Stealth

Star Wars Roleplaying Game: Saga Edition Statistics

Mandalorian Trooper CL 3

Medium Human nonheroic 9

Init +6; **Senses** Perception +4

Languages Mando'a

Defenses Ref 18 (flat-footed 16), Fort 13, Will 10

hp 40; **Threshold** 13

Speed 6 squares

Melee vibroblade +7 (2d6+2)

Ranged blaster rifle +8 (3d8) or

Ranged blaster rifle +8 (4d8) with Deadeye

Base Atk +6; **Grp** +8

Atk Options Deadeye, Point Blank Shot, Precise Shot

Abilities Str 12, Dex 14, Con 12, Int 8, Wis 10, Cha 9

Feats Armor Proficiency (light), Deadeye, Point Blank Shot, Precise Shot, Toughness, Weapon Proficiency (advanced melee weapons, pistols, rifles)

Skills Endurance +10, Stealth +11

Possessions Light Mandalorian Neo-Crusader armor, blaster rifle with targeting scope, vibroblade, comlink



TABLE 1-1: ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	WEIGHT	AVAILABILITY
Light Armor (-2)						
Mandalorian Neo-Crusader armor	3,000	+6	+2	+3	42 kg	Military, Rare

LEGACY OF THE FORCE PREVIEW 4: DEENA SHAN AND HAN SOLO, GALACTIC HERO

By Sterling Hershey and Gary M. Sarli

Deena Shan

Deena Shan is a young woman torn between the excitement of the Rebellion and doubts about her position within it. Deena's early mundane duties left her wondering if she had made the right choice in joining up. But an unexpected encounter with *Millennium Falcon* and the heroes of Yavin quickly chased away the boredom. Afterward, Deena found herself serving in Rebel undercover operations, using her looks and persuasive skills against unsuspecting Imperial officers. Unfortunately, she wasn't prepared for an emotional clash between her feelings and her duties. Though capable, her internal struggles continue to plague her throughout her Rebel career.

In the **Star Wars Miniatures Game**, Deena Shan is an unusual piece. She is one of the lowest-cost units to have the Disruptive special ability, making her a good counter to lesser enemy units that have Commander Effects. While just as effective against stronger units, she won't last as long against them. In any case, her Stealth ability should get her close enough to be effective, provided that she is deployed with other units to draw enemy fire from her. She compares well to other Rebel faction units of the same cost, with a higher Defense score but lesser damage capabilities. She is best used in squads that complement her Disruptive ability.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel

Cost: 12

Hit Points: 30

Defense: 18

Attack: +5

Damage: 10

Special Abilities: Unique; Disruptive; Stealth

Star Wars Roleplaying Game: Saga Edition Statistics

Deena Shan CL 5

Medium female Human scoundrel 1/scout 4

Destiny 1; Force 3

Init +3; **Senses** Perception +9 (may reroll)

Languages Basic, Bocce

Defenses Ref 18 (flat-footed 17), Fort 16, Will 18

hp 36; **Threshold** 16

Speed 6 squares

Melee unarmed + 3 (1d4+2)

Ranged blaster pistol + 5 (3d6+2)

Base Atk +3; **Grp** +4

Atk Options Point Blank Shot, Precise Shot

Special Actions Acute Senses, Disruptive, Dodge, Improved Stealth

Abilities Str 10, Dex 13, Con 10, Int 13, Wis 14, Cha 16

Talents Acute Senses, Disruptive, Improved Stealth

Feats Dodge, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +15, Gather Information +10, Perception +9 (may reroll), Persuasion +15, Stealth +8 (may reroll), Use Computer +8

Possessions blaster pistol, comlink



Han Solo, Galactic Hero

Forty years after the Battle of Yavin, Han Solo finds himself torn between his family and his loyalties to his homeworld. Corellia has seceded from the Galactic Alliance, and the tensions have escalated to the brink of all-out war. Meanwhile, his brother-in-law Luke and son Jacen stand firmly on the side of the Galactic Alliance.

Worse, Jacen shows an increasingly dictatorial streak with the Galactic Alliance Guard, which he treats as his personal army. The galaxy is hurtling toward a terrible future that relives the worst of the past, and Han once more dons the mantle of the reluctant hero, trying to stand for what is right. But now, more than ever, what is "right" is not so easy to see.

In the **Star Wars Miniatures Game**, Han Solo, Galactic Hero is potentially game-changing for the New Republic faction. Disruptive and Never Tell Me The Odds are not new abilities, but they have the same devastating effect on enemy squads featuring Grand Admiral Thrawn. Even better, this version of Han is one of the best nonmelee followers in the game -- not the equal of Boba Fett, Bounty Hunter, but a fair match for almost anyone else.

Greater Mobile Attack is outstanding. It allows Han to make two attacks every round even while moving in and out of line of sight.

- First, find a corner that is fairly defensible. An intersection of two hallways with a good line of sight over the middle of the map is ideal, especially if there is no other way to break line of sight within 6 squares of Han's sniping position.
- On Han's turn, move up to get line of sight on an enemy, attack twice with Double Attack, and then use your remaining movement to pull back out of line of sight. Because of Accurate Shot, Han can target almost anyone regardless of cover, so the only way to avoid his attacks is to stay out of line of sight altogether.
- If enemies do move up to try to reach Han, they rarely be able to do so and attack in a single turn. As long as you don't lose initiative on the following round, Han will be able to hit that character with Cunning Attack on your first activation.

For best results, pair Han up with some initiative control -- for example, Talon Karrde (from the *Bounty Hunters* set) -- which will help you get the most out of Never Tell Me The Odds, Cunning Attack, and Greater Mobile Attack.

Star Wars Miniatures Game Stat Card Preview

Faction: New Republic

Cost: 50

Hit Points: 90

Defense: 19

Attack: +10

Damage: 20

Special Abilities: Unique; Accurate Shot; Cunning Attack; Disruptive; Double Attack; Evade; Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement); Never Tell Me The Odds

Star Wars Roleplaying Game: Saga Edition Statistics

Han Solo (early Legacy Era) CL 19

Medium Human scoundrel 5/soldier 3/ace pilot 5/gunslinger 5/officer 1

Destiny 3; Force 7; Dark Side 2

Init +20; Senses Perception +16

Languages Basic, Huttese, Rodese, Shyriiwook

Defenses Ref 34 (flat-footed 33), Fort 31, Will 35

hp 98; Threshold 31

Speed 6 squares

Melee unarmed +15 (1d4+9)

Ranged heavy blaster pistol +17 (3d8+13)

Ranged heavy blaster pistol +17 (4d8+13) with Rapid Shot or

Ranged heavy blaster pistol +14/+14 (4d8+13) with Double Attack and Rapid Shot or

Ranged quad laser cannons +19 ([6d10+9] x 2) or

Ranged quad laser cannons +14/+14 ([6d10+9] x 2) with Double Attack or

Ranged concussion missiles +21 ([9d10+9] x 2)

Base Atk +15; Grp +16

Atk Options Double Attack (pistols), Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +1d6

Special Actions Combined Fire*, Deceptive Shot, Draw Fire, Fool's Luck, Full Throttle, Keep It Together, Quick Draw

Starship Maneuvers Known* (Pilot +20): *angle deflector shields, overwhelming assault, skim the surface*

Abilities Str 10, Dex 13, Con 11, Int 16, Wis 14, Cha 16

Special Qualities trusty sidearm +2, vehicle dodge +2

Talents Combined Fire*, Deceptive Shot, Draw Fire, Fool's Luck, Full Throttle, Keep It Together, Multiattack Proficiency (pistols), Sneak Attack +1d6, Spacehound, Trigger Work, Vehicle Focus (space transport)*, Weapon Specialization (pistols)

Feats Charging Fire, Double Attack (pistols), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Initiative, Pilot), Starship Tactics*, Vehicular Combat, Weapon Focus (pistols, heavy weapons), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +17, Initiative +20, Knowledge (galactic lore) +17, Knowledge (tactics) +17, Mechanics +17, Perception +16, Pilot +20 (may take 10 on space transports and when increasing speed), Use Computer +17

Possessions heavy blaster pistol with targeting scope, tool kit, modified YT-1300 transport (*Millennium Falcon*)

* Described in *Starships of the Galaxy*



LEGACY OF THE FORCE PREVIEW 5: DARTH KRAYT AND KYLE KATARN, JEDI BATTLEMASTER

By Sterling Hershey and Gary M. Sarli

Darth Krayt

Darth Krayt is the new Emperor of the resurgent Empire in the *Star Wars: Legacy* comic book series. He created a new Sith order by abandoning the centuries-old Rule of Two. His seizure of the Imperial throne was not a complete success; the previous Emperor survived the takeover, as did a number of Jedi Knights. However, Darth Krayt is far older than anyone suspects, and he suffers from an insidious ailment that threatens to consume him. He's in dire need of powerful healing. As such, he's obsessed with pursuing and turning Cade Skywalker to the dark side because the young man possesses a unique gift that might heal the Dark Lord.

In the **Star Wars Miniatures Game**, Darth Krayt is a formidable unit. His scores are higher than most of the Sith faction, and his Vonduun Crab Armor helps mitigate any damage he sustains. As in the comics, Darth Krayt is more effective in combat when allies are close at hand. His commander effect significantly increases the offensive capabilities of his followers when they are within 6 squares, at the cost of some overall squad maneuverability.

Star Wars Miniatures Game Stat Card Preview

Faction: Sith

Cost: 76

Hit Points: 130

Defense: 21

Attack: +14

Damage: 20

Special Abilities: Unique; Pilot; Melee Attack; Deadly Attack; Triple Attack; Vonduun Crab Armor 6

Force Powers: Force 2; Force Renewal 1; Force Lightning 2; Lightsaber Sweep

Commander Effect: Followers within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).

Star Wars Roleplaying Game: Saga Edition Statistics

Spoiler warning: This stat block might touch on secrets about Darth Krayt that were revealed in recent issues of the *Star Wars: Legacy* comic book.

Darth Krayt **CL 18**

Medium Human Jedi 7/Jedi Knight 4/Sith Apprentice 4/Sith Lord 3

Destiny 3; **Force** 8; **Dark Side** 19

Init +11; **Senses** Use the Force +23

Languages Basic, Bocce, Sith, Tusken

Defenses Ref 24 (flat-footed 22), Fort 30, Will 26; Block, Deflect, Lightsaber Defense, Melee Defense, Jar'Kai, Niman

hp 124; **Threshold** 30

Immune fear effects

Speed 6 squares

Melee lightsaber +20 (2d8+9/x3) or

Melee lightsaber +18/+18 (2d8+9/x3) with Dual Weapon Mastery II or

Melee lightsaber +15/+15 (2d8+9/x3) with Double Attack or

Melee lightsaber +13/+13/+13 (2d8+9/x3) with Double Attack and Dual Weapon Mastery II

Ranged by weapon +18

Base Atk +18; **Grp** +20

Atk Options Double Attack, Dual Weapon Mastery II, Whirlwind Attack

Force Powers Known (Use the Force +23): *battle strike*, *dark rage*, *farseeing*, *Force lightning* (2), *mind trick*, *move object*, *rebuke* (2), *surge*

Force Techniques Force Point Recovery, Improved Force Trance, Improved Move Light Object, Improved Sense Force

Force Secrets Devastating Power, Quicken Power

Abilities Str 10, Dex 15, Con 10, Int 17, Wis 19, Cha 18

Special Qualities temptation

Talents Armored Defense, Block, Deflect, Force Deception, Force Perception, Lightsaber Defense, Jar'Kai, Niman, Visions

Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Double Attack, Force Sensitivity, Force Training (2), Melee Defense, Skill Focus (Use the Force), Triple Crit (lightsabers), Whirlwind Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +16, Knowledge (galactic lore) +17, Mechanics +17, Perception +18, Pilot +16, Use the Force +23

Possessions Vonduun Crab Armor, two lightsabers (self built), Yuuzhan Vong bioengineered replacement arm, Yuuzhan Vong creature eye



Kyle Katarn, Jedi Battlemaster

Kyle Katarn was a former Imperial soldier who became an elite Rebel agent, participating in the capture of the Death Star plans and the destruction of the dark trooper project on the *Arc Hammer*. Later, he discovered his Force sensitivity and learned the ways of the Jedi, protecting the Lost Valley of the Jedi from falling into Imperial hands by defeating the Dark Jedi Jerec and his minions. Over the decades, Kyle Katarn joined Luke Skywalker's Jedi praxeum, eventually becoming a legendary Jedi battlemaster and member of the High Council of the New Jedi Order.

In the **Star Wars Miniatures Game**, Kyle Katarn, Jedi Battlemaster is definitely one of the best "beatsticks" for the New Republic faction. His Defense and Attack are second only to Luke Skywalker, Jedi Master (from the *Universe* set), and he has more Hit Points than any other New Republic character. Lightsaber Duelist and Lightsaber Riposte make him particularly effective against enemies with lightsabers, and Triple Attack allows him to get the most out of his abilities.

Interestingly, he has both Force Grip and Force Lightning, both of which are new to the faction. Although these are not dominant abilities, they add a bit of unexpected flexibility to your squad. Even when he runs out of Force Points, Grenades 40 allows him to remain a serious threat at a distance.

Star Wars Miniatures Game Stat Card Preview

Faction: New Republic

Cost: 54

Hit Points: 140

Defense: 20

Attack: +14

Damage: 20

Special Abilities: Unique; Disruptive; Grenades 40; Lightsaber Duelist; Melee Attack; Triple Attack

Force Powers: Force 4; Force Grip 1; Force Lightning 1; Lightsaber Assault; Lightsaber Riposte

Star Wars Roleplaying Game: Saga Edition Statistics

Kyle Katarn CL 19

Medium Human soldier 5/scoundrel 1/Jedi 3/Jedi Knight 7/Jedi Master 3

Destiny 4; **Force** 8; **Dark Side** 4

Init +17; **Senses** Perception +16

Languages Basic, Binary

Defenses Ref 35 (flat-footed 32), Fort 33, Will 34; Block (Shii-Cho), Deflect (Shii-Cho)
hp 146; **Threshold** 33

Speed 6 squares

Melee lightsaber +23 (2d8+17, Devastating Attack) or

Melee lightsaber +22/+22 (2d8+17, Devastating Attack) with Double Attack or

Melee lightsaber +17/+17/+17 (2d8+17, Devastating Attack) with Double Attack

Ranged blaster rifle +21 (3d8+9) or

Ranged blaster rifle +19 (4d8+9) with Rapid Shot or

Ranged thermal detonator +21 (8d6+9, 4-square burst)

Base Atk +18; **Grp** +21

Atk Options Acrobatic Attack, Double Attack, Point Blank Shot, Triple Attack

Special Actions Disruptive, Indomitable, serenity, Tough as Nails

Force Powers Known (Use the Force +15): *battle strike*, *Force disarm*, *Force grip*, *Force lightning*, *Force slam*, *mind trick*, *move object*, *rebuke*, *surge*

Force Techniques: Force Point Recovery (2), Improved Move Light Object

Force Secrets: Multitarget Power, Quicken Power

Abilities Str 13, Dex 16, Con 13, Int 12, Wis 14, Cha 12

Special Qualities fearless

Talents Ataru, Block, Deflect, Devastating Attack (lightsabers), Disruptive, Djem So, Indomitable, Multiattack Proficiency (lightsabers) (2), Shii-Cho, Tough as Nails, Weapon Specialization (lightsaber)

Feats Acrobatic Attack, Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Point Blank Shot, Rapid Shot, Skill Training (Use the Force), Triple Attack (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +17, Initiative +17, Mechanics +15, Perception +16, Use Computer +15, Use the Force +15

Possessions lightsaber (self-built), blaster rifle (rarely carried), thermal detonator, utility belt, Jedi robes, encrypted comlink



NEW REPUBLIC STAT PACK: ROLEPLAYING STATISTICS FOR *STAR WARS* MINIATURES

By Sterling Hershey

The New Republic ruled much of the galaxy from the Emperor's defeat until well into the Yuuzhan Vong invasion. Some individuals naturally transitioned from a position or job in the Rebellion to a similar role in the new government or armed forces. New species and organizations also came to the fore of galactic events during this time. This stat pack includes Saga Edition roleplaying game statistics for **Star Wars Miniatures** that are suitable for use during this era and that haven't been presented in other roleplaying products or previews. Some of these characters are also usable in or adaptable to other eras.

Bothan Commando

Not all Bothans are outright spies. Their commandos combine stealth with a proud Bothan military tradition. Their dangerous infiltrators can carry out standard military strikes as well as specialized raids in support of their spy network. This mini is from the *Imperial Entanglements* set.

Bothan Commando CL 5
Medium Bothan nonheroic 7/scout 3

Force 4

Init +6 (can reroll); **Senses** Perception +11

Languages Basic, Bothese

Defenses Ref 16 (flat-footed 15), Fort 15, Will 16
hp 41; **Threshold** 15

Speed 6 squares

Melee combat gloves +8 (1d4+3)

Ranged heavy blaster rifle +8 (3d10+1)

Base Atk +7; **Grp** +8

Atk Options Careful Shot, Deadeye, Point Blank Shot, Precise Shot

Special Actions Acute Senses, Improved Initiative

Abilities Str 12, Dex 13, Con 13, Int 10, Wis 12, Cha 9

Talents Acute Senses, Improved Initiative

Feats Careful Shot, Deadeye, Point Blank Shot, Precise Shot, Skill Training (Mechanics), Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Mechanics +10, Perception +11 (can reroll), Stealth +11

Possessions heavy blaster rifle, combat gloves, encrypted comlink, datapad, 2 blocks of detonite with detonators

Chiss Mercenary

The Chiss are not widely known until after Grand Admiral Thrawn's reinvigoration of the Empire and his attacks on the New Republic. The Chiss later become embroiled in galactic politics. While Chiss mercenaries are not often encountered, they are highly effective. This character may also be used for other Chiss military characters. This mini is from the *Imperial Entanglements* set.

Chiss Mercenary CL 5
Medium Chiss nonheroic 6/soldier 3

Force 4

Init +5; **Senses** low-light vision; Perception +9

Languages Cheunh

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13
hp 40; **Threshold** 16

Speed 6 squares

Melee by weapon +8

Ranged blaster pistol +8 (3d6+1) or

Ranged blaster pistol +6 (4d6+1) with Rapid Shot or

Ranged heavy blaster rifle +9 (3d10+3) or

Ranged heavy blaster rifle +7 (4d10+3) with Rapid Shot or

Ranged heavy blaster rifle +3 (5d10+3) with Burst Fire

Base Atk +7; **Grp** +8

Atk Options autofire (heavy blaster rifle), Burst Fire, Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Devastating Attack (rifles)

Abilities Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 9

Talents Devastating Attack (rifles), Weapon Specialization (rifles)

Feats Burst Fire, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Mechanics +9, Perception +9

Possessions heavy blaster rifle, blaster pistol, mercenary uniform, comlink



Corellian Security Officer

Corellian Security, better known as CorSec, is among the more respected security organizations in the galaxy. They are the main law enforcement agency for Corellia. Their loyal officers are dedicated to justice and have the power to conduct complex investigations and pursuit operations. This character is also suitable for other law enforcement agencies. This mini is from the *Legacy of the Force* set.

Corellian Security Officer CL 4

Medium Human nonheroic 6/scout 1/enforcer 1*

Force 4

Init +4; **Senses** Perception +16

Languages Basic, 1 unassigned

Defenses Ref 16 (flat-footed 16), Fort 15, Will 16
hp 40; **Threshold** 15

Speed 6 squares

Melee stun baton +5 (1d6+3 [2d6+3 stun])

Ranged blaster pistol +5 (3d6+1)

Base Atk +4; **Grp** +5

Atk Options Point Blank Shot, Precise Shot

Special Actions Evasion, Slowing Stun*

Abilities Str 12, Dex 11, Con 14, Int 13, Wis 15, Cha 10

Special Qualities resources*

Talents Evasion, Slowing Stun*

Feats Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Focus (Perception), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons) **Skills** Gather Information +14, Perception +16, Persuasion +9

Possessions blaster pistol, stun baton, Corellian Security uniform, security ID

* See *The Force Unleashed Campaign Guide*.



Peace Brigade Thug

During the Yuuzhan Vong invasion, the Peace Brigade held that the Jedi and New Republic were doing more damage to the galaxy by opposing the invasion rather than seeking a peaceful settlement. The Brigade attempted to broker such an arrangement by trying to turn Jedi Knights over to the invaders. The Brigade is opposed by most of the rest of the galaxy and viewed as the collaborators they are. Many specialize in intimidating others to follow their path. This character is also usable as another minimal, low-level threat. The miniature is from the *Jedi Academy* set.

Peace Brigade Thug CL 1

Medium Human nonheroic 3

Init +1; **Senses** Perception +6

Languages Basic

Defenses Ref 10 (flat-footed 10), Fort 11, Will 10
hp 10; **Threshold** 11

Speed 6 squares

Melee unarmed +2 (1d4) or

Melee vibrodagger +2 (2d4)

Ranged blaster pistol +2 (3d6)

Base Atk +2; **Grp** +2

Special Actions Pin

Abilities Str 11, Dex 10, Con 12, Int 9, Wis 10, Cha 9

Feats Skill Focus (Persuasion), Skill Training (Persuasion), Pin, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Mechanics +5, Perception +6, Persuasion +10

Possessions vibrodagger, blaster pistol, comlink, anti-Jedi propaganda



Praetorite Vong Priest

The Praetorite Vong are specialized Yuuzhan Vong who establish bases of operation that enable the priest and warrior castes to fight their enemies more effectively. The priest caste holds a prestigious position within Yuuzhan Vong culture that is part of and supersedes their normal hierarchy. The priests guide their people to a better way of Yuuzhan Vong life. This miniature is from the *Jedi Academy* set.

Praetorite Vong Priest CL 5

Medium Yuuzhan Vong nonheroic 2/noble 5

Init +2; **Senses** Perception +10

Languages Basic, Yuuzhan Vong, 2 unassigned

Defenses Ref 15 (flat-footed 15), Fort 17, Will 19
hp 37; **Threshold** 17

Immune Force immunity

Speed 6 squares

Melee coufee +4 (1d4+2)

Ranged by weapon +3

Base Atk +4; **Grp** +4

Special Actions Cast Suspicion*, Coordinate, Inspire Confidence

Abilities Str 11, Dex 9, Con 14, Int 13, Wis 15, Cha 15

Talents Cast Suspicion*, Coordinate, Inspire Confidence

Feats Linguist, Melee Defense, Skill Focus (Knowledge [galactic lore]), Skill Focus (Persuasion), Skill Training (Knowledge [galactic lore]), Skill Training (Persuasion), Skill Training (Pilot), Skill Training (Treat Injury), Weapon Proficiency (simple weapons)

Skills Knowledge (galactic lore) +14, Perception +10, Persuasion +15, Pilot +7, Survival +10, Treat Injury +10

Possessions coufee (similar to knife), villip

* See the *Legacy Era Campaign Guide*.



Rebel Commando Pathfinder

The 2nd Regiment of the Rebel Alliance Special Forces is better known as the Pathfinders. They're the first into a battle zone, establishing a foothold and wayfinding for following units. Pathfinders also perform recon missions for other Rebel units. This character is also suitable for use in other Special Forces units (with some adjustments) or as other military characters. Special Forces units were later rolled into the New Republic command structure. This mini is from the *Imperial Entanglements* set.

Rebel Commando Pathfinder CL 8

Medium Human scout 7/pathfinder 1*

Force 7

Init +10; **Senses** Perception +10

Languages Basic

Defenses Ref 21 (flat-footed 20), Fort 22, Will 19
hp 57; **Threshold** 27

Speed 6 squares

Melee vibrodagger +6 (2d4+6)

Ranged thrown vibrodagger +6 (2d4+4) or

Ranged heavy blaster pistol +6 (3d8+4) or

Ranged frag grenade +6 (4d6+4)

Base Atk +5; **Grp** +6

Atk Options Point Blank Shot, Precise Shot

Special Actions Forceful Blast, Hidden Movement, Trailblazer**, Running Attack, Surefooted

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 12, Cha 9

Talents Escort Fighter*, Hidden Movement, Improved Stealth, Trailblazer**, Surefooted

Feats Improved Damage Threshold, Forceful Blast**, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Stealth), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +10, Mechanics +9, Perception +10, Stealth +15 (can reroll), Survival +10

Possessions heavy blaster pistol, vibrodagger, 1 frag grenade, detonite, detonators, SpecForce uniform, survival kit, encrypted comlink

* See the *Rebellion Era Campaign Guide*.

** See *Galaxy at War*.



Yuuzhan Vong Shaper

The Yuuzhan Vong shapers are engineers of biotechnology. Ruled by strict protocols that serve as blueprints, they make virtually everything used by the Yuuzhan Vong. Shapers are highly respected among the Yuuzhan Vong, though outsiders view some of the shapers' manipulations as cruel and abominable during the war. This character is suitable for adventures during the New Jedi Order and Legacy eras. This miniature is from the *Legacy of the Force* set.

Yuuzhan Vong Shaper **CL 9**

Medium Yuuzhan Vong nonheroic 6/noble 1/shaper 6*

Init +5; **Senses** Perception +18

Languages Basic, Yuuzhan Vong, 4 unassigned

Defenses Ref 17 (flat-footed 17), Fort 19, Will 23

hp 46; **Threshold** 19

Immune Force immunity

Speed 6 squares

Melee unarmed +7 (1d4+2)

Ranged by weapon +7

Base Atk +8; **Grp** +7

Special Actions Expert Shaper*, Inspire Confidence, Precision Implant*, Strength Implant*

Abilities Str 8, Dex 9, Con 10, Int 15, Wis 14, Cha 13

Special Qualities shaper lore +3*, shaper hand*

Talents Expert Shaper*, Inspire Confidence, Precision Implant*, Strength Implant*

Feats Biotech Specialist*, Biotech Surgery*, Linguist, Skill Focus (Treat Injury), Skill Training (Mechanics), Skill Training (Persuasion), Skill Training (Physical Sciences), Weapon Proficiency (simple weapons)

Skills Knowledge (life sciences) +13, Mechanics +13, Perception +18, Persuasion +13, Treat Injury +18

Possessions shaper hand (serves as biotech toolkit), villip

* See the *Legacy Era Campaign Guide*.



THE FORCE UNLEASHED PREVIEW 1: EMPEROR'S SHADOW GUARD AND VADER'S APPRENTICE, UNLEASHED

By Gary M. Sarli and Sterling Hershey

Emperor's Shadow Guard

The Emperor's Shadow Guard is a new fighting force based on Emperor Palpatine's elite Royal Guard. Completely mute and rarely seen in public, they are dispatched on special missions as directed by the Emperor himself. It is rumored by some that the Shadow Guard are actually corrupted Jedi whose minds have been altered -- but as with all rumors, one must consider the source.

The Shadow Guard wears a black variation of the Royal Guard armor, the most apparent difference being the color scheme. The Shadow Guard's greatest secret is that they receive some basic Force training that enables them to use a unique weapon called a lightsaber pike, which has a lightsaber blade at one end. (The roleplaying game statistics below reflect those of a Shadow Guard Initiate who has just begun the secret training.)

In the **Star Wars Miniatures Game**, the Emperor's Shadow Guard is one of several new types of Imperial troops. On the surface, the Shadow Guard appears to be an improved version of the Royal Guard. However, there are several significant differences that will lead you to use this piece in a very different way.

To start off with, the cost of this unit is over twice that of the Royal Guard. Those are points well spent, as you get three times the number of hit points, better defense, more special abilities, and the addition of Force powers. The attack and damage values remain the same. The Bodyguard ability has been dropped, so you will have no extra incentive to keep the Shadow Guard close to the Emperor or other units you are defending.

The Shadow Guards can be much more aggressive, especially with their superior hit points and Stealth ability to survive a few hits while closing with their opponents. Their Lightsaber Block power is a nice addition to their defense, but it is limited to one use unless they are in a squad where they can occasionally use Force points from another character able to share them -- such as the Emperor, appropriately enough.

Star Wars Miniatures Stat Card Preview

Faction: Imperial

Cost: 23

Hit Points: 90

Defense: 19

Attack: + 8

Damage: 20

Special Abilities: Cunning Attack, Deadly Attack, Melee Attack, Stealth

Force Powers: Force 1, Lightsaber Block

Star Wars Roleplaying Game: Saga Edition Statistics

Imperial Shadow Guard Initiate CL 10

Medium Human nonheroic 6/Soldier 6/Elite Trooper 1/Force Adept 1

Force 3; Dark Side 7

Init +17; **Senses** low-light vision, Perception +16

Languages Basic

Defenses Ref 21 (flat-footed 20), Fort 22, Will 24

hp 63; **Threshold** 22

Speed 4 squares

Melee lightsaber pike +12* (3d8+7**) or

Melee unarmed +13 (1d6+6) or

Ranged heavy blaster pistol +11 (3d8+4)

Base Atk +11; **Grp** +13

Atk Options Point Blank Shot, Power Attack

Special Actions Damage Reduction 10, Delay Damage

Abilities Str 14, Dex 10, Con 11, Int 10, Wis 14, Cha 9

Talents Armored Defense, Damage Reduction 10, Empower Weapon, Equilibrium, Power of the Dark Side

Feats Armor Proficiencies (light, medium), Cleave, Exotic Weapon Proficiency (lightsaber pike), Force Sensitivity, Martial Arts I, Point Blank Shot [9th level], Power Attack, Skill Focus (Initiative), Skill Training (Use the Force), Weapon Proficiencies (pistols, rifles, simple weapons)

Skills Initiative +17, Perception +16, Use the Force +11

Possessions Shadow Guard armor (+7 armor; as ceremonial armor with helmet package), lightsaber pike, heavy blaster pistol, comlink (encrypted, long-range [miniaturized], holo capability), utility belt with medpac

* Includes 1 point of Power Attack

** Includes +1 damage die for Empower Weapon



Vader's Apprentice, Unleashed

From an early age, the Apprentice was secretly raised by Darth Vader, who trained him in the power of the dark side of the Force. By the time the Secret Apprentice reached adulthood, Vader's training had made him one of the most powerful Forcewielders in the galaxy. After Order 66, Vader sent the Secret Apprentice on missions to destroy the last of the Jedi, and he became one of the most lethal weapons Vader had at his disposal. (The roleplaying game statistics below represent Vader's protégé fairly early in his apprenticeship, before he manifests his true potential by unleashing the Force.)

In the **Star Wars Miniatures Game**, Vader's Apprentice, Unleashed fills an interesting niche. While he can act as a low-cost "beat stick" -- he is not much behind the likes of Lord Vader or Darth Vader, Jedi Hunter, at least in terms of basic statistics -- he has only Double Attack to augment his actual attacks. Thus, he can't stand against top-tier melee uniques without substantial backup.

Instead, Vader's Apprentice, Unleashed has a value that builds during the game. His Force powers cost too much to activate early in the game, so normally he will have to let Force Renewal build up for at least a few rounds before he can use his best abilities. Given that Force Lightning 4 and 5 have the ability to deal damage comparable to an AT-AT *and* leave the targets activated (with the higher version affecting multiple targets), this can be a coup de grace that brings a skirmish to a quick end.

Even better, if Vader's Apprentice, Unleashed can be given a source of extra Force Points (such as Emperor Palpatine from *Rebel Storm* or *Rebels and Imperials*), he can use this tactic much earlier in the game, crippling an opponent's central character and potentially changing the flow of the entire fight.

Star Wars Miniatures Game Stat Card Preview

Faction: Imperial

Cost: 48

Hit Points: 130

Defense: 20

Attack: +13

Damage: 20

Special Abilities: Unique, Melee Attack, Double Attack

Force Powers: Force 2, Force Renewal 1, Force Lightning 4 (Force 4, replaces attacks: range 6; 50 damage to target. Huge or smaller characters are considered activated this round; save 16), Force Lightning 5 (Force 5, replaces turn: range 6; 60 damage to target and 2 characters adjacent to that target. Huge or smaller characters are considered activated this round; save 16)

Star Wars Roleplaying Game: Saga Edition Statistics

Vader's Apprentice (early apprenticeship) CL 10

Medium Human Jedi 7/Jedi Knight 3

Destiny 2; Force 5; Dark Side 15

Init +11; Senses Perception +7

Languages Basic

Defenses Ref 23 (flat-footed 21), Fort 23, Will 24

hp 93; **Threshold** 23

Speed 6 squares

Melee lightsaber +15 (2d8+10) or

Melee lightsaber +13 (3d8+10) with Rapid Strike or

Melee lightsaber +17 (3d8+15) with Rapid Strike and Powerful Charge

Base Atk +10; **Grp** +13

Atk Options Powerful Charge, Rapid Strike

Special Actions Block, Deflect, Redirect Shot

Force Powers Known (Use the Force +17): *corruption, Force grip, Force lightning, Force slam, Force thrust, mind trick, move object, repulse, and surge*

Abilities Str 16, Dex 13, Con 12, Int 10, Wis 14, Cha 15

Special Qualities Improved Force thrust

Talents Block, Deflect, Juyo, Redirect Shot, Soresu, Telekinetic Savant, Weapon Specialization (lightsaber)

Feats Force Sensitivity, Force Training (2), Powerful Charge, Rapid Strike, Skill Focus (Use the Force), Strong in the Force, Unleashed, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +11, Initiative +11, Perception +7, Use the Force +17

Possessions lightsaber, dark clothing, comlink



THE FORCE UNLEASHED PREVIEW 2: MARIS BROOD AND KAZDAN PARATUS

By Gary M. Sarli and Sterling Hershey

Maris Brood

After Padawan Maris Brood narrowly escaped the slaughter of Order 66, she was found by Jedi Master Shaak Ti, who took her into hiding on the planet of Felucia. While Shaak Ti focused on training the native shamans in the ways of the Force, Brood wandered off on her own, testing her skills against the planet's hostile wildlife and exploring the Force along her own path. Learning from her exposure to the Felucian shamans, Maris Brood has already begun to master non-Jedi techniques that allow her to commune directly with wild beasts (even including giants such as the rancor).

The roleplaying game statistics below reflect Maris Brood before she took to using a pair of guard *shotos*, as she did upon crossing paths with Vader's secret apprentice. However, her simmering anger and frustration over being hunted by the Empire has already begun to pull her toward the dark side. In the **Star Wars Miniatures Game**, Maris Brood is one of the relatively few high-power Fringe Force-users. Her combination of Double Attack, Twin Attack, and Lightsaber Assault give her the punch and flexibility to act as a heavy-hitting melee fighter. Her best abilities, however, are Force Push and Force Repulse, either of which she can use from the first round of the battle. Both can not only deal damage but also push targets away -- and being able to force your opponent out of an advantageous position or formation can pay enormous dividends if employed carefully. Whether shoving an enemy out of the way to close a door, forcing a shooter to lose line of sight on a high-value ally, pushing a melee heavy hitter so that he is no longer adjacent to an ally, or even pushing a foe so he comes adjacent to one of your melee fighters, you'll find plenty of situations where Brood can give you a substantial advantage.

Star Wars Miniatures Stat Card Preview

Faction: Fringe

Cost: 49

Hit Points: 110

Defense: 19

Attack: + 9

Damage: 20

Special Abilities: Unique, Melee Attack, Double Attack, Twin Attack

Force Powers: Force 2, Force Renewal 1, Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller), Force Repulse 2 (Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character), Lightsaber Assault

Star Wars Roleplaying Game: Saga Edition Statistics

Maris Brood CL 6

Medium Zabrak Jedi 6

Destiny 1; Force 4; Dark Side 6

Init +10; Senses Perception +10

Languages Basic, Zabrak

Defenses Ref 19 (flat-footed 17, Lightsaber Defense 20), Fort 16, Will 19

hp 64; Threshold 16

Speed 6 squares

Melee short lightsaber +8 (2d6+3) or

Melee short lightsaber +6 (2d6+3) and

short lightsaber +6 (2d6+3) or

Melee unarmed +8 (1d4+3)

Base Atk +6; Grp +8

Special Actions Block, Lightsaber Defense

Force Powers Known (Use the Force +14): *battle strike* (2), *dark rage*, *move object*, *rebuke*, *surge*

Abilities Str 10, Dex 15, Con 9, Int 14, Wis 14, Cha 12

Talents Block, Charm Beast, Lightsaber Defense

Feats Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +10, Initiative +10, Perception +10, Use the Force +14

Possessions 2 short lightsabers (later rebuilt as guard *shotos*), field kit, medpac



Kazdan Paratus

When Order 66 devastated the Jedi, many of the survivors found their new lives difficult to cope with. The Aleena Jedi Knight Kazdan Paratus escaped the murderous clone troopers, but the reality of Order 66 and the loss of the Jedi destroyed his sanity. He hid within the industrial wasteland of Raxus Prime, succumbing to his delusional state and living a bizarre life of denial and fantasy. But before Order 66, Kazdan was a competent warrior who participated in many Clone Wars sorties. To increase his size and mobility, he often wore four mechanical spiderlike arms of his own making. Kazdan's roleplaying game statistics below reflect his abilities during the latter stages of the Clone Wars, sometime before Order 66.

In the **Star Wars Miniatures Game**, Kazdan Paratus joins the ranks of Unique Jedi characters available to the Republic faction. He also brings more Jedi power to Rebel squads, thanks to his Affinity ability. Kazdan's cost is high -- much higher than most of the other Jedi, and equaling Yoda at 55. This might seem unusual, given that Kazdan's stats are similar to those of lesser-cost Jedi, but his Immediate Droid Reserves 30 accounts for the increase. In fact, this ability turns Kazdan into a droid-centric mini-squad of his own. Coupled with his Droid Mark ability, Kazdan has staying power, boosted further by Lightsaber Block and Lightsaber Deflect.

Kazdan isn't all about droids, though; he also uses speed. Use his Surprise Move power to advance across the map quickly, setting up for Double Attack later in the round, or make a quick escape before opposing characters can activate and attack.

Star Wars Miniatures Game Stat Card Preview

Faction: Republic

Cost: 55

Hit Points: 110

Defense: 18

Attack: +12

Damage: 20

Special Abilities: Unique, Melee Attack, Double Attack, Affinity (May be in a Rebel squad), Droid Mark (When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains Draw Fire [If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11]), Immediate Droid Reserves 30 (If you roll exactly 5, 10, 15, or 20 for initiative, you can add up to 30 points of non-Unique Droid characters from any faction to your squad, adjacent to this character, immediately before your first activation of the round)

Force Powers: Force 3, Lightsaber Block, Lightsaber Deflect, Surprise Move

Star Wars Roleplaying Game: Saga Edition Statistics

Kazdan Paratus CL 9

Small Aleena Jedi 9

Force 9; Dark Side 0

Init +9; Senses Perception +11

Languages Aleena and Basic

Defenses Ref 21 (flat-footed 21), Fort 20, Will 22

hp 74; Threshold 20

Speed 4 squares

Melee lightsaber +11 (2d8+7) or

Melee unarmed +10 (1d3+5)

Base Atk +9; Grp +10

Atk Options Combat Reflexes, Improved Disarm, Melee Defense

Special Actions Block, Deflect, quick energy

Force Powers Known (Use the Force +15): *battle strike, Force slam, Force thrust, move object, negate energy, rebuke*

Abilities Str 12, Dex 10, Con 10, Int 14, Wis 15, Cha 13

Special Qualities nimble, quick energy

Talents Adept Negotiator, Block, Deflect, Telekinetic Savant, Weapon Specialization (lightsabers)

Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Disarm, Melee Defense, Skill Focus (Mechanics), Skill Focus (Use the Force), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +9, Mechanics +11, Perception +11, Stealth +9, Use the Force +15

Possessions lightsaber, tool kit, comlink, credit chip



THE FORCE UNLEASHED PREVIEW 3: DARTH REVAN AND REBEL VANGUARD

By Gary M. Sarli and Sterling Hershey

Darth Revan

Originally a Jedi Knight, the future Darth Revan led Jedi and Republic forces against Mandalorian invaders at a time when no one could effectively stop them. The Jedi Council had avoided becoming directly involved in the war, but this outspoken and influential Jedi convinced many like-minded companions of the Order to fight back and defend the Republic. In the end, the Mandalorians were defeated, but the price for victory would prove great for the galaxy.

After the end of the Mandalorian struggle, a new threat appeared in the form of Darth Revan and Darth Malak, who came from the Unknown Regions. Now in the possession of Sith knowledge and a mysterious source of warships and military hardware, they turned against the Republic, becoming invaders themselves. Throughout this Jedi Civil War, Darth Revan was the central figure -- first as the enemy commander, but ultimately as the one who defeated Darth Malak and shattered the Sith forces.

In the *Star Wars* Miniatures Game, Darth Revan is a formidable piece, with several unique powers or abilities. In fact, compared with Darth Malak (from the Champions of the Force set), Darth Revan is superior in every category except damage. Triple Attack, Dark Armor, and Lightsaber Duelist alone give Darth Revan a distinct advantage over most opponents. Force Storm may deter some from engaging the character in melee combat, but Force Corruption has the potential to damage an enemy for many rounds after the initial strike.

Beyond combat, Darth Revan's most influential ability is Master Tactician, giving the Sith player considerable control over initiative. When combined with one aspect of Darth Revan's commander effect, a piece may advance across the battle grid or move out of harm's way at the beginning of a round, before an enemy can react. Darth Revan also gives non-Unique followers a considerable bonus to attack when they are within 6 squares.

Star Wars Miniatures Stat Card Preview

Faction: Sith

Cost: 88

Hit Points: 140

Defense: 21

Attack: +16

Damage: 20

Special Abilities: Unique. Melee Attack, Triple Attack, Dark Armor, Lightsaber Duelist, Master Tactician

Force Powers: Force 2. Force Renewal 1, Force Corruption (Force 2, replaces attacks: range 6, non-Droids only; 20 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 20 damage. On a success, that character is no longer corrupted.), Force Storm 2, Lightsaber Block

Commander Effect: Droids are subject to these effects: non-Unique followers within 6 squares get +4 Attack.

Once per round, after initiative is determined, 1 ally can immediately move up to its Speed before any other character activates.

Star Wars Roleplaying Game: Saga Edition Statistics

These statistics reflect Darth Revan when he first returned from the Unknown Regions.

Darth Revan **CL 16**

Medium Human Jedi 7/Jedi Knight 5/Sith Apprentice 3/Sith Lord 1

Destiny 4; Force 6: Strong in the Force **Dark Side 17**

Init +16; **Senses** Perception +16

Languages Basic, Mando'a, Sith

Defenses Ref 33 (flat-footed 30), Fort 33, Will 32

hp 145; **Threshold** 38

Immune fear effects

Speed 6 squares

Melee lightsaber +21 (2d8+11) or

Melee lightsaber +18/+18 (2d8+11) with Double Attack or

Melee lightsaber +13/+13/+13 (2d8+11) with Triple Attack or

Melee unarmed +19 (1d6+11) or

Ranged blaster pistol +19 (3d6+8)

Base Atk +16; **Grp** +19

Atk Options Double Attack, Triple Attack

Special Actions Adept Negotiator, Dark Side Adept, Force Focus, Skilled Advisor, temptation

Force Powers Known (Use the Force +17): *battle strike, dark rage, farseeing, Force grip, Force lightning, Force stun, move object, mind trick*

Force Techniques Force point recovery, Force power mastery (battlestrike), improved sense Force



Abilities Str 16, Dex 17, Con 14, Int 15, Wis 17, Cha 19

SQ Fearless, Temptation

Talents Adept Negotiator, Armored Defense, Block, Dark Presence, Deflect, Force Deception, Force Focus, Multiattack Proficiency (lightsabers), Power of the Dark Side, Skilled Advisor

Feats Armor Proficiency (light), Double Attack, Force Sensitivity, Force Training (2), Improved Damage Threshold, Martial Arts I, Weapon Focus (lightsabers), Strong in the Force, Triple Attack, Weapon Proficiencies (lightsabers, pistols, simple weapons)

Skills Initiative +16, Knowledge (Tactics) +15, Acrobatics +16, Persuasion +17, Use the Force +17

Possessions lightsaber, Darth Revan's armor

TABLE 1-1: ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	WEIGHT	AVAILABILITY
Medium Armor (-5)						
Darth Revan's Armor	-	+7	+2		5 kg	Unique

Darth Revan's unique armor provides better protection than the average light armor thanks to ancient Rakata technology

Rebel Vanguard

In the Rebel Alliance SpecForce command structure, the 6th Regiment houses the heavy weapon specialists who operate the blaster emplacements, missile launchers, and other heavy-hitters that specialize in turning Imperial war machines into scrap metal. These regiments only exist on paper, of course -- SpecForce units are composed of troopers of many types drawn from the various specialties (pathfinders, technicians, marines, and so on). When assigned to a task force during a mission, heavy weapon specialists are more commonly called "gunners" (if they specialize in repeating blasters or vehicle-mounted weapons) or "vanguards" (if they specialize in shoulder-fired missile launchers, making them the first to contact enemy mechanized units).

Vanguards face some unique challenges. Once they launch their first missile, they usually have to seek cover immediately to avoid being taken out by enemy fire. Once in total cover, they can take the time to reload their projectile launchers, but they must be ready to sling the massive weapon over their shoulder and switch to a pistol if their position is compromised by enemy infantry.

Obviously, this situation won't remain winnable for long; having only a pistol to use against enemy rifles usually results in a quick death. Fortunately, vanguards carry plenty of frag grenades and antipersonnel mines to buy time against advancing enemies, so they can usually make it back to a friendly unit or hold out long enough for allied infantry to provide some support.

In the *Star Wars* Miniatures Game, the Rebel Vanguard is an interesting alternative to the Rebel Heavy Trooper (from the Bounty Hunters set). For the same cost, they lose the Heavy Weapon restriction (enabling movement and an attack in the same turn), 2 points of Attack, and 20 points of Damage, but they gain Missiles 30. Thus, they not only affect a larger group of enemies in a single turn, but they are also more likely to deal damage to all but the least-heavily armored foes.

The most obvious downside, of course, is the loss of synergy with many commanders. For example, the Rebel Captain (from Bounty Hunters) only affects "troopers," which the Vanguard is not, and any commander effect that modifies Damage or Attack has no effect on Missiles 30.

Still, there are times when not being affected by a commander effect can open up your tactics. For example, you might keep your Rebel Heavy Troopers (and other Rebel troopers) close to your Rebel Captains, but your Vanguards might go out by themselves to soften up groups of enemy soldiers before they contact your main force. Of course, Vanguards sent out alone don't usually come back, so don't count on using Missiles 30 more than once.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel

Cost: 11

Hit Points: 10

Defense: 12

Attack: +4

Damage: 10

Special Abilities: Missiles 30

Star Wars Roleplaying Game: Saga Edition Statistics

Rebel Vanguard CL 1

Medium Human nonhuman 3

Init +2; **Senses** Perception +1

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10

hp 10; **Threshold** 11

Speed 6 squares

Melee unarmed +2 (1d4) or

Ranged HH-15 projectile launcher +3 (6d6, 1-square splash)

Ranged blaster pistol +3 (3d6)

Base Atk +2; **Grp** +3

Special Actions penetration 10 (HH-15)

Abilities Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8

Feats Armor Proficiency (light), Quick Draw ^H, Skill Focus (Mechanics), Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Endurance +7 H, Mechanics +10

Possessions blast helmet and vest (+2 armor), HH-15 projectile launcher, 4 missiles, blaster pistol, 4 frag grenades, 4 HX2 antipersonnel mines, comlink

^HHuman bonus feat or trained skill



NEW WEAPON: HH-15 Projectile Launcher

The Golan Arms HH-15 projectile launcher is commonly used by Rebel Alliance vanguards. Though old and somewhat outdated, it is still dependable and potent enough to crack through enemy fortifications. The shoulder-fired rocket launcher can launch various payloads (most often an armor-piercing shell), and its rugged design is capable of operating in extreme climates and conditions. While lacking the more sophisticated targeting systems found on Imperial missile launchers, it can acquire a target lock if the operator aims before making an attack. (See "Missiles and Torpedoes," page 174 of the Saga Edition Core Rulebook.)

The HH-15 is a splash weapon (Saga Edition Core Rulebook, page 155) with penetration 10 (ignoring the first 10 points of the primary target's DR or SR). Unlike more common antipersonnel missile launchers, the HH-15 is optimized for antiarmor duty. Its detonation is compact and less prone to causing collateral damage, but making it less useful against concentrations of enemy infantry.

Holds a single missile in its chamber. Must be reloaded after being fired. Replacement missiles cost 100 credits and weigh 2 kg.

TABLE 1-1: WEAPONS

HEAVY	COST	DMG	STUN DMG	WEIGHT	RATE OF FIRE	TYPE	AVAILABILITY
Large							
HH-15 ¹	2,000	6d6	—	12 kg	S	Energy	Military

¹Splash weapon

NEW EXPLOSIVE: HX2 Antipersonnel Mine

The Conner Ship Systems HX2 antipersonnel mine was popular with ARC troopers during the Clone Wars, and it is still in widespread use during the Galactic Civil War a generation later. It has a powerful adhesive disc that allows it to be attached easily to walls, underneath vehicles, and so forth.

There are two ways to deploy the HX2 mine: Carefully emplaced using the Mechanics skill, or dropped or thrown a short distance.

If carefully emplaced (a full-round action; see "Handle Explosives" under the Mechanics skill description), the mine can also be hidden (Stealth check, adding +15 size modifier of the mine) to reduce the likelihood that it is detected by enemy infantry. The mine arms itself 6 seconds later, at the end of your next turn. The mine will detonate if it detects a target within 1 square (Perception +10). Make an attack roll (1d20+10) against the Reflex Defense of every creature and object in the blast radius. (Any creature or object to which the mine is attached is hit automatically.) If the attack succeeds, the creature or object takes full damage. If the attack misses, the creature or object takes half damage.

If dropped (a swift action) or thrown (a standard action), no Mechanics check is necessary. However, the mine is less accurate (attack roll 1d20+0), and it will not arm itself until it detects no targets within 1 square. This built-in safety feature makes the mine useless as an improvised grenade, but it does prevent premature detonation. A dropped or thrown mine can be detected with a successful DC 15 Perception check.

TABLE 1-2: EXPLOSIVES

WEAPON	COST	DAMAGE	DAMAGE TYPE	WEIGHT	SIZE	AVAILABILITY
HX2 antipersonnel mine	750	6d6*	Energy	1 kg	Small	Military

* Explosion damages everything within 4 squares

THE FORCE UNLEASHED PREVIEW 4: JUNO ECLIPSE AND STAR DESTROYER OFFICER

By Gary M. Sarli and Sterling Hershey

Juno Eclipse

The youngest student ever accepted into the Imperial Academy, Juno Eclipse is a gifted pilot, skilled mechanic, and model officer who quickly took command of Darth Vader's Black Eight Squadron. Later, she would serve as the pilot of the *Rogue Shadow*, the personal shuttle of Vader's secret apprentice. In this assignment, her conscience would eventually play a role that shaped the fate of the galaxy...

In the **Star Wars Miniatures Game**, Juno Eclipse fills a vital niche for Rebel squads by providing a low-cost source for the Disruptive ability. Being able to "jam" enemy commander effects is a nice advantage, particularly against squads that depend on commander effects to work effectively. For example, a "black and blue" squad featuring Thrawn, Vader, and Mas Amedda can have some serious problems if it is unable to swap Vader in and out of positions adjacent to major opponents.

For a mere 8 points, of course, you can't expect much else from the character. With the exception of Accurate Shot and extra hit points, she's little more effective than a Rebel Trooper or similar low-cost "filler." This being the case, you'll have to be careful not to leave her exposed. Try to keep her out of line of sight (around corners but within 6 squares) or, failing that, keep her behind cover (such as a stronger ally) or near a bodyguard or character with Draw Fire.

Star Wars Miniatures Stat Card Preview

Faction: Rebel

Cost: 8

Hit Points: 40

Defense: 13

Attack: +5

Damage: 10

Special Abilities: Unique, Careful Shot, Accurate Shot, Disruptive

Star Wars Roleplaying Game: Saga Edition Statistics

These statistics present Juno Eclipse as a new graduate of the Imperial Academy.

Juno Eclipse **CL 3**

Medium Human soldier 3

Force 3

Init +9; **Senses** Perception +7

Languages Basic, Binary (can't speak), Bocce

Defenses Ref 17 (flat-footed 14), Fort 15, Will 14; Vehicular Combat

hp 41; **Threshold** 15

Speed 6 squares

Ranged blaster pistol +6 (3d6+1)

Base Atk +3; **Grp** +6

Atk Options Careful Shot, Point Blank Shot

Special Actions Battle Analysis, Cover Fire

Abilities Str 8, Dex 16, Con 10, Int 14, Wis 13, Cha 13

Talents Battle Analysis, Cover Fire

Feats Armor Proficiency (light, medium), Careful Shot, Point Blank Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +9, Knowledge (tactics) +8, Mechanics +8, Perception +7, Pilot +14, Use Computer +8

Possessions blaster pistol, Imperial officer's uniform, code cylinder, comlink, datapad, toolkit



Star Destroyer Officer

Few starships in the galaxy intimidate and awe like an Imperial Star Destroyer. These enormous starships are the backbone of the Imperial Navy and an impressive symbol of the Empire's power. It's an honor for most military personnel to serve aboard such a ship. Officers and crew are selected for their skill, loyalty, and leadership ability. However, as is the case with any prestigious position in the Empire, some officers obtain their posting through political connections or other means, in spite of their actual talent. But no matter how the position is attained, serving with honor aboard a Star Destroyer boosts any officer's career.

In the **Star Wars Miniatures Game**, the Star Destroyer Officer is similar to the standard Imperial Officer, with slightly different stats and a commander effect that enhances the new Imperial Navy Trooper unit (also introduced in *The Force Unleashed*). The commander effect essentially doubles the potential firepower for Imperial Navy Troopers when deployed near the officer by granting them Double Attack if they don't move.

Though slightly cheaper than the Imperial Officer, the Star Destroyer Officer's stats are also a bit lower overall. Therefore, this piece is best deployed in support of Imperial Navy Troopers, especially when used in combination with the troopers' synchronized fire ability, giving them extra chances to use their bonuses to combine fire.

Star Wars Miniatures Game Stat Card Preview

Faction: Imperial

Cost: 12

Hit Points: 30

Defense: 13

Attack: +4

Damage: 10

Commander Effect: Characters named Imperial Navy Trooper within 6 squares gain Double Attack (On its turn, this character can make 1 extra attack instead of moving).

Star Wars Roleplaying Game: Saga Edition Statistics

Star Destroyer Officer CL 5

Medium Human nonheroic 4/noble 3/ officer 1

Force 4; **Dark Side** 5

Init +3; **Senses** Perception +10

Languages Basic, Bocce, Duresse, High Galactic

Defenses Ref 15 (flat-footed 15), Fort 14, Will 19

hp 25; **Threshold** 14

Speed 6 squares

Melee unarmed +6 (1d4+2)

Ranged blaster pistol +5 (3d6+2)

Base Atk +6; **Grp** +6

Special Actions Assault Tactics, Coordinate +1, Inspire Confidence

Abilities Str 10, Dex 8, Con 10, Int 13, Wis 12, Cha 14

Talents Assault Tactics, Coordinate, Inspire Confidence

Feats Armor Proficiency (light), Linguist, Skill Focus (Persuasion), Skill Training (Deception, Pilot, Use Computer), Vehicular Combat, Weapon Proficiencies (pistols, simple weapons)

Skills Deception +11, Knowledge (tactics) +10, Perception +10, Persuasion +16, Pilot +8, Use Computer +10

Possessions blaster pistol, code cylinder, comlink (encrypted), officer's uniform



THE FORCE UNLEASHED PREVIEW 5: WOOKIEE WARRIOR AND WEDGE ANTILLES, RED TWO

By Gary M. Sarli and Sterling Hershey

Wookiee Warrior

Shortly after the rise of the Empire, the Wookiees of Kashyyyk were enslaved. While many Wookiees who escaped captivity became [freedom fighters](#), others left their homeworld to join the efforts of the Rebel Alliance.

These strong, elite warriors provided backup for Rebel SpecForce commandos during battlefield raids, but they were just as likely to be the muscle of Special Ops mission groups working for Alliance Intelligence.

In addition to using their natural strength to subdue opponents hand to hand, they carried a traditional bowcaster for sniping, a grenade launcher for dealing with clusters of opponents, and a recon droid (linked to a comlink) for scouting nearby areas. The recon droid is very simple -- essentially operated by remote control -- but it carries a powerful explosive charge for dealing with hidden enemies. (Other models carried powerful beacons that allowed capital ships to lock on and bombard the area with turbolasers.)

In the **Star Wars Miniatures Game**, the Wookiee Warrior serves as "heavy filler." It has a bigger punch than cheap fodder such as a Rebel Trooper, but it lacks the strength and staying power to be the nucleus of a squad. As such, it fills much of the same role as the Elite Hoth Trooper, trading 3 points of Defense and 1 extra point of Cost in exchange for 10 extra Hit Points and Grenades 20.

Grenades 20 gives a nice capability against large numbers of relatively weak enemies. However, your opponent's "heavy filler" (such as Elite Stormtroopers or Elite Snowtroopers) have a better chance to hurt you given your lower Defense, and they don't need to hit you many more times to take you out. Make sure you use Grenades early and often so that the tradeoff works in your favor.

Star Wars Miniatures Stat Card Preview

Faction: Rebel
Cost: 13
Hit Points: 40
Defense: 13
Attack: +6
Damage: 20
Special Abilities: Grenades 20

Star Wars Roleplaying Game: Saga Edition Statistics

Wookiee Warrior **CL 2**
Medium Wookiee nonheroic 8
Init +9; **Senses** Perception +3
Languages Basic (understand only), Shyriiwook

Defenses Ref 10 (flat-footed 10), Fort 13, Will 9
hp 44; **Threshold** 18; extraordinary recuperation

Speed 6 squares
Melee unarmed +9 (1d4+3) or
Melee unarmed +11 (1d4+5) during rage
Ranged bowcaster +6 (3d10) or
Ranged grenade launcher +6 (4d6, 2-square burst)
Base Atk +6; **Grp** +9
Atk Options Crush, Pin
Special Actions rage 1/day

Abilities Str 16, Dex 10, Con 16, Int 9, Wis 8, Cha 6
Feats Crush, Improved Damage Threshold, Pin, Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Climb +7 (may take 10 even when distracted or threatened), Initiative +9, Persuasion +2 (may reroll attempts to intimidate)
Possessions bowcaster, 5 quivers, grenade launcher, 10 frag grenades, bandolier, utility belt, recon droid (see below)

Recon Droid CL 1

Diminutive 4th-degree droid nonheroic 1
Init +10; **Senses** low-light vision, Perception +13
Languages Basic (understand only), Binary

Defenses Ref 20 (flat-footed 15), Fort 10, Will 11
hp 2; **Threshold** 10

Speed 2 squares
Ranged hold-out blaster +5 (3d4)
Base Atk +0; **Grp** -10
Atk Options Point Blank Shot
Special Actions self-destruct (4d6, 2-square burst)

Abilities Str 4, Dex 21, Con —, Int 7, Wis 12, Cha 9



Feats Point Blank Shot, Skill Focus (Perception), Skill Training (Initiative), Weapon Proficiency (pistols)

Skills Initiative +10, Perception +13, Stealth +20

Systems hovering locomotion, internal comlink, tool mount (stabilized), self-destruct system (miniaturized*), improved sensor package

Possessions hold-out blaster

Cost 7,500; **Availability** Military

* A miniaturized self-destruct system functions as if the droid were two sizes larger. This costs 5 times as much as a normal self-destruct system.

Wedge Antilles, Red Two

Wedge Antilles is destined to become one of the Rebel Alliance's most famous and talented fighter pilots. Ultimately, he flew X-wings against both Death Stars and defended the Rebel Base at Hoth. As commander of Rogue Squadron, he will be at the forefront of Rebel and New Republic strikes across the galaxy. All of that is in the future, however. When flying as Red Two in the attack on the first Death Star, Wedge is a talented young pilot with a lot to learn about flying and command. He would be one of a very small number of pilots to survive the attack, and he served as one of Luke Skywalker's wingmen on the final attack run on the battlestation's vulnerable thermal exhaust port.

In the **Star Wars Miniatures Game**, Wedge Antilles, Red Two is somewhat less powerful than the Wedge Antilles figure released in the *Universe* set. Reflecting a younger, less experienced pilot, this version costs a bit less, has 20 fewer Hit Points, has a slightly lower Defense and Attack rating, and has no commander effects. He does, however, receive an upgrade in his special abilities. Wedge Antilles, Red Two has Pilot, plus the pilot's common ability Grenades 10. He also retains Avoid Defeat and Evade, both of which should keep him in the game longer. Mobile Attack rounds out his abilities, enabling him to maneuver around the battle grid during his turn, but get out of sight or behind cover in the end.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel

Cost: 13

Hit Points: 50

Defense: 17

Attack: +8

Damage: 10

Special Abilities: Unique; Pilot; Avoid Defeat; Evade; Grenades 10; Mobile Attack

Star Wars Roleplaying Game: Saga Edition Statistics

The statistics below reflect Wedge's abilities at the end of Episode IV.

Wedge Antilles, Red Two **CL 4**

Medium human scoundrel 1/soldier 3

Destiny 1; Force 3

Init +9; Senses Perception +8

Languages Basic, Binary

Defenses Ref 18 (flat-footed 16), Fort 16, Will 16; Vehicular Combat

hp 35; Threshold 16

Speed 6 squares

Melee unarmed +3 (1d4+2)

Ranged blaster pistol +5 (3d6+2)

Base Atk +3; Grp +5

Atk Options Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons)

Special Actions Spacehound

Starship Maneuvers (Pilot +14)*: Corellian slip, skim the surface

Abilities Str 10, Dex 15, Con 10, Int 12, Wis 12, Cha 10

Talents Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Spacehound

Feats Armor Proficiency (light), Point Blank Shot, Skill Focus (Pilot), Starship Tactics*, Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiencies (pistols, simple weapons)

Skills Initiative +9, Mechanics +8, Perception +8, Pilot +14, Stealth +9, Use Computer +8

Possessions blaster pistol, comlink, datapad, frag grenade, tool kit, flight suit, X-wing starfighter

* Detailed in the upcoming product *Starships of the Galaxy*



THE FORCE UNLEASHED PREVIEW 6: LUKE'S SNOWSPEEDER AND LUKE SKYWALKER, HOTH PILOT UNLEASHED

By Gary M. Sarli and Sterling Hershey

Luke's Snowspeeder

As commander of Rogue Group, Luke Skywalker led the snowspeeder squadron defending the Rebel base on Hoth. They took the invading Imperial AT-ATs head on, but their speeder-mounted blasters had minimal effect on the walkers' strong armor. Luke quickly switched tactics and ordered the use of tow cables and harpoons to trip the mechanical monstrosities.

While other Rogue pilots managed to down a walker or two, Luke ran into problems when AT-AT blaster fire proved to be too much for his speeder. He lost his gunner in the first hit, and he crashed later in the battle after taking a second direct hit.

Luke's Snowspeeder is the second such vehicle added to the **Star Wars Miniatures Game**. (The Rebel Snowspeeder was released as part of the *Bounty Hunters* set.) Reflecting Luke's advanced skills, his speeder costs a bit more but has substantially more Hit Points and better Defense and Attack scores. The Damage score and the remainder of the special abilities remain the same. However, Luke's Snowspeeder also has Force 4, and with no other Force powers to spend the points on, Luke will have an edge in movement and attack rolls many times during a battle.

Star Wars Miniatures Stat Card Preview

Faction: Rebel

Cost: 45

Hit Points: 90

Defense: 20

Attack: +12

Damage: 20

Special Abilities: Unique (counts as Luke Skywalker); Flight; Damage Reduction 10; Harpoon Gun; Mobile Attack; Speed 16; Mounted Weapon; Twin Attack

Force Powers: Force 4

Star Wars Roleplaying Game: Saga Edition Statistics

Modified Incom-T47 Airspeeder CL 9

Huge air vehicle (airspeeder)

Init +20; **Senses** Perception +10

Defense Ref 24 (flat-footed 17), Fort 16; +2 armor; Elusive Dogfighter, Vehicular Combat
hp 60; **DR** 10; **Threshold** 26

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)

Ranged double laser cannon +11 (see below) and blaster cannon +4 (see below) or

Ranged double laser cannon +11 (see below) and harpoon gun +4 (see below)

Fighting Space 3x3 or 1 square (starship scale); **Cover** total (crew)

Base Atk +7 (pilot), +2 (gunner); **Grp** +23

Atk Options autofire (double laser cannon, blaster cannon), harpoon gun

Abilities Str 22, Dex 22, Con —, Int 14

Skills Initiative +20, Mechanics +11, Perception +10, Pilot +16

Crew 2 (unique pilot [Luke Skywalker], skilled gunner); **Passengers** none

Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none

Availability Military; **Cost** 50,000 used

Harpoon Gun -- a gunner uses the harpoon gun to make a grapple check against an enemy walker. The gunner must make an attack roll against the walker; if successful, the pilot must make an opposed grapple check. If the grapple check succeeds, the target walker cannot move without first making a Pilot check (DC = harpoon gun's grapple check result). If this Pilot check fails, the walker suffers an automatic collision, taking twice its collision damage.

Double laser cannon (pilot)

Atk +11 (+6 autofire); **Dmg** 5d10

Blaster cannon (gunner)

Atk +4 (–1 autofire); **Dmg** 3d10

Harpoon gun (gunner)

Atk +4; **Dmg** -- (grapple +27)



Luke Skywalker, Hoth Pilot Unleashed

The Battle of Hoth was rough on Luke Skywalker and his snowspeeder. Though he led a successful attack against the invading Imperial walkers, Luke had to escape from his wrecked speeder before the walker that shot him down crushed it. As it turned out, the AT-AT was no match for Luke attacking on his own two feet. Grabbing an antivehicle proton mine and an ascension gun, he quickly hoisted himself up to the belly of the beast, sliced it open with his lightsaber, and tossed in the mine. The resulting explosion blew the head off the walker, bringing it down immediately.

In the **Star Wars Miniatures Game**, Luke Skywalker, Hoth Pilot Unleashed brings the feel of *The Force Unleashed* to a classic character. This is largely reflected in the Force power Force Push 4, which pushes a target back 4 squares while doing 40 damage in the same blow. Because of his initial Force 2 score and Force Renewal 1, Luke won't be able to do this very often in a game.

However, Luke has another amazing trick, direct from the Battle of Hoth: Demolition Charge. This ability is absolutely lethal to walkers of any size, including AT-ATs, which can be brought down in a single round with a single die roll (well, *most likely* a single die roll). However, since Demolition Charge "replaces turn," it might take the Rebel player a bit of maneuvering to get into the right position at the right time. Still, Luke Skywalker, Hoth Pilot Unleashed is the most effective walker-killer in the game, especially at his low cost of 28 points.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel

Cost: 28

Hit Points: 80

Defense: 19

Attack: +11

Damage: 20

Special Abilities: Unique; Pilot; Demolition Charge (replaces turn: 1 adjacent Huge or larger enemy with Mounted Weapon is defeated; save 6)

Force Powers: Force 2; Force Renewal 1; Force Push 4 (Force 4, replaces attacks: sight; 40 damage; push back target 4 squares if Huge or smaller); Lightsaber Deflect

Star Wars Roleplaying Game: Saga Edition Statistics

Luke Skywalker (Episode V) CL 9

Medium Human scout 1/Jedi 6/ace pilot 2

Destiny 2; **Force** 5, Strong in the Force; **Dark Side** 1

Init +12; **Senses** Perception +10

Languages Basic, Huttese, Shyriiwook

Defenses Ref 26 (flat-footed 23), Fort 23, Will 21; Block, Deflect, Evasion

hp 84; **Threshold** 23

Speed 6 squares

Melee lightsaber +11 (2d8+10) or

Melee lightsaber +6/+6 (2d8+10) with Double Attack

Ranged blaster pistol +10 (3d6+4)

Base Atk +7; **Grp** +10

Atk Options Double Attack

Force Powers Known (Use the Force +16): *move object, surge*

Abilities Str 14, Dex 16, Con 14, Int 14, Wis 13, Cha 14

Special Qualities vehicle dodge +1

Talents Block, Deflect, Elusive Dogfighter, Force Pilot, Weapon Specialization (lightsabers)

Feats Double Attack (lightsabers), Force Sensitivity, Force Training, Shake It Off, Skill Focus (Use the Force), Strong in the Force,

Vehicular Combat, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +12, Endurance +11, Initiative +12, Jump +11, Mechanics +11, Perception +10, Ride +12, Survival +10, Use the Force +16

Possessions blaster pistol, lightsaber, flight suit, antivehicle proton mine, ascension gun, utility belt with medpac If you want to use an Unleashed version of Luke Skywalker, replace Double Attack (lightsabers) with the Unleashed feat from *The Force Unleashed Campaign Guide*.



New Explosive: Antivehicle Proton Mine

The Rebel Alliance created antivehicle proton mines out of proton torpedo warheads, adding a simple proximity fuse to allow detonation at the approach of a large target, but other arms manufacturers created similar devices via less unorthodox (and much safer) means. When carefully emplaced (a full-round action; see "Handle Explosives" under the Mechanics skill description), the mine can also be hidden (Stealth check, adding +15 size modifier of the mine) to reduce the likelihood that it is detected by enemy infantry or vehicles. When emplacing the mine, the mine can be set to detonate only upon detecting a target of a minimum size and/or a target using repulsorlift engines.

The mine arms itself 6 seconds later, at the end of your next turn. The mine will detonate if it detects an eligible target within 2 squares (Perception +10). Make an attack roll (1d20+10) against the Reflex Defense of every creature and object in the blast radius. (Any creature or object to which the mine is attached is hit automatically.) If the attack succeeds, the creature or object takes full damage. If the attack misses, the creature or object takes half damage.

TABLE 1-2: EXPLOSIVES

WEAPON	COST	DAMAGE	DAMAGE TYPE	WEIGHT	SIZE	AVAILABILITY
Antivehicle proton mine	2,000	8d6*	Energy	1.5 kg	Small	Military

* *Explosion damages everything within 4 squares*

THE FORCE UNLEASHED PREVIEW 7: AMANIN SCOUT AND Z-1B

By Gary M. Sarli and Sterling Hershey

Amanin Scout

An increasingly common sight in spaceports on hundreds of worlds, the primitive Amanin have grown more and more comfortable with the technology and species of the galaxy since their world's mineral wealth was discovered by prospectors a few generations ago. Under the Empire, some Amanin were sold into slavery, but many more travel freely.

The Amanin scout shown below could be found anywhere, and he has learned to speak Basic so that he can better communicate with his employers. He most often works as a scout or guide, but his speed and stealth have drawn the attention of a Hutt crime lord that has used him to "hunt" a few bothersome witnesses. Whether the scout will continue to pursue this line of work is yet to be seen, and he could be turned back to a more legitimate path.

In the *Star Wars Miniatures Game*, the Amanin Scout fills a common niche -- low Cost, with Melee and Stealth -- but he adds an unusually strong movement capability. Wall Climber makes it possible to dart across most terrain without slowing down (with the obvious exception of terrain without an adjacent wall), and Wheel Form gives the necessary speed to zip halfway across the battle map in a single turn. When these abilities are used in conjunction, your opponent may be caught off guard. Everyone remembers to keep a close eye on flying enemies, but it's easy to forget about Wall Climbers who can turn a pit into passable terrain.

Combine this surprise movement with Melee Reach 2 (normally associated with larger creatures), and you have the potential to catch your opponent unprepared. Be advised, though, that he won't make the same mistake twice!

Star Wars Miniatures Stat Card Preview

Faction: Fringe

Cost: 13

Hit Points: 40

Defense: 15

Attack: +7

Damage: 20

Special Abilities: Melee Attack; Melee Reach 2; Stealth; Wall Climber; Wheel Form

Star Wars Roleplaying Game: Saga Edition Statistics

Amanin Scout CL 2

Medium Amanin scout 3

Force 3; **Dark Side** 2

Init +7; **Senses** Perception +7

Languages Amanese, Basic

Defenses Ref 16 (flat-footed 15), Fort 16, Will 14

hp 39; **Threshold** 16

Speed 6 squares, roll 12 squares (run only)

Melee spear +4* (1d8+11)

Ranged spear +3 (1d8+4)

Fighting Space 1 square; **Reach** 2 squares

Base Atk +2; **Grp** +5

Atk Options Power Attack

Special Actions Shake It Off

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6

Talents Improved Stealth, Hidden Movement

Feats Linguist, Power Attack, Shake It Off, Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Skills Climb +4 (may take 10 when distracted), Endurance +8, Initiative +7, Perception +7, Stealth +7, Survival +7

Possessions spear

* Includes 2 points of Power Attack



Amanin

Arboreal humanoids native to the sparse forests of Maridun, Amanin have only recently joined galactic society and still suffer from a lack of familiarity with most offworld technology. Amanin are capable hunters due to their natural resilience, speed, and adaptability, and many Amanin that leave their home planet find work as scouts, bounty hunters, and occasionally hired muscle (both legal and otherwise).

Amanin Species Traits

Ability Modifiers: +2 Str, -2 Int, -2 Cha

Size: Medium

Speed: 6 squares

Reach: Unlike most Medium-sized species, Amanin have a natural reach of 2 squares.

Primitive: Amanin do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants those feats.

Roll: When using the run action, Amanin may roll into a ball to move at greater speed. When rolling, Amanin take a -5 penalty on Perception checks, but their speed is doubled.

Resilient: Amanin gain a +1 species bonus to their Fortitude Defense due to their natural resilience.

Skills: Due to their arboreal background, Amanin may choose to take 10 on Climb checks even when distracted or threatened.

Languages: Amanese.

2-1B

Too-Onebee is an older model of medical droid who once served the Empire on the planet Firro shortly after that world was subject to Imperial occupation. Tasked with tending to civilians injured or maimed by Imperial atrocities, Too-Onebee provided care to a seemingly unending stream of the wounded or dying before being assigned to the newly proclaimed governor, Lord Cuvir. Forced to serve those who caused the very injuries that he was programmed to heal, Too-Onebee began to realize that he longed to serve those on the "right" side of the war.

Later, when Lord Cuvir was assassinated by the Rebel agent Tiree, Too-Onebee dutifully attempted to render aid to the mortally wounded governor even as he saw an opportunity to escape Imperial servitude. Too-Onebee joined Tiree and fled the planet, accompanying him on a few missions for the Rebel Alliance before being assigned to the medical unit in Echo Base on Hoth. He would later serve on the medical frigate *Redemption*, and he continued to serve the New Republic after the fall of the Empire.

In the *Star Wars Miniatures Game*, 2-1B's only real point of comparison is the Medical Droid (from the *Revenge of the Sith* set), and even then 2-1B puts it to shame -- assuming that medical droids are programmed to feel shame. For an extra 5 points of Cost, you gain triple-strength healing (the best in the game), 4 more points of Defense, and the capability to make attacks without losing any of the Medical Droid's abilities. (Sure, that last benefit will rarely come up, but it's just one more option when everyone is at full hit points.) Currently, the only character in the game who can match this kind of healing is Stass Allie (also from *Revenge of the Sith*), and she has to spend Force Points to do it.

In short, 2-1B's healing is substantial enough to make a big difference during a game. It could allow even a second-tier "beatstick" to stand toe-to-toe with an enemy's best heavy-hitter -- if you can keep him protected while he's right on the front line.

Star Wars Miniatures Game Stat Card Preview Faction: Rebel

Cost: 17

Hit Points: 30

Defense: 15

Attack: +2

Damage: 10

Special Abilities: Unique; Droid; Emergency Life Support; Heal 30; Melee Attack

Star Wars Roleplaying Game: Saga Edition Statistics

Two-Onebee (advanced 2-1B medical droid) CL 3

Medium 1st-degree droid nonheroic 3/noble 3

Force 3

Init +4; **Senses** low-light vision, Perception +18

Languages Basic, Binary, Bothan, Sullustan

Defenses Ref 15 (flat-footed 14), Fort 13, Will 18

hp 24; **Threshold** 13

Speed 6 squares

Melee unarmed +3 (1d3)

Base Atk +4; **Grp** +5

Special Actions Bolster Ally

Abilities Str 8, Dex 12, Con —, Int 14, Wis 16, Cha 9

Talents Bolster Ally, Educated

Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Perception, Treat Injury), Skill Training (Use Computer), Surgical Expertise, Toughness, Weapon Proficiency (simple weapons)

Skills Knowledge (life sciences) +15, Perception +18, Treat Injury +16, Use Computer +10

Systems walking locomotion, heuristic processor, 2 hands, improved sensor package, vocabulator

Possessions medical kit, 2 medpacs

Availability Unique; **Cost** not available for sale



ERRATA

By Rodney Thompson

Clone Wars, January 2009

Core Rulebook, October 2008

Knights of the Old Republic Campaign Guide, January 2009

Scum and Villainy, January 2009

Starships of the Galaxy, January 2008

The Force Unleashed Campaign Guide, January 2009

CLONE WARS

ERRATA AND OFFICIAL CLARIFICATIONS

Updated - January 2009

Clone Wars Campaign Guide Errata v1

- p. 21 – Protection** Add the following text to the end of the talent's description: "Characters that use this talent or the Draw Fire talent cannot be targeted by or benefit from this talent. You may not benefit from this talent at the same time as the Misplaced Loyalty talent (Scum and Villainy, page 14)."
- p. 22 – Improved Consular's Vitality** Add the following line to the end of this talent: *Prerequisite:* Consular's Vitality
- p. 26 – Stick Together** Remove the phrase "as a move action" from the second sentence of this talent.
- p. 29 – Expert Droid Repair** Add the phrase "(minimum 2)" after the phrase "Intelligence bonus."
- p. 40 – Higher Yield** Change the word "Demolitions" to "Mechanics" in the Prerequisites line.
- p. 40 – Focused Force Talisman** Add the phrase "all your expended uses of" before the phrase "that spent Force power" in the last sentence of the talent's description.
- p. 46 – Tech Savant** Add the following text to the end of the talent's description: "Any droid or vehicle can only benefit from this talent once per round."
- p. 76 – G9 Rigger** Grp modifier should be +34
- p. 81 – Dagger-class Starfighter** Add the following line beneath the Cargo line: Hyperdrive x2 (3 pre-programmed hyperspace jumps)
- p. 138 – Daystar Craft DC0052 Intergalactic Speeder** Change the Fighting Space to 2x2
- p. 172 – Nu-class Shuttle** Add the following line beneath the Cargo line:
Hyperdrive x1, navicomputer
- p. 173 – Y-Wing** DR should be 10, not 100.
- p. 209 – Subjugator-class Heavy Cruiser** Crew should be 25,350.
- p. 221 – Sabaoth Starfighter** Pilot modifier should be +12

Clone Wars CG Clarifications v1

- p. 61-63 – Ranged Weapons** The weapons in this section have the following ammunition capacities:
- BlasTech 500 "Espo" Riot Gun, BlasTech DT-12, Czerka Adventurer, Merr-Sonn Model 434, SoroSuub Firelance: 50 shots.
 - BlasTech DH-23 "Outback" Blaster Pistol: 100 shots
 - BlasTech DLT-20A: 30 shots
- p. 40 – Rapid Reload** Add the phrase "or power pack" after the phrase "energy cell."
- p. 46 – Sabotage Device** Add the phrase "or power pack" after the phrase "energy cell."
- p. 64 – Shadowsuit** Replace the full text of this entry with the following:
- Shadowsuit**
Light Armor
- Used by assassins and burglars, the shadowsuit manufactured by Ayelixe/Krongbing textiles is little more than a black body stocking covering the wearer's entire body. Shadowsuits are made from a tough but soft material known as shadow silk that absorbs light and sound. The hands and feet of the shadowsuit have sound-dampening pads that reduce the noise made by the wearer. A shadowsuit grants a +5 equipment bonus to Stealth checks whenever the wearer has concealment from darkness or low-light conditions. If any armor or clothing is worn over the shadowsuit, this bonus is lost.
- Replace the Shadowsuit entry on Table 5-4: Armor with the following:
Shadowsuit 2 600 +1 +1 +5 – – 2 kg Military
- p. 94 – Creating a Squad** Add the following bullet point to the end of the list:
The squad's CL is equal to the CL of the base creature +2.

STAR WARS SAGA EDITION

ERRATA AND OFFICIAL CLARIFICATIONS

Updated - October 2008

Errata

p. 38 – Base Attack Bonus

Should read, "**Base Attack Bonus:** The character's base attack bonus. Apply this bonus to the character's attack rolls." Base attack bonus does not apply to damage rolls.

p. 38 – Jedi class skills

Add Jump and Mechanics to the list of skills on the Jedi Class Skills list, below Table 3-2: The Jedi.

p. 40 – Resilience Talent

Should read "You can spend a full-round action to move +2 steps up the condition track (see Conditions, page 148)"

p. 41 – Block Talent

Add the following sentences before the last sentence of the Block talent:

"You may use the Block talent to negate melee area attacks, such as those made by the Whirlwind Attack feat. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses. You may spend a Force point to use this talent to negate an attack against an adjacent character."

p. 41 – Deflect Talent

Before the last sentence of the first paragraph, add the following sentence: "You may spend a Force Point to use this talent to negate an attack against an adjacent character."

Replace the second paragraph with the following:

"You can use this talent to deflect some of the barrage of shots fired from a ranged weapon set on autofire, or the Force lightning Force power. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses."

p. 44 – Wealth Talent

Change reference to "your noble level" to "your class level"

p. 46 – Fool's Luck Talent

Change reference to "luck bonus" to "competence bonus"

p. 47 – Hyperdriven Talent

Remove the word "scoundrel" before the phrase "class level."

p. 51 – Soldier Defense Bonuses

Should read, "At 1st level you gain a +1 class bonus to your Reflex Defense and a +2 class bonus to your Fortitude Defense."

p. 52 – Stunning Strike Talent

Change the phrase "if your attack roll" to "if your damage roll"

p. 59 – Table 4-1: Trained Skills by Class table

Add Jump and Mechanics to the class skills for the Jedi.

p. 62 – Table 4-2: Skills

Change the – in the Jedi column to a C for the Jump and Mechanics skills.

p. 62 – Acrobatics Skill

In the last sentence of the second paragraph, change, "a DC 15 Reflex save" to "a DC 15 Acrobatics check" The first sentence of the second paragraph under the **Escape Bonds** header refers to "an attack action." This should be "a standard action."

Under the **Special** section, replace the last sentence with the following: "If you are trained in Acrobatics, you gain a +5 bonus to your Reflex Defense when fighting defensively (see Fighting Defensively, page 152)."

p. 68 – Jump Skill

Add the following before the last sentence under the "Jump Down" use of the Jump skill: For every 10 points by which you beat the DC, you can subtract an additional 3 meters from the fall when determining damage.

p. 69-70 – Mechanics Skill

First full sentence of second paragraph should read "On a result..." instead of "One a result..."

Under the **Jury-Rig** header, replace the 4th sentence with the following: "A jury-rigged device or vehicle gains +2 steps on the condition track and 1d8 hit points."

Under the **Special** header, add the following sentence: "Characters who are untrained in the Mechanics skill can still use the aid another action to assist on Mechanics checks."

p. 73 – Stealth Skill

Change the last sentence under the **Conceal Item** header to say, "Drawing a concealed item is a standard action."

p. 82 – Acrobatic Strike Feat

Reduce the bonus provided by this feat from +5 to a +2 competence bonus.

p. 82 – Burst Fire Feat

Change the **Prerequisites** for the feat to: Proficient with heavy weapons, proficient with weapon.

At the end of the **Special** paragraph, add the following text: "If you do not have a Strength of 13 or higher, increase the penalty on attacks to -10 when using this feat with non-vehicle weapons."

p. 85 – Force Training Feat

Under the **Special** section, the feat should say, "Each time you take this feat, you add to your Force suite a number of new Force powers equal to 1 + your Wisdom modifier."

p. 88 – Rapid Shot Feat

Remove the Strength prerequisite from the feat.

Add the following sentence to the **Special** section of the feat: "If you do not have a Strength of 13 or higher, increase the penalty to attacks to -5 when using this feat with non-vehicle weapons."

p. 88 – Rapid Strike Feat

Remove the Dexterity prerequisite from the feat.

Add the following sentence to the **Special** section of the feat: "If you do not have a Dexterity of 13 or higher, increase the penalty to attacks to -5 when using this feat with non-light weapons."

p. 89 – Whirlwind Attack Feat

In the first sentence under **Benefit**, change the word "opponent" to "target."

p. 93 – Using Force Points

Spending a Force Point to return a power to your Force suite is a reaction, not a swift action.

p. 96 – Using Force Powers

Change the second method under **Regaining Force Powers** to say the following "–If you roll a natural 20 on a Use the Force check to activate a Force power, you regain all spent Force powers at the end of your turn."

p. 96 – Force Power Descriptors

Add the following entry after the **Mind-Affecting** paragraph:

Telekinetic: A Force power with the [telekinetic] descriptor uses telekinesis to accomplish its ends. Many telekinetic powers interact with the world physically in similar ways, and are covered as a group by some talents. If a target of a [telekinetic] Force power has cover, it gains a cover bonus to its relevant Defense score or on its opposed check to resist the power. If the target of a [telekinetic] Force power has concealment, you take a penalty on your Use the Force check to activate the power unless you have used the Sense Surroundings application of the Use the Force skill this turn. Use the standard bonuses and penalties for cover and concealment provided on pages 156-157.

Add the telekinetic descriptor to the following Force powers: Force disarm, Force grip, Force slam, Force thrust, move object.

p. 96 – Battle Strike

Change the DC 15 text to: "Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional 1d6 points of damage if the attack hits."

p. 97 – Force Grip

Change the Target text to "One target within 12 squares and within line of sight."

Replace the DC 15 text with the following:

DC 15: If your Use the Force check equals or exceeds the target's Fortitude Defense, the target takes 2d6 points of damage and can only take a single swift action on his next turn. Otherwise, the target takes half damage and may act normally, and you may not maintain the power. Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5.

Replace the second sentence under **Special** with the following: "Maintaining the *Force grip* power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining a *Force grip*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating."

p. 97 – Force Disarm

Change the Target text to "One target within 12 squares and within line of sight."

p. 97 – Force Slam

Add the following sentence before the "This is an area effect" sentence: "Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5."

p. 98 – Force Stun

The Use the Force check should be compared to the target's Fortitude Defense instead of Will Defense. Add the following sentence to the end of the **Make a Use the Force Check** paragraph: "Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5."

p. 98 – Force Thrust

In the second paragraph under **Make a Use the Force Check**, change the first sentence to say, "The target adds its base attack bonus and its size modifier to its..."

p. 98 – Move Object

Change the Target text to "One target within 12 squares and within line of sight." Replace the second sentence under **Special** with the following: "Maintaining the move object power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining move object, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating. If you deal damage with the move object power, you cease to be able to maintain it."

p. 100 – Surge

The surge power should be a free action, not a swift action. Add the following sentences under **Special**: "Using the surge power counts as a running start for determining a Jump DC. You may spend a Destiny Point to gain an additional 4 squares of movement; when you do so, you may also use any and all movement for the round as a part of a jump (no Jump check required)."

p. 100 – Disciplined Strike Talent

Change the phrase "has a cone effect" to "has an area effect" instead.

p. 100 – Telekinetic Power Talent

Change the text of the first sentence of the talent to say, "Whenever you roll a natural 20 on your Use the Force check to activate a power with the *[telekinetic]* descriptor, you may choose to use that power again immediately as a free action."

p. 100 – Telekinetic Savant Talent

Change the text of this talent to say: "Once per encounter as a swift action, you may return one Force power with the *[telekinetic]* descriptor to your suite without spending a Force Point."

p. 102 – Force Point Recovery

Remove the second paragraph.

p. 113 – Spending Destiny Points

Change the third bullet point to say, "Act out of turn (thus changing your position in the initiative order) once per encounter."

p. 120 – Weapon Qualities

The entry for **Stun Damage** should read as follows:

"If the weapon has a stun setting, it is listed here. A weapon set to stun does stun damage equal to its normal damage (see Stunning, page 162, for more information). Ranged weapons set to stun have a maximum range of 6 squares unless noted otherwise."

p. 122-123 – Table 8-3: Melee Weapons

All damage entries in the "Stun" column of the table should be replaced with the word "Yes" except the stun baton, which should say "Yes (2d6)."

p. 126-127 – Table 8-4: Ranged Weapons

All damage entries in the "Stun" column of the table should be replaced with the word "Yes" except for the stun grenade, which should say, "Yes (4d6)."

The listings for the sporting blaster pistol, the sporting blaster rifle, and the bowcaster should be given a superscript of 4, denoting accurate weapons.

The listings for the hold-out blaster, heavy blaster pistol, blaster carbine, blaster cannon, heavy blaster rifle, thermal detonator, net, and grenade launcher should be given a superscript of 5, denoting inaccurate weapons.

Add the following footnotes at the bottom of the table:

4 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

5 Inaccurate weapon: This weapon cannot fire at targets at long range.

p. 128 – Blaster Rifle, Sporting

In the last paragraph, change the number "50" to "100".

p. 152 – Charge

Replace the text of the Charge action with the following:

"As a standard action you can move your speed (minimum 2 squares) in a straight line and then make a melee attack at the end of your movement. You gain a +2 competence bonus on your attack roll and take a –2 penalty to your Reflex Defense until the start of your next turn. You cannot charge through low objects or squares occupied by enemies (allies do not hinder your charge), and charging through Difficult Terrain costs twice as much per square as normal. You cannot tumble (as per the application of the Acrobatics skill) during your movement as a part of a charge. After you resolve a charge attack you can take no further actions this turn."

p. 154 – Aim Add the following sentence to the second paragraph of the description of the Aim action:

"Aiming provides no benefit when making an area attack."

p. 155 – Area Attacks

Replace the first sentence of the second paragraph with the following:

"When you make an area attack, you make a single attack roll; if your modified attack roll is equal to 10 or higher, compare the result to the Reflex Defense of every target in the area."

Add the following sentence to the end of the second paragraph:

"A natural 20 on an area attack roll automatically hits all targets within the affected area, but area attacks do not deal double damage on a critical hit."

p. 157 – Cover

Add the following sentence to the end of the description of Cover:

"A target with cover or improved cover takes no damage from area attacks if the attack roll is less than the target's Reflex Defense. For a burst or splash weapon, determine cover relative to the center of the weapon's area of effect. For an autofire weapon, determine cover relative to the attacker."

p. 167 – Critical Hits

Add the following sentence to the end of this entry: "When using a vehicle weapon, you cannot apply any effect that causes an automatic natural 20 or automatic critical hit (such as spending a Destiny Point or using the Jedi Master's serenity class feature), unless a rule specifies that it can be used with vehicle weapons."

p. 169 – Vehicle Damage Threshold

Replace the last sentence in this section with the following:

"In addition, all the vehicle's occupants take damage equal to one-half the amount that exceeded the vehicle's damage threshold."

p. 172 – Increase Vehicle Speed

Add the following sentence to the end of the entry:

"You may attempt to increase vehicle speed once per round as a free action when using the all-out movement action."

p. 173 – Collisions

Add the following sentence to the end of the first paragraph: "Unless the vehicle provides no cover to those onboard, any damage dealt to passengers and crew in a collision is reduced by an amount equal to the vehicle's damage threshold."

p. 186 – Droid Cost Factor

Add the following sentence to the end of the section on Cost Factor:

"Droids that are Small size or smaller treat their cost factor as being equal to 2/their cost factor for the purposes of determining accessory weight."

p. 191 – Synchronized Fire Circuits

Change the end of the last sentence to say, "a droid with synchronized fire circuits grants a +5 bonus instead of a +2 bonus on the other droid's check or roll."

p. 198 – 3PO Series Protocol Droid

Change Intelligence score to 13 and Charisma to 14.

p. 199 – B1 Series Battle Droid

Under Systems replace the remote processor with a remote receiver.

p. 200 – B2 Series Super Battle Droid

Under Atk Options change "aid another (+4)" to "aid another (+5)".

p. 200 – Droideka Stat Block

Replace the droideka stat block with the following statistics:

Droideka Series Destroyer Droid CL 4

Large droid (4th-degree) nonheroic 1

Init +8; **Senses** Perception +13

Languages Basic, Binary [rule]

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12

hp 40; **SR** 20; **Threshold** 18

Immune droid traits [rule]

Speed 2 squares (walking), 10 squares (wheeled)

Melee unarmed +7 (1d4+3)

Ranged laser cannon +12 (3d8) or

Ranged laser cannon +10 (4d8) with Rapid Shot or

Ranged laser cannon +7 (5d8) with Burst Fire or

Ranged laser cannon +10 (3d8) and laser cannon +10 (3d8) or

Ranged laser cannon +8 (4d8) and

laser cannon +8 (4d8) with Rapid Shot or

Ranged laser cannon +5 (5d8) and

laser cannon +5 (5d8) with Burst Fire

Fighting Space 2x2; **Reach** 1 square

Base Atk +9; **Grp** +17

Atk Options autofire (laser cannons), Burst Fire, Rapid Shot [rule]

Abilities Str 16, Dex 15, Con —, Int 8, Wis 14, Cha 7

Feats Armor Proficiency (light), Burst Fire, Rapid Shot, Dual Weapon Mastery I, Dual Weapon Mastery II, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles)

Skills Perception +13, Stealth +3

Systems walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink, bronzium shell (+5 armor; treat as quadanium plating)

Possessions 2 laser cannons (treat as blaster rifles)

Availability Military; **Cost** 21,000 credits

p. 201 – IG-100 Series Bodyguard Droid

Replace Defenses line with "Ref 18 (flat-footed 17), Fort 19, Will 18."

p. 206-235 – Prestige Class Requirements

All requirements that state "Minimum Heroic Level" should instead say "Minimum Level" throughout the chapter.

p. 207 – Juke Talent

Replace the text of the Juke talent with the following:

Juke: When you fight defensively as the pilot of a vehicle (see page 171), you may negate a weapon hit on your vehicle using the Vehicular Combat feat one additional time per round.

Prerequisites: Vehicular Evasion

p. 208 – Hunter's Mark Talent

Replace the text with the following:

"If you aim before making a ranged attack (see Aim, page 154), you move the target character -1 step along the condition track if the attack deals damage (see Conditions, page 148)."

p. 216 – Gunslinger Talent Tree

Add the following sentence to the end of the introduction: "The following talents may only be used with pistols and rifles."

Change the text of the **Debilitating Shot** to the following:

"If you aim before making a ranged attack (see Aim, page 154), you move the target character -1 step along the condition track if the attack deals damage (see Conditions, page 148)."

p. 220 – Serenity Class Feature

Replace the second sentence of the class feature with the following:

"You may remain in this trance as long as you wish, and you are still aware of your surroundings; however, you are otherwise helpless and cannot perform any other actions."

p. 228 – Bespin

Swap the Major Export and Major Imports.

p. 234 – Rodia

Change the Moons entry from 2 to 4.

p. 255 – Falling Damage

Change the second paragraph to read as follows:

Acrobatics and Jump: If you are trained in the Acrobatics or Jump skills, you can reduce the damage you take from a fall with a successful skill check (see skill descriptions). If the check succeeds and you take no damage from the fall, you land on your feet. If you fall from a height of greater than 60 meters, treat the fall as being only 60 meters for the purposes of reducing falling distance.

p. 261-262 – Anakin Skywalker (Darth Vader) Stat Block

In Senses line, Perception should be +18.

Defenses should be Reflex 40 (37 flat-footed), Fort 37, Will 34..

Replace the attack lines with the following:

Melee lightsaber +23 (2d8+17) or

Melee lightsaber +21 (3d8+17) with Rapid Strike or

Melee lightsaber +18/+18 (2d8+17) with Double Attack or

Melee lightsaber +16/+16 (3d8+17) with Double Attack and Rapid Strik

Ranged by weapon +21

Base Atk +18; Grp +21

Replace Vader's skills with the following:

Initiative +17, Jump +17, Mechanics +16, Perception +18, Use the Force +17 (can reroll when using *[dark side]* powers, can substitute for Pilot checks)

p. 263 – Padme Stat Block

Replace "Wanted Alive" talent with "Inspire Confidence."

p. 264 – Luke Skywalker Stat Block

Reflex Defense should be 28 (25 flat-footed).

Replace the attack lines with the following:

Melee lightsaber +14 (2d8+11)

Melee lightsaber +9/+9 (2d8+11) with Double Attack

Ranged blaster +12 (3d6+5)

Add the following line between the Abilities and Talents lines:

SQ Vehicle dodge +1

Add the Elusive Dogfighter talent to Luke's talent list.

p. 265 – Han Solo Stat Block

Attack bonus with heavy blaster pistol should be +12 instead of +14.

p. 266 – Chewbacca Stat Block

Replace Chewbacca's skills with the following:

Climb +10 (can take 10 when distracted), Endurance +15, Initiative +11, Mechanics +11 (can reroll when making jury-rigged repair), Perception +10 (can reroll), Persuasion +5 (can reroll attempts to intimidate), Pilot +11, Use Computer +11.

Remove the Extra Rage feat and add Shake It Off.

p. 267 – R2-D2 Stat Block

Attack bonus with electroshock probe should be +9 instead of +10. Ranged attack should be +8, not +14.

p. 268 – C-3PO Stat Block

C-3PO should have Intelligence 13, Wisdom 13, and Charisma 15. Reduce Deception skill bonus to +10 and Persuasion skill bonus to +15.

p. 268 – Yoda Stat Block

Replace the Languages line with:

Languages Basic, Cerean, Shyriiwook (understand only)

Replace third line of melee attacks with:

Melee lightsaber +19/+19/+19 (2d8+16) with Triple Attack

p. 270 – Boba Fett Stat Block

Reflex Defense should be 36 (33 flat-footed).

p. 271 – General Grievous Stat Block

Reflex Defense should be 35 (31 flat-footed). Attack bonuses on final Melee line should be +9, not +11.

p. 278 – Nonheroic Class Skills

Add the Ride skill to the list of Class Skills for the nonheroic character, below Table 3-3.

p. 281 – Clone Trooper

Perception skill bonus should be +9 and should have the Coordinated Attack feat.

p. 282 – ARC Trooper

On the Defenses line, the text after Ref should be "23 (21 flat-footed)."

Replace the line that starts with "hp" with the following:

"hp 57; DR 1Threshold 24; delay damage"

Add the following line below the **Abilities** line:

Special Qualities delay damage.

p. 283 – Bounty Hunter

Replace the bounty hunter's skills with the following: Perception +14, Survival +12. Add the "H" superscript after Perception.

p. 284 – Dark Side Marauder

Remove "Tough as Nails" from the Special Actions line.

Star Wars Saga Edition – Official Clarifications

Text changes and official clarifications for various items in the Saga Edition core rulebook. Unlike the errata, these are not intended to be fundamental rules changes, but rather clarifications that make the full intent of the rules clearer for both players and Gamemasters. These changes are formatted in the same style as the errata in case you want to write the changes into the text, and should help make your game experience smoother.

p. 27 – Gungan Weapon Familiarity

Change the text of **Weapon Familiarity** to the following: "Gungans treat the atlatl and the cesta as simple weapons instead of exotic weapons."

p. 32 – Wookiee Weapon Familiarity

Change the text of **Weapon Familiarity** to the following: "Wookiees treat bowcasters as rifles instead of exotic weapons."

p. 36 – Class Level vs. Character Level Sidebar

Add the following sentence to the end of the sidebar: "If a talent refers to your class level but does not specify a class, it means the combined number of levels in all classes that grant access to that talent."

p. 40 – Force Persuasion Talent

Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 40 – Force Intuition Talent

Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 41 – New Sidebar

Use the following sidebar to explain talents and abilities that rely on the target's Dark Side Score:

Sensing the Dark Side

You must be aware that your target has a Dark Side Score of 1+ to use talents, feats, or other abilities that depend on your target having a Dark Side Score. Witnessing a target performing an action that would earn an increase to one's Dark Side Score (such as using a Force power with the *[dark side]* descriptor) satisfies this requirement. Gamemasters may also waive this requirement when you encounter an opponent that you know to have a Dark Side Score due to previous encounters (such as having past experience with stormtroopers or Sith Lords) or for opponents taking no particular precautions to conceal the presence of a Dark Side Score (such as thugs, bounty hunters, crime lords, etc.).

p. 41 – Lightsaber Throw Talent

Change the first sentence of the talent to say: "You can throw a lightsaber as a standard action, treating it as a thrown weapon (without this talent, a thrown lightsaber is considered an improvised thrown weapon)."

p. 52 – Harm's Way Talent

Change the phrase "affects you instead" to "targets you instead"

p. 60 – Taking 10

Replace the last sentence with the following: "Rorworr needs to make a Climb check to reach the bounty hunter, and this time he can take 10 only because of his Wookiee ability to take 10 on Climb checks while under pressure."

p. 72-73 – Ride Skill

After the phrase "Armor Check Penalty" add "(see text)" Add the following to the **Special** paragraph: "The armor check penalty applies only when attempting to fast mount or fast dismount."

Under the **Use Mount as Cover** section, change the first sentence to say, "As a reaction to an attack against you, you can drop down and hang alongside your mount..."

p. 73 – Stealth Skill

Change the first sentence under the **Pick Pocket** header to say, "With a successful Stealth check as a standard action..."

Change the first sentence under the **Sleight of Hand** header to say, "As a standard action, you can palm hand-sized objects..."

p. 77 – Use the Force Skill

Add the following sentence to the end of the second paragraph under the **Sense Force** application of the skill:

"You can also specify that you are attempting to sense only Force-users with a Dark Side Score of 1 or higher; success reveals only those Force-users with dark side scores, and not any other Force-users."

Under the **Sense Surrounding** application of the skill, add the phrase "until the start of your next turn" to the end of the first sentence.

Under the **Telepathy** application of the skill, change the first part of the last sentence to say, "Against an unwilling target, you must make a Use the Force check against the target's Will Defense or the base skill DC, whichever is higher;"

Under the **Move Light Object** application of the skill, add the following sentence to the end of the paragraph: "Using an object as a projectile weapon is otherwise treated as a ranged attack for the purposes of talents and feats that interact with ranged attacks."

p. 83 – Cleave

Remove the sentence that says "You cannot adjust 1 square before making this extra attack."

p. 89 – Weapon Focus

Change the prerequisite to say, "Proficient with chosen weapon." Delete the third sentence under the Weapon Focus header.

p. 95 – Selecting Force Powers

Remove the following sentence from the second paragraph: "For example, Force stun requires a DC 20 (or higher) Use the Force check to activate, which means that a low-level character attempting to use the power will fail more often than he succeeds."

p. 97 – Force Disarm

Add the [telekinetic] descriptor to the end of the Force Disarm header. Change the phrase "If your disarm attack succeeds..." to "If your disarm attempt succeeds..."

Remove the first sentence under the **Special** section. Change the phrase "before making your disarm attack" to "before making your disarm attempt."

p. 97 – Force Lightning

Change the phrase "If the attack hits..." to "If the skill check equals or exceeds the target's Reflex Defense..." and change the phrase "If the attack misses..." to "Otherwise..."

p. 100 – Rebuke

Change the end of the second paragraph to say, "...who suffers the effect based on the creator's original Use the Force check."

Under the **Special** section, change the end of the first sentence to say, "...may attempt to rebuke the power as well, expending a use of the rebuke power and using your rebuke Use the Force check result as its target DC."

p. 100 – Sever Force

The DC 35 line should begin with "As DC 25" instead of "As DC 35."

p. 100 – Vital Transfer

Add the following text to the end of the last line before the **Special** paragraph: "You may choose to heal less than the result of your Use the Force check allows. You may not heal yourself with this power."

p. 101 – Force Perception Talent

Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 101 – Force Pilot Talent

Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 119 – Weapon Groups

Add the following sentences after the sentence that ends with "...considered skilled with all of the weapons in that group":
"If you are proficient with at least one weapon in a group, you qualify to take Weapon Focus (or any other weapon-specific ability) for that group. The benefits of such abilities apply only to weapons in which you are proficient. For example, a scoundrel with the Spacehound talent (see page 47) is proficient with all starship weapons (all of which are heavy weapons), so he qualifies to take Weapon Focus (heavy weapons). This grants him a +1 bonus on attacks with starship weapons, but he wouldn't get that benefit with a grenade launcher or any other heavy weapons until becoming proficient with them."

p. 120 – Simple Weapons

Add the following sentence to the end of the simple weapons description:

"Unarmed attacks and natural weapons are considered light simple weapons in which all characters are proficient."

p. 120 – Weapon Qualities

Under Rate of Fire add the following sentence to the end of the paragraph: "A weapon can only be on one alternate setting other than its default setting (such as autofire or stun) at a time. Autofire-only weapons with stun settings can deal stun damage in autofire mode, but still have a maximum range of 6 squares unless noted otherwise."

p. 128 – Bowcasters

Replace the sentence that begins with "Although the Bowcaster is an exotic weapon," with the following sentences: "Wookiees treat bowcasters as rifles, not exotic weapons. Bowcasters are treated as rifles for the purposes of determining weapon range."

p. 129 – Grenade, Ion

Replace the reference to taking "full damage" in the second sentence of the second paragraph with taking "normal damage."

p. 129 – Ion Pistol

Replace the reference to taking "full damage" in the second sentence with taking "normal damage."

p. 137 – Cybernetic Prosthesis

In the third paragraph, replace reference to page 144 to page 141.

p. 144 – Critical Hits

Add the following sentence to the end of the **Critical Hits** paragraph: "Effects that negate an attack (such as Block, Deflect, or Vehicular Combat) or cause an attack to automatically miss (such as a Destiny Point) can also negate a critical hit."

p. 144 – Free Actions and Reactions

Add the following sentence to the end of the **Reaction** paragraph: "You may only take a single reaction to any one action or effect. A reaction is always resolved after the action that triggered it, though some reactions (such as the *negate energy* Force power, or the Block and Deflect talents) can affect the outcomes of the action that triggers a reaction."

p. 153 – Draw or Holster a Weapon

Add the following sentence to the end of the first sentence under this header: "If you are proficient in a weapon's use, drawing the weapon always includes any action necessary to activate the weapon (thus, a lightsaber can be drawn and activated as a single move action if you are proficient in the weapon)."

p. 156 – Provoking an Attack of Opportunity

Add the following sentence to the end of the **Moving Out of a Threatened Square** description: "Involuntary movement, such as being the target of a Bantha Rush or the move object Force power, never provokes an attack of opportunity."

p. 162 – Ready

Replace the first paragraph under **Ready** with the following text: "Readying lets you prepare to take an action later, after your turn is over but before your next turn has begun. You can ready as a standard action. To do so, specify the standard, swift, or move action you will take and the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action as a reaction in response to those circumstances (assuming they occur)."

p. 168 – Vehicle Weapon Damage

Replace the vehicle weapon damage formula with the following:

(Weapon Damage + ½ heroic level + miscellaneous modifiers) x multiplier

p. 186 – Systems and Accessories

Add the following sentence before the last sentence of the second paragraph: "As with standard droid models, your starting locomotion, appendages, and accessories do not count against your carrying capacity."

p. 188 – Droid Traits

Add the following sentence to the end of the first paragraph under **Nonliving**:

"Droids do not gain an ability bonus to Constitution-based skill checks and may not take feats or talents with a Constitution prerequisite."

p. 192 Reprogramming

Add the following sentence before the last sentence of the second paragraph: "A droid can only have talents he is eligible for based on his classes; thus, a droid with 5 levels in the soldier class could only be reprogrammed with 3 talents that can be taken by soldiers (soldier levels 1, 3, and 5). A droid with 5 levels of soldier and 3 levels of scoundrel could be reprogrammed with 3 soldier talents and 2 scoundrel talents."

p. 214 – Force Treatment Talent

Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 223-224 – Force Deception Talent

Remove the phrase "for the purposes of using this talent" from the talent's description.

p. 247 – Building an Encounter

In the second paragraph, remove everything following the first sentence. Under **Combining Different CLs**, add the following sentence at the end of the first sentence: "The combined CL for the encounter is either this result or the highest single CL + 2, whichever is more." Add the following sentence to the end of the paragraph: "Most encounters should not include a single enemy whose CL is more than 3 levels higher than the average party level."

p. 285 – Yuuzhan Vong Species Traits

Change the **Weapon Familiarity** line to say the following:

Weapon Familiarity: Yuuzhan Vong treat the amphistaff as a simple weapon instead of an exotic weapon.

KNIGHTS OF THE OLD REPUBLIC

ERRATA AND OFFICIAL CLARIFICATIONS

Updated - January 2009

Errata

p. 26 – Demoralizing Defense

Add the following sentence to the end of this talent's description: "A single target may only be affected by this talent once per round."

p. 32 – Table 2-1: Feats Implant Training

Change the table description for Implant Training's benefit to "Do not move extra steps down the condition track."

p. 39 – Taint of the Dark Side

Add the following sentence to the end of the talent's description: "If you spend a Force Point or Destiny Point to modify this power in any way, you increase your Dark Side Score as normal."

p. 47 – Melee Duelist Requirements

Change the Feats section to say, "Melee Defense, Rapid Strike, Weapon Focus with any melee weapon."

p. 47 – Dual Weapon Flourish II

Add the phrase "once per turn on your turn" before the phrase "you can make a full attack..."

p. 47 – Single Weapon Flourish II

Add the phrase "once per turn on your turn" before the phrase "you can make a full attack..."

p. 67 – Adhesive Grenade

Add the following sentence to the end of the weapon's description: "Adhesive grenades have a 2-square burst radius."

p. 69 – CryoBan Grenade

Add the following sentence to the end of the weapon's description: "CryoBan grenades have a 2-square burst radius."

p. 69 – Lanvarok

Change the last sentence of the second paragraph to say, "Massassi and Kissai treat the Massassi lanvarok as a simple weapon instead of as an exotic weapon."

p. 75 – Table 5-6: Weapon and Armor Accessories

Change the Upgrade Slot Cost of the Improved Energy Cell to 1.

Knights of the Old Republic Clarifications

p. 31 – Weapon Focus + Weapon Finesse Combined Feats

Remove the phrase "for the purpose of Weapon Finesse" from the end of the paragraph.

p. 35 – Sniper Shot

The bonus to attacks applies to all attack rolls made until the beginning of your next turn.

p. 39 – Improved Riposte

Remove the phrase "once per turn" from the beginning of the talent's first sentence.

p. 44 – Brutal Attack

You determine damage (including doubling damage from a critical hit) and compare it to your target's damage threshold first, then add the extra die of damage when applicable.

p. 47 – Exotic Weapon Master

Add the phrase "or talents" after the word "feats" in the second sentence of this talent's description.

p. 52 – Wound Force Power

Change the first sentence of the Special section to say, "If the target moves 1 or more steps down the condition track as a result of being damaged by this power, the condition becomes..."

SCUM & VILLAINY

ERRATA AND OFFICIAL CLARIFICATIONS

Updated - January 2009

Scum & Villainy Errata

p. 17 – Swift Strider

Remove the phrase "as a standard action" from the end of the first paragraph.

p. 21 – Misplaced Loyalty

Add the following sentence before the last sentence of the talent's description: "You may not gain the benefit this talent if another character within 6 squares of you has used this talent since the end of your last turn."

p. 21 – Collateral Damage

Add the phrase "once per turn on your turn" before the phrase "you can make a second attack..."

p. 23 – Knife Trick

Add the following sentence to the beginning of the Benefit paragraph: "If you have a concealed weapon, you threaten squares as though armed with a melee weapon."

Add the following sentence to the end of the Benefit paragraph: "If you choose not to draw your concealed weapon and attack with it, you cannot make the attack of opportunity unless you would otherwise normally be able to do so."

p. 24 – Superior Tech

Change the Superior Protective Armor trait benefit to say, "Increases the armor's armor bonus to Reflex defense by 2."

p. 25 – Wicked Strike

Add the phrase "once per turn on your turn" before the phrase "you can immediately make a second attack..."

p. 27 – Shelter

Change the text of the talent to say, "Whenever you are adjacent to a minion, you increase any cover bonus to your Reflex Defense by +2."

p. 31 – Damaging Deception

Change the last sentence of the talent to say, "If successful, the next attack made before the start of your next by one of your allies turn that hits your target deals an additional +2 dice of damage."

p. 35 – Uncanny Instincts

Change "once per encounter" to "once per round."

p. 37 – Upgrade Slots

In the second paragraph, replace the second sentence with "Unlike most armor, powered armor has two free upgrade slots. Armor is defined as powered armor if it is specifically described as such, or the word power (or some variant thereof) appears in the armor's name."

p. 56 – Table 2-11: Cost Modifiers

Change the cost modifier for Colossal (station) to x5,000; change Colossal (cruiser) to x500; change Colossal (frigate) to x50.

Scum & Villainy Clarifications

p. 21 – Bonus Feats

Some of the feats in this chapter may be selected as bonus feats by certain classes. Each class may add the following feats to their relevant bonus feat list.

Class	Bonus Feats
Jedi	Burst of Speed, Close Combat Escape, Impetuous Move, Impulsive Flight, Lightning Draw, Opportunistic Retreat, Resurgence, Slippery Maneuver, Stay Up, Tactical Advantage, Wicked Strike
Noble	Cornered, Friends in Low Places, Hasty Modification, Impulsive Flight, Opportunistic Retreat, Signature Device, Superior Tech, Tactical Advantage, Wicked Strike
Scoundrel	Burst of Speed, Close Combat Escape, Collateral Damage, Cornered, Deceptive Drop, Desperate Gambit, Duck and Cover, Fleet Footed, Friends in Low Places, Hasty Modification, Impulsive Flight, Knife Trick, Lightning Draw, Signature Device,
Scout	Burst of Speed, Cornered, Deadly Sniper, Duck and Cover, Fleet Footed, Resurgence, Slippery Maneuver, Stay Up
Soldier	Burst of Speed, Collateral Damage, Deadly Sniper, Impetuous Move, Lightning Draw, Resurgence, Slippery Maneuver, Stay Up

p. 41 – Dual Gear

Add the following sentence to the end of the description of Dual Gear: "If either piece of equipment requires a power pack or other energy source, it must have its own (items combined with this modification cannot share power packs or other energy sources)."

p. 42 – Silverplate and Spring Loaded

Move the last sentence from the Silverplate description to the end of the Spring Loaded description.

STARSHIPS OF THE GALAXY ERRATA 1.0

Make sure you're up to date with the first set of errata for *Starships of the Galaxy* Saga Edition. For your convenience, this errata will also be added to the [Rules section](#) of this Web site.

p. 18 – Squadron Tactics Talent

The ace pilot's Squadron Tactics talent can be used only to confer non-attack pattern maneuvers on your squadron.

p. 25 – Corellian Slip

The *Corellian slip* maneuver allows you to make an attack as a free action (not a swift action) when you enter your target's square.

p. 31 – Fighter Groups

Joining a fighter wing ends your actions for the round; any unused actions (including readied actions) are lost. If you choose to delay on the fighter group's turn, you automatically leave the group.

Once the leader of a fighter group is chosen, it can be changed only once per round on the group's turn. When the first fighter joins another to form the wing, the first leader is chosen at that time.

Fighter groups can use starship maneuvers only if every member of the fighter group has that maneuver. When the maneuver is used, every member of the fighter group uses it. If a member of the group has an attack pattern maneuver active when it joins the group, its effects are lost (the fighter group is, itself, like an attack pattern).

p. 47 – Table 3-5: Weapon Systems

The footnote in the table should read: "1 Colossal (frigate) or larger starships only".

p. 47 – Table 3-7: Starship Accessories

Extended range should have an EP cost of 1.

p. 52 – Table 3-8: Stock Ship Types

The Strength scores for the following stock ships should be changed as noted:

Battlecruiser: 100

Cruiser: 94

Frigate: 60

Corvette: 58

Heavy Freighter: 56

p. 100 – Interdictor Cruiser

Under the entry for the gravity well projector, the area of effect should be a 3x3 square starship-scale area, not 4x4.

p. 158-159 – Y-Wing

All three Y-Wing models should have SR 25.

THE FORCE UNLEASHED

ERRATA AND OFFICIAL CLARIFICATIONS

Updated - January 2009

Errata

p. 86 – Corruption

Under the DC 15 entry, change the second sentence to say "If your Use the Force check exceeds the target's Fortitude Defense by 5 or more..."

p. 118 – HWK-290 Transport

Change Cargo to 75 tons.

p. 120 – Maka-Eekai L4000 Transport

Change Cargo to 140 tons.

p. 270 – *Sentinel*-class Landing Shuttle

Replace *Sentinel*-class landing shuttle with the following statistics:

***Sentinel*-class Landing Shuttle CL 10**

Colossal space transport

Init +5; **Senses** Perception +6

Defense Ref 17 (flat-footed 12), Fort 26; +12 armor

hp 120; **DR** 15; **SR** 50; **Threshold** 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 5 squares (starship scale)

Ranged 4 laser cannons +4 (see below) and

ion cannons +4 (see below) or

Ranged 2 medium concussion missiles +6 (see below) and

ion cannons +4 (see below) or

Ranged 2 repeating blaster cannons +6 (see below) and

ion cannons +4 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; **Grp** +38

Atk Options autofire (laser cannons, repeating blaster cannons)

Abilities Str 42, Dex 20, Con —, Int 14

Skills Initiative +1, Mechanics +6, Perception +6, Pilot +1, Use Computer +6

Crew 6; **Passengers** 54 (troops)

Cargo 80 tons; **Consumables** 1 month; **Carried Craft** 12 speeder bikes

Payload 8 concussion missiles

Hyperdrive x1 (backup x10)

Availability Military; Cost 240,000

Ion cannon (copilot)

Atk +4, Dmg 4d10x2 ion

Laser cannon (gunner)

Atk +4 (–1 autofire), Dmg 6d10x2

Medium concussion missile (2 gunners)

Atk +6, Dmg 8d10x2, 2-square splash

Repeating blaster cannon (2 gunners)

Atk +6 (+1 autofire), Dmg 3d8x2

Official Clarifications

p. 17 – Togorian Species Traits

Change the section under Large Size to say: "Togorians take a –1 size penalty to Reflex Defense, a –5 penalty to their Stealth checks, and a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters."

p. 18 – Whiphid Species Traits

Change the section under Large Size to say: "Whiphids take a –1 size penalty to Reflex Defense, a –5 penalty to their Stealth checks, and a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters."

p. 27 – Hidden Weapons

Change the first sentence of the talent's description to, "If you draw a concealed weapon and, before the end of the same round, make an attack against a target that failed to notice the item, the target is considered flat-footed against you."

p. 33 – Informer Feat

Remove the phrase "for the purpose of using this feat" from the Benefit of the feat.

p. 34 – Natural Leader

Add the phrase, "and continues to grow in scale as you gain levels" to the end of the second sentence of the feat's Benefit section.

p. 48 – Independent Spirit

Add the phrase "against a single skill check or attack roll" after the phrase "(your choice)"

p. 48 – Device Jammer Talent

Change the second sentence of the talent's description to say, "...you select a particular piece of personal, portable electronic equipment (any item listed as equipment, excluding droids, vehicles, and weapons, that has an electronic component)..."

p. 86 – Telekinetic Prodigy

Add the following sentence to the end of the talent's description: "If you increase your Wisdom score at a later time and select the move object power, you only gain an additional power if you did not take the move object power when you first chose that feat. Otherwise, you gain an additional Force power as normal."

Battle Strike

You use the Force to enhance your battle prowess. **Time:** Swift action.

Target: You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: Gain a +1 Force bonus on your next attack roll and deal an additional 1d6 points of damage if the attack hits.

DC 20: As DC 15, except you deal an additional 2d6 points of damage.

DC 25: As DC 15, except you deal an additional 3d6 points of damage.

Special: You can spend a Force Point to deal an additional 2d6 points of damage on your next attack.

Dark Rage [dark side]

You become enraged as the dark side flows through you. **Time:** Swift action.

Target: You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: You gain a +2 rage bonus on melee attack rolls and melee damage rolls until the end of your turn.

DC 20: As DC 15, except the rage bonuses increase to +4.

DC 25: As DC 15, except the rage bonuses increase to +6.

Special: While consumed by rage, you cannot use skills or perform tasks that require patience or concentration.

You can spend a Force Point to extend the duration of your *dark rage* until the end of the encounter.

Farseeing

You gain a vague, momentary impression of events happening around a particular being in some distant place. **Time:** Full-round action. **Target:** One creature you know or have met before.

Make a Use the Force check. If your check result is less than the target's Will Defense, you gain no information (including whether the target is alive or dead) and cannot use this Force power against the same target for 24 hours. If your check result equals or exceeds the target's Will Defense, you can sense whether the target is alive or dead and gain a vague sense of its immediate surroundings, what it's currently doing, and any strong emotions it is presently feeling. A dead target has a Will Defense of 30 for purposes of this Force power.

Special: If you successfully use this Force power, you can spend a Force Point to gain a clear mental image of the target's surroundings, as well as other creatures and objects within 6 squares of it.

Force Disarm

You disarm an opponent by using the Force to pull the weapon from his grasp. **Time:** Standard action. **Target:** One creature within 6 squares and within line of sight.

Make a Use the Force check. Use this check in place of your attack roll when attempting to disarm the target (see Disarm, page 152). If your disarm attack succeeds, you may choose to let the item drop to the ground in the target's fighting space or have the item fly into your hand (in which case you must have a free hand to catch it).

Special: Feats that improve disarm attacks do not apply to *Force disarm*. You can spend a Force Point to damage or destroy the target weapon instead. If your disarm attack succeeds, the weapon takes damage equal to your Use the Force check result. You must declare that you are using this option before making your disarm attack.

Force Grip

You use the Force to choke or crush your enemy. **Time:** Standard action.

Target: One target within 6 squares or within line of sight.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: If your Use the Force check equals or exceeds the target's damage threshold, the target takes 2d6 points of damage and can only take a single swift action on his next turn. Otherwise, the target takes half damage and may act normally, and you may not maintain the power.

DC 20: As DC 15, except the target takes 4d6 points of damage.

DC 25: As DC 15, except target takes 6d6 points of damage.

Force Lightning [dark side]

You blast an enemy with deadly arcs of Force energy. **Time:** Standard action. **Target:** One target in line of sight and within 6 squares of you.

Make a Use the Force Check. Make one roll and compare the result to the target's Reflex Defense. If the attack hits, the target takes 8d6 points of Force damage and moves -1 step along the condition track (see Conditions, page 148). If the attack misses, the target takes half damage and does not move along the condition track.

Special: You can spend a Force Point to move a target an additional -1 step along the condition track when you successfully hit it with *Force lightning*.

Force Slam

You pound one or more creatures with the Force. **Time:** Standard action.

Targets: All targets within a 6-square cone and within line of sight.

Make a Use the Force Check. Make one roll and compare the result to each target's damage threshold. If the result equals or exceeds a target's damage threshold, it takes 4d6 points of Force damage and is knocked prone. If the result is less than the target's damage threshold, it takes half damage and is not knocked prone. This is an area effect.

Special: When you use this power, you can spend a Force Point to deal an additional 2d6 points of damage to targets in the area.

Force Stun

You call upon the Force to overload an enemy's senses, potentially stunning it. **Time:** Standard action. **Target:** One creature within 6 squares or within your line of sight.

Make a Use the Force check. Compare the result to the target's damage threshold. If the check result equals or exceeds the target's damage threshold, the target moves -1 step along the condition track (see Conditions, page 148). For every 5 points by which you exceed the target's damage threshold, the target moves an additional -1 step along the condition track.

Special: When you use this power, you can spend a Force Point to move the target an additional -1 step along the condition track.

Force Thrust

You use the Force to push a target away from you. **Time:** Standard action.

Target: One object or character within 12 squares and within line of sight.

Make a Use the Force check. The target makes a Strength check. If you beat the target's Strength check, you push it back 1 square plus an additional square for every 5 points by which you exceed the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage.

The target adds its size modifier to its Strength check: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, -5; Tiny, -10; Diminutive, -15; Fine, -20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

Special: You can spend a Force Point to apply a -5 penalty to the target's Strength check to resist your *Force thrust*. Additionally, if you successfully push the target into a larger object, you deal an additional 2d6 points of damage from the extreme force of the thrust.

Mind Trick [mind-affecting]

You use the Force to alter a target's perceptions or plant a suggestion in its mind. **Time:** Standard action. **Target:** One Intelligence 3 or higher creature in line of sight and within 12 squares of you.

Make a Use the Force check. If you equal or exceed the target's Will Defense, you may choose one of the following effects:

-You create a fleeting hallucination that distracts the target and enables you to use the Stealth skill even if the target is aware of you.

-You perform a feint so that the next attack you make against the target ignores its Dexterity bonus to Reflex Defense (if any).

-You make an otherwise unpalatable suggestion seem completely reasonable to the target. You must be able to communicate with the target, and the suggestion can't obviously threaten the target's life. The target won't realize later that what he did is unacceptable.

Move Object

You telekinetically move a target up to 6 squares in any direction using the Force. **Time:** Standard action. **Target:** One character or object within 6 squares or within your line of sight.

Make a Use the Force check. The result of the check determines the maximum size of the target you can lift (see below). If the target is a creature that resists your attempt, your Use the Force check must also exceed the target's Will Defense. You can hurl the target at (or drop it on) another target in range if your Use the Force check exceeds the second target's Reflex Defense. Both targets take damage determined by your Use the Force check result.

DC 15: Move object up to Medium size (deals 2d6 points of damage)

DC 20: Move object up to Large size (deals 4d6 points of damage)

DC 25: Move object up to Huge size (deals 6d6 points of damage)

DC 30: Move object up to Gargantuan size (deals 8d6 points of damage)

DC 35: Move object up to Colossal size (deals 10d6 points of damage)

Negate Energy

You spontaneously negate a single attack that deals energy weapon damage, such as a lightsaber or blaster. **Time:** Reaction. **Target:** One attack made against you that deals energy weapon damage.

Make a Use the Force check. If the result of the check equals or exceeds the damage dealt by the energy weapon, the attack is negated and you take no damage. If your check result is less than the amount of damage dealt, you fail to negate the attack and take damage as normal.

Special: You must be aware of the attack (and not flat-footed) to negate it. If you are successful, you can spend a Force Point to regain hit points equal to the damage of the negated attack, up to a maximum of your full normal hit points.

Rebuke

You harmlessly absorb or deflect one Force power used against you, perhaps even turning it against its creator. **Time:** Reaction. **Target:** One Force power directed at you.

Make a Use the Force check. If your result equals or exceeds the check result of the power directed at you, you harmlessly redirect it and suffer no ill effects. If your result exceeds the check result of the power directed at you by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect.

Special: If you successfully reflect a Force power back at its originator, the originator may attempt to *rebuke* the power as well. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a Force Point as a reaction to suffer no ill effects from a Force power that has been *rebuked* twice—once by you and once by the power's originator.

Sever Force [light side]

You can block another Force-user's access to the Force, preventing him from spending Force Points and making it difficult for him to use Force powers. **Time:** Standard action. **Target:** One Force-using creature with a Dark Side Score of 1 or higher that is within 12 squares and within line of sight.

Make a Use the Force check. If your Use the Force check equals or exceeds the target's Will Defense, the effect (if any) is determined by your check result:

DC 25: The target cannot spend Force Points for a number of hours equal to its Dark Side Score.

DC 30: As DC 25, plus the target moves -1 step along the condition track (see page 149) each time it uses a Force power in the same timeframe.

DC 35: As DC 25, except the target moves -2 steps along the condition track each time it uses a Force power in the same timeframe.

Surge

The Force enables you to jump great heights and distances as well as move quickly. **Time:** Free action. **Target:** You.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 10: You gain a +10 Force bonus on Jump checks and your speed increases by 2 squares until the start of your next turn. The Force bonus on Jump checks includes the adjustment for increased speed.

DC 15: As DC 10 except: +20 Force bonus on Jump checks, speed increases by 4 squares.

DC 20: As DC 10 except: +30 Force bonus on Jump checks, speed increases by 6 squares.

Vital Transfer [light side]

You use your own life force to heal another living creature, using the Force as a conduit. **Time:** Standard action. **Target:** One creature touched.

Make a Use the Force check. The result of the check determines the effect, if any:

DC 15: The target heals hit points equal to 2 x its character level.

DC 20: The target heals hit points equal to 3 x its character level.

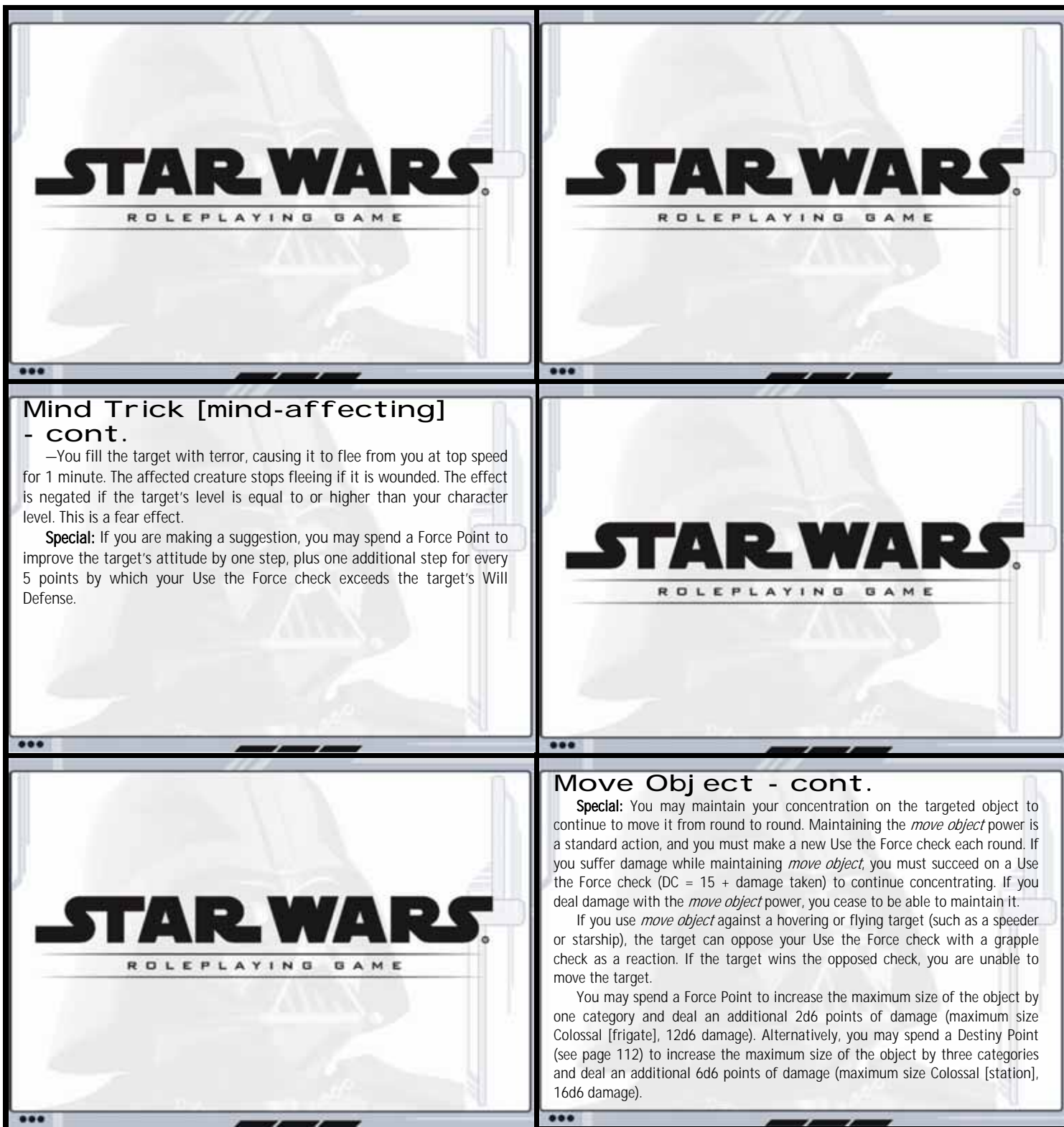
DC 25: The target heals hit points equal to 4 x its character level.

Each time you use *vital transfer*, you take half as much damage as you heal (rounded down).

Special: You may spend a Force Point to avoid taking any damage when you use this Force power. You may spend a Destiny Point (see page 112) to move the target +5 steps on the condition track in addition to healing it normally.



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Mind Trick [mind-affecting]
- cont.

—You fill the target with terror, causing it to flee from you at top speed for 1 minute. The affected creature stops fleeing if it is wounded. The effect is negated if the target's level is equal to or higher than your character level. This is a fear effect.

Special: If you are making a suggestion, you may spend a Force Point to improve the target's attitude by one step, plus one additional step for every 5 points by which your Use the Force check exceeds the target's Will Defense.

STAR WARS
ROLEPLAYING GAME

Move Object - cont.

Special: You may maintain your concentration on the targeted object to continue to move it from round to round. Maintaining the *move object* power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining *move object*, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating. If you deal damage with the *move object* power, you cease to be able to maintain it.

If you use *move object* against a hovering or flying target (such as a speeder or starship), the target can oppose your Use the Force check with a grapple check as a reaction. If the target wins the opposed check, you are unable to move the target.

You may spend a Force Point to increase the maximum size of the object by one category and deal an additional 2d6 points of damage (maximum size Colossal [frigate], 12d6 damage). Alternatively, you may spend a Destiny Point (see page 112) to increase the maximum size of the object by three categories and deal an additional 6d6 points of damage (maximum size Colossal [station], 16d6 damage).

Sever Force [light side] - cont.

Special: This Force power has no effect on targets with a Dark Side Score of 0.

You can spend a Force Point to double the duration of the effect. Alternatively, you can spend a Destiny Point (see page 112) to increase the duration to a number of days equal to the target's Dark Side Score.

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STAR WARS
ROLEPLAYING GAME

Surge - cont.

Special: You can spend a Force Point to increase the power's Force bonus on Jump checks by 10 and increase your speed by an additional 2 squares.

Using the *surge* power counts as a running start for determining a Jump DC. You may spend a Destiny Point (see page 112) to gain an additional 4 squares of movement; when you do so, you may also use any and all movement for the round as a part of a jump (no Jump check required).

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CHARACTER RECORD SHEET

NAME PLAYER
 CLASS SPECIES LEVEL
 AGE GENDER HEIGHT WEIGHT DESTINY



	SCORE	MODIFIER
STR ^{ENGTH}	<input type="text"/>	<input type="text"/>
DEX ^{TERITY}	<input type="text"/>	<input type="text"/>
CON ^{STITUTION}	<input type="text"/>	<input type="text"/>
INT ^{ELIGENCE}	<input type="text"/>	<input type="text"/>
WIS ^{DOM}	<input type="text"/>	<input type="text"/>
CHA ^{RISMA}	<input type="text"/>	<input type="text"/>

HIT POINTS

TOTAL

CURRENT

FORT DEFENSE
 +
 MISC BONUS
 ||
 DAMAGE THRESHOLD

CONDITION

SPEED

INITIATIVE

PERCEPTION

BASE ATTACK

FORCE POINTS

DESTINY POINTS

NORMAL

-1 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.

-2 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.

-5 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.

-10 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS. MOVE AT HALF SPEED.

HELPLESS
(UNCONSCIOUS OR DISABLED)

DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
PORT	<input type="text"/>	= 10 + <input type="text"/>	<input type="text"/>	CON <input type="text"/>	<input type="text"/>
RBP	<input type="text"/>	= 10 + <input type="text"/>	<input type="text"/>	DEX <input type="text"/>	<input type="text"/>
WILL	<input type="text"/>	= 10 + <input type="text"/>	<input type="text"/>	WIS <input type="text"/>	<input type="text"/>

WEAPON	ATK	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>
CRIT	TYPE	NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON	ATK	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>
CRIT	TYPE	NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON	ATK	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>
CRIT	TYPE	NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>

SPECIAL COMBAT ACTIONS

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

