

# *Alliance and Empire* Preview 4

## Imperial Governor Tarkin and Wookiee Freedom Fighter

Gary M. Sarli and Sterling Hershey

In May, to celebrate the 30th anniversary of the *Star Wars* saga, Wizards of the Coast is releasing [Alliance and Empire](#), the next great set for the **Star Wars Miniatures Game**. Today, we'll continue our previews of the new minis with a look at Imperial Governor Tarkin and the Wookiee Freedom Fighter.

### 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

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**Speed** 6 squares

**Melee** unarmed +5 (1d4+3) or

**Ranged** &gt; blaster pistol +5 (3d6+3)

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

**Special Actions** Coordinated Attack

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**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

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## 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.

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**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

## About the Authors

**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.

**Gary M. Sarli** is a freelance designer, developer, and editor whose credits include the *Saga Edition* rulebook and *Ultimate Adversaries (Star Wars Roleplaying Game)* and *Power of Faerûn* and *Fiendish Codex II: Tyrants of the Nine Hells (Dungeons & Dragons)*. He also moderates on the Wizards.COMmunity message boards as WizO the Hutt, cheerfully feeding Code of Conduct violators to the Sarlacc. Gary recently opened GMSarli Games, an online retailer specializing in non-random miniatures packs designed for the *Star Wars Roleplaying Game*.