

# ***Alliance and Empire Preview 6***

## **Mara Jade, Jedi and Death Star Gunner**

*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 Mara Jade, Jedi and the Death Star Gunner.

### **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**

**CL 14**

Medium Human Scoundrel 5/Jedi 9

**Destiny 2; Force 5; Dark Side 3**

**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

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**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

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**Defenses** Ref 14 (flat-footed 12), Fort 11, Will 9**hp** 27; **Threshold** 11

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**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

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**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**

EXOTIC	COST	DMG	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							
Blast cannon	2,000	3d8 (special)	--	S	6 kg	Energy	Military, rare

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.

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**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*

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**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**.

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