

Clone Wars Miniatures Preview 3

Trandoshan Scavenger and Quarren Isolationist

Sterling Hershey

This October, Wizards of the Coast will release *Clone Wars*, the next set for the **Star Wars Miniatures Game**. Today, we present previews of two more minis from the set: the Trandoshan Scavenger and the Quarren Isolationist.

Clone Wars Preview Archive

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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

CL 2

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

About the Author

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 web site. He is one of the authors of the *Knights of the Old Republic Campaign Guide* and *The Force Unleashed Campaign Guide*, plus other products and online articles for the **Star Wars Roleplaying Game** Saga Edition. You can read more about gaming in a galaxy far, far away in his starwars.com blog, [Delusions of Grandeur](#). Sterling lives in the Midwest with his wife, Mary.

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