

Clone Wars Miniatures Preview 4

Darth Sidious Hologram and Human Soldier of Fortune

Sterling Hershey

On October 31, 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 Darth Sidious Hologram and the Human Soldier of Fortune.

Clone Wars Preview Archive

[Preview 1: Yoda on Kybuck and General Grievous, Droid Army Commander](#)

[Preview 2: ARC Trooper Sniper](#)

[Preview 3: Trandoshan Scavenger and Quarren Isolationist](#)



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.



Star Wars Roleplaying Game: Saga Edition New Equipment

SoroSuub 4m Mobile Hologram Projection Pod

Hologram projection pods are expensive, and self-mobile versions like SoroSuub's 4m version are a true luxury. The 4m is built around a holographic pad approximately 1 m in diameter. The three-legged unit moves at walking speed and can take basic directional commands, such as "follow me." Its basic programming allows it to move automatically in response to its owner or user. The unit holds all of the equipment needed for holographic communications and recording. HoloNet communications require a connection through a local communications network to the actual HoloNet transceiver, located elsewhere on the planet or starship. The unit works for up to 24 hours before recharging. Its internal memory can hold up to four hours of holographic recordings but may be extended through external storage arrays, accessed wirelessly through the network.

Weight: 75 kg, **Cost:** 10,000 (not available in the Rebellion Era)

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

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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