

Clone Wars Miniatures Preview 5

Heavy Clone Trooper and Super Battle Droid

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 two final previews from the set: the Heavy Clone Trooper and the Super Battle Droid.

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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.

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,

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