

Galaxy at War Miniatures Preview 1

Commander Ahsoka and Obi Wan Kenobi Jedi General

Jack Irons

As the Clone Wars spread across the galaxy, more heroes meet the threat of an ever growing array of villains. The Jedi of the Republic must not only face the Separatists but hostile bounty hunters, cunning pirates and many other challenges...

Galaxy at War is the newest set of Star Wars Miniatures from Wizards of the Coast. Based on the exciting Clone Wars cartoon, this set will be available in stores on October 27th.

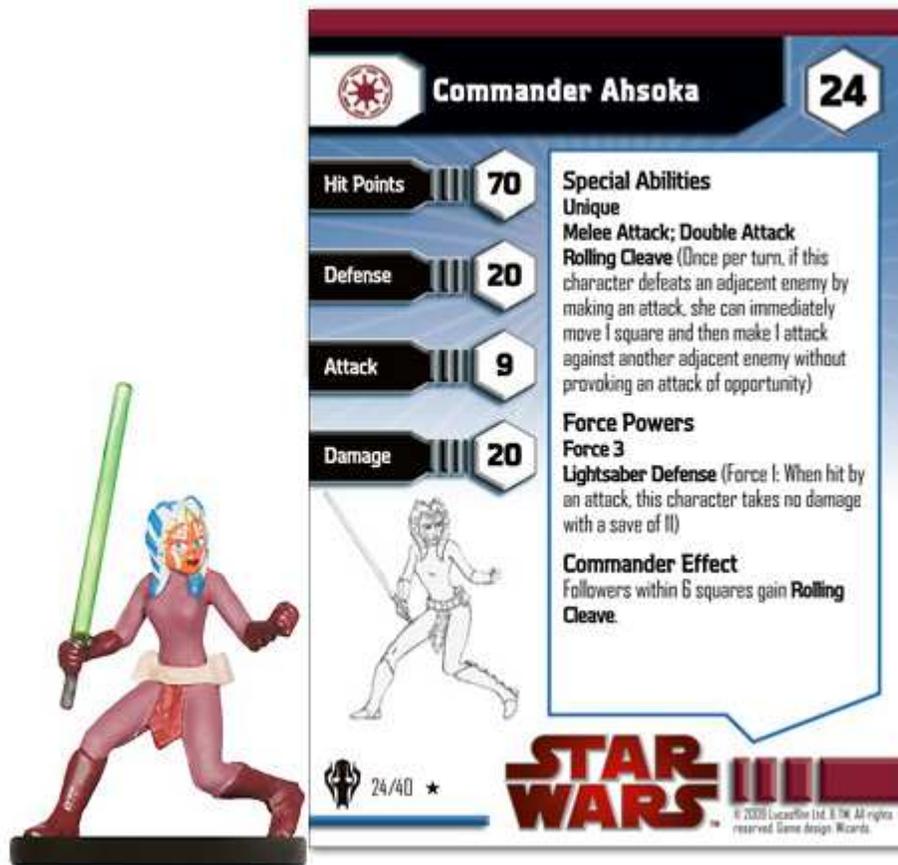
Commander Ahsoka

The young Togruta Jedi, called Ahsoka, was assigned to Anakin Skywalker as his Padawan by Master Yoda in an effort to teach him responsibility. Although the two were often at odds at the beginning, they eventually formed a strong master/apprentice relationship.

Being as impulsive as her master, Ahsoka managed to get herself into her fair share of trouble. This trouble included going face to face with some of the most powerful villains leading the Separatists, including Asajj Ventress and General Grievous. Many more experienced Jedi met their end facing these opponents and her surviving these encounters showed that she was as talented as she was impulsive.

During this time Ahsoka sometimes found herself working with other Jedi Masters besides Anakin. Both Aayla Secura and Luminara Unduli passed on great wisdom and knowledge to the young Togruta and they learned something from her in return. She didn't learn from only the Jedi but also from the clones she worked with as well. Being around the clones troopers of the Republic gave Ahsoka the military background and confidence that she would need time and time again to lead them into battle.





Commander Ahsoka in the miniatures game represents the developing leader the young Padawan is becoming. Her cost is low considering her high hit points, defense, abilities, Force powers and commander effect. This low cost makes her a great piece to fit into many Republic squads. The Rolling Cleave ability she has and grants reflects her agility and use of the Shien lightsaber form.

Although she has a commander effect, her attack is 9 so she benefits from Qui-Gon Jinn, Jedi Trainer's commander effect. This boosts her attack to a decent 13 and greatly increases her chances of hitting high defense pieces. Considering some of the other followers that benefit from his commander effect, like the Dark Woman and Jarel, her commander effect is an effective boost for them as well.

Another piece that benefits from her commander effect is Master K'ruhk. Using his Force Leap ability you can position him behind enemies without taking attacks of opportunity. If he successfully takes down his first target then he can rolling cleave to a second target. Although a risky move, he has the ability to possibly negate nonmelee attacks with his Lightsaber Deflect ability and even possibly death with his Avoid Defeat ability.

When using clones or other low cost range pieces her commander effect still works. However it is important to position correctly during the move phase to ensure that the benefits of the extra move and attack are not lost. In addition to range pieces, other pieces like the Wookiee Berserker, with their Momentum ability, greatly benefit from her commander effect as well. Because of the limited range of the effect, depending on the build of the squad, it might be wise to add Mas Adedda or Mouse Droids to extend it.

Commander Ahsoka CL 6

Medium Toguta Jedi 5/Noble 1

Destiny 3; **Force** 6; **Dark Side** 0

Init +6; **Senses** Perception 8

Languages Basic, Togruti, Binary [understand], Kel Dor, Zabrak

Defenses Ref 20 (Flatfooted 17), Fort 17, Will 17, Elusive Target, Lightsaber Block, Lightsaber Deflect
hp 67; **Threshold** 17

Speed 6 squares

Melee Lightsaber +9 (2d8+2)

Ranged by Weapon +8

Base Attack +5, **Grp** +8

Atk Options *Pack Hunter*: Ahsoka gains +2 damage v. opponents she flanks

Special Actions Sneaky: Ahsoka can choose to re-roll any stealth check to sneak, but the result of the re-roll must be accepted even if it is worse. Spacial Awareness: Ahsoka can sense thir surroundings using passive echolocation. She ignores all cover and concealment when making perception checks to notice targets within 10 squares.

Force Powers Known (Use the Force + 10) Move Object, Surge, Shien Deflection [Lightsaber Form]

Abilities Str 8, Dex 16, Con 14, Int 13, Wis 10, Cha 14

Talents Born Leader, Elusive Target, Lightsaber Block, Lightsaber Deflect

Feats Force Sensitivity, Force Training (3), Linguist, Weapon Finesse, Weapon Focus (Lightsabers), Weapon Proficiency (Lightsabers, Simple)

Skills Acrobatics +11, Perception +8, Use the Force +10

Possessions Lightsaber

Obi Wan Kenobi Jedi General

Although not the most powerful Jedi of the Republic during the Clone Wars, Obi Wan Kenobi is the hero responsible for defeating Darth Maul, General Grievous and his apprentice when he turned to the Dark Side of the Force.

Considered one of the greatest generals of the Clone War, his keen instincts, quiet leadership and mastery of the Soresu form of lightsaber combat served him well and turned the tide of many battles thought to be lost.

During parts of the Clone Wars, Obi-Wan wore armor into battle not only for protection but to identify with the clone troopers he led. He did not see his troops as disposable pieces to be thrown into battle, but treated them with respect and listened to their advice while making battle plans. This respect was mutual and the clones under his command served him well until the fateful Order 66 was issued.

Although he disliked flying, Obi-Wan was a very capable pilot and was known to use a jet pack when it suited his needs. With or without the jet pack, the Jedi was known to use the tactic of dropping in the middle of his enemies to take them off guard and to gain the advantage of surprise. He used this tactic at the start of his final fight against the cyborg leader of the Separatist, General Grievous.



Obi-Wan Kenobi, Jedi General **66**

Hit Points 120

Defense 22

Attack 14

Damage 20

Special Abilities
Unique
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Melee Attack; Double Attack
Mettle (If this character spends 1 Force point to reroll, add +4 to the result)
Soresu Style Mastery (When hit by an attack, this character takes no damage with a save of 1!)

Force Powers
Force 5
Surprise Move (Force 1; Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)
Commander Effect
 Allies within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).

32/40 ★

STAR WARS III
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The newest version of Obi-Wan has a higher cost than the last Kenobi but he comes with a nice blend of stats,

abilities, Force powers and a useful commander effect. His high defense and hit points means that he has staying power in combat. He again has Soresu Style Mastery and Mettle to prevent taking damage but, unlike the previous version, he has limited Force points and doesn't have Master of the Force 2. He will be able to re-roll failed Soresu attempts but not at the rate or the number of times as before.

Players will want to use Force points for Soresu re-rolls only when it is absolutely necessary because of the single Force power Obi-Wan has this time, Surprise Move. This power, along with his Flight ability, allows Obi-Wan a clear advantage in placement during the game. At the start of a game, it would be possible to move Obi-Wan a total of twenty spaces and place him in gambit the very first round on most maps.

Although it is a good way to secure the center of the map, a better use of these abilities is to have Obi-Wan use the surprise move to advance your position while keeping him out of line of sight of your opponent. Early in the round have your shooters take advantage of his commander effect and then take cover. During his turn have Obi-Wan advance on the field so that when your melee pieces advance on your opponent's they will be able to take advantage of it as well.

Since his commander effect works on allies be sure to chose commanders that benefit from his effect while enhancing your other followers, for example Captain Rex. With Obi-Wan's effect, Rex can now attack a total of six times with the possibility of dealing 120 points of damage in one turn. By adding Mas Ammeda or Mouse Droids it will allow all your pieces with Order 66 to move, make all their attacks, then move back into full cover and not have to be with six of either commander.

Obi-Wan Kenobi CL 16

Medium Human Jedi 8/Soldier 1/Jedi Knight 5/Officer1/Jedi Master1

Destiny 5; **Force** 7; **Dark Side** 0

Init +15; **Senses** Perception +11

Languages Basic, Shyriiwook [understand], Binary [understand]

Defenses Ref 31 (Flatfooted 29), Fort 31, Will 35; Block, Deflect, Soresu

hp 142; **Threshold** 31

Immune fear effects

Speed 6 squares

Melee Lightsaber +19 (2d8+12) or

Melee Lightsaber +14/+14 (2d8+12) with Double Attack

Ranged by weapon +18

Base Atk +16; **Grp** 18

Atk Options +2 Atk v. opponents that flank, Bantha Rush, Double Attack, Improved Quick Draw, Severing Strike, Whirlwind Attack.

Special Actions Redirect Shot, Serenity, +2 Force to add to Use the Force check to activate Block; each time the force is spent it does not count towards the limit of Force spent per round, +2 Force to add to Use the Force check to activate Deflect; each time the force is spent it does not count towards the limit of Force spent per round

Force Powers Known (Use the Force +25): Circle of Shelter [Lightsaber Form], Farsseeing, Force Cloak, Force Shield, Force Slam (2), High Ground Defense [Lightsaber Form], Mind Trick, Move Object (2), Rebuke, Saber Swarm [Lightsaber Form], Surge (2), Vital Transfer

Force Regimens Known (Use the Force +25) Sparing Practice, Training Remote, Vo'ren's First Cadence (completed), Vo'ren's Second Cadence (completed)

Force Techniques Force Point Recovery, Improved Mind Trick

Abilities Str 15, Dex 14, Con 14, Int 15, Wis 16, Cha 15

Talents Acrobatic Recovery, Difficult to Sense, Grand Leader, Improved Quick Draw, Lightsaber Block, Lightsaber Deflect, Redirect Shot, Sokan, Soresu, Tough as Nails

Feats Armor Proficiency (Light), Bantha Rush, Double Attack (Lightsabers), Force Sensitivity, Force **Regimens** Mastery, Force Training (3), Quickdraw, Skill Focus (Use the Force), Triple Crit, Weapon Proficiency (Lightsabers, Simple)

Skills Acrobatics +15, Initiative +15, Knowledge (Tactics) +15, Pilot +15, Use the Force +25

Possessions Lightsaber (self-built), Jedi robes, 3D encrypted Comlink, Utility belt with Aqua Breather and Medpack, Electrobinoculars, Jedi Ornamental Armor, Jet Pack

**Obi-Wan Kenobi is considered to have fulfilled the Education destiny (see page 114 of the Saga Edition core rulebook)*