

Galaxy at War

Miniatures Preview 2

Hondo Ohnaka and Asajj Ventress Strike Leader

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.

Hondo Ohnaka

There are not many in the galaxy that can say they captured a Sith Lord alive. Far fewer can say they captured not only a Sith Lord but two of the greatest Jedi of the Clone War. Only Hondo Ohnaka can say that he, and his pirate crew, did that not once, but twice.

The Weequay pirate captain had a mix of traits that served him well but were also his undoing. He was very cunning and when he had the upper hand in a situation he took advantage of it. This included changing deals to suit his goal of making money to using a concoction to knock out those who thought they were his allies.

His greed and scheming ways rubbed off on his crew and affected his plans at the worst possible times. After capturing Dooku, Anakin and Obi-Wan and attempting to ransom them, his plans fell apart due to the back-stabbing nature of his crew.

However, he was not ruthless and seemed to operate under his own code of honor. The escaped Jedi captured the pirate captain but freed him after they realized that Dooku had already gotten away. Hondo in return told his men not to harm the Jedi and allowed them to go their way.



Hondo Ohnaka **35**

Hit Points 70

Defense 18

Attack 10

Damage 20

Special Abilities
Unique
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Commander Effect
 Followers whose name contains Pirate gain **Accurate Shot**.

"Even a Sith Lord is no match for my warriors. Put up quite a fight! Blasters. Cannons. That glowy thing. Vmm! Vmm!"

36/40

STAR WARS

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Hondo Ohnaka's abilities in the miniatures game work well together and his stats are in the mid-range. With 70 hit points he can take a hit from most pieces but will not stand up long against multiple attacks. However, his defense is good and if you keep him in cover it is high enough to avoid most low to mid cost shooters.

His best option for offense is to move him at the end of a round so that he can set up a shot on a choice target, preferably a commander or a mid-range piece with lower hit points or who has already been damaged. Early in the next round you will want to activate him in order to take full advantage of his abilities. You will only be able to take one shot but it is at +14 but for 50 damage if he doesn't move. Placing him in a squad with commanders who can switch unit locations, such as Thrawn, can help Hondo get all his attack bonuses and keep him out of harm's way.

He grants a good ability with his commander effect that is useful in any game. It is not limited by range so his followers will be able to move away from him and let him stay in cover. However it is limited to only followers with Pirate in their name and at this time the only piece this applies to is the Corellian Pirate who already has that ability. Makes you wonder if we will be seeing more of his crafty pirate crew soon.....

Hondo Ohnaka CL 10

Medium Weequay Scoundrel 5/Noble 3/Crimelord 2

Destiny 3; **Force** 6; **Darkside** 3

Init +7; **Senses** Perception +6

Languages Basic, Sriluurian

Defenses Ref 24 (Flatfooted 22), Fort 21, Will 24

hp 72; **Threshold** 21

Speed 6 squares

Melee Unarmed +6 (1d4+5)

Ranged Heavy Blaster +8 (3d8+5)

Base Attack +6, Grp +8

Atk Options Point Blank Shot, Careful Shot, Deadeye

Special Actions Pheromones Weequay communicate silently with other members of their tribe by emitting complex pheromones. This form of communication has a maximum range of 20 squares. Species with the scent ability can detect Weequay pheromones by smell, but this does not allow them to understand that Weequay are communicating.

Abilities Str 11, Dex 15, Con 15, Int 12, Wis 13, Cha 14

Talents Demand Surrender, Fools Luck, Knack, Notorious, Presence, Surprise Strike, Tactical Superiority

Feats Bad Feeling, Careful Shot, Deadeye, Natural Leader, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Proficiency (Pistols, Rifles, Simple)

Skills Deception +12, Initiative +12, Persuasion +17, Pilot +12

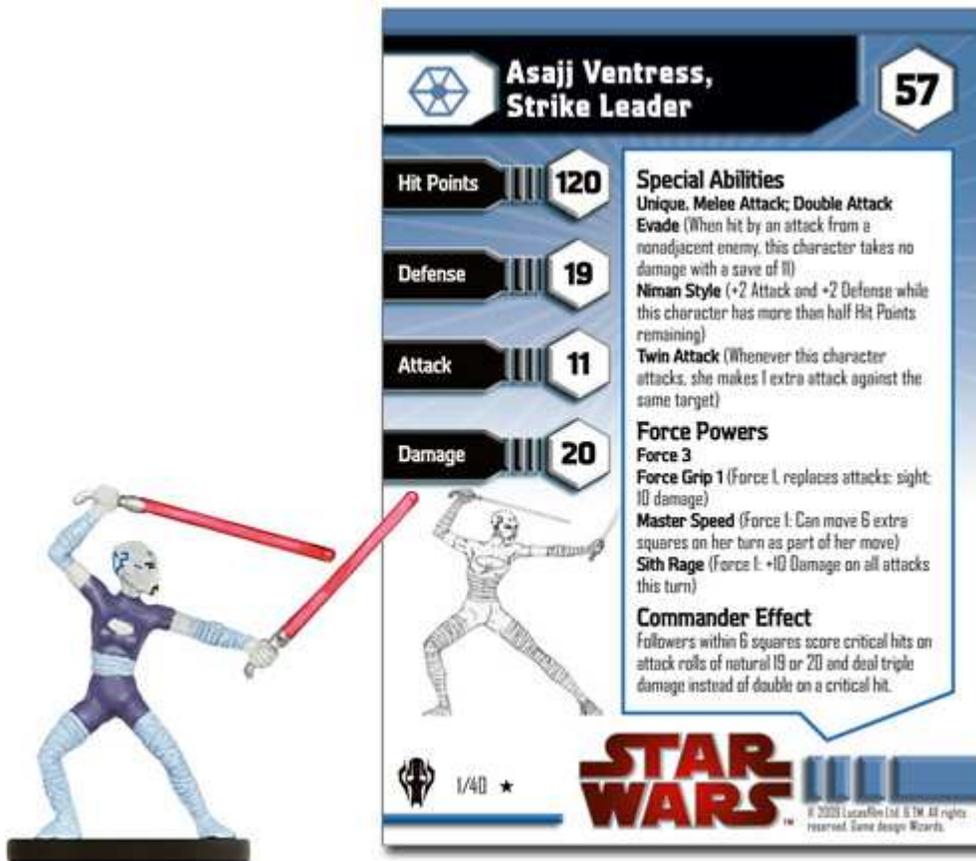
Possessions Blaster Pistol, Holdout Blaster, Concealed Cary Holster

Asajj Ventress Strike Leader

Frustration was a feeling that this Rattataki Dark Jedi knew all too well. This feeling was caused by the loss of her Jedi master when she was young, not being allowed to be a true Sith and her continued failure to complete her mission, given to her by Count Dooku, of killing Anakin Skywalker.

This feeling only grew as the Clone Wars continued. When she tried to cause Jabba the Hutt to believe that his son Rotta was kidnapped by the Republic her plan fell apart due to Jedi Anakin Skywalker and his young Padawan Ahkosa. In her attempt to sway the Toydarians, she was stopped by Master Yoda and only three Clonetroopers even though she had an entire battalion of droids at her command. She was continually frustrated by having to work with Battle Droids who failed her at almost every turn.

She did succeed in making a critical strike against the Republic when she recovered Nute Gunray from the Republic's possession. Asajj battled with Luminara Unduli and Ahsoka, who was guarding the Neimoidan leader, throughout the ship he was a prisoner aboard. With the help of the Senate Commando Captain Fro Argyus, who was secretly a spy for Count Dooku, they were able to escape with Nute Gunray. Asajj repaid Captain Argyus for his help by killing him once they were safely away.



This piece was given a special preview in the Mass Battle event run by Boris_the_Dwarf at this year's GenCon. As seen there, in the miniatures game this piece is at her best while she is above half her hit points. The special ability of Niman Style increases her defense to a solid 21 and her attack to a 13.

The fact that she can evade increases her chances of getting adjacent to the enemy with most of her hit points. She can use Force Points to re-roll failed Evade saves and use Master Speed to close the distance quicker.

Twin Attack assures that she will get at least two attacks off on a target and if she doesn't move then a possible four attacks. When making twin double attacks against heavy hitters it is nice that she has Sith Rage to boost her damage output to a possible 120 points a turn. Force Grip gives her the ability to deal unpreventable damage to

characters who have a high defense or abilities that normally negate damage.

Unlike other past versions, she does not have the Loner ability but this works well with her commander effect. Considering that most of the Separatists faction consists of droids, her ability better benefits pieces from the Fringe faction such as the Jensaarai Defender. Since the Defender has Force points it would be able to re-roll attacks at critical points in the game to increase the chances of her commander effect happening. By pairing her with Chagrian Mercenary Commander a piece that would normally deal only 20 points of damage could inflict a possible 80 points of damage with a roll of 19 or 20.

Asajj Ventress, Strike Leader CL 14

Medium Rattataki (near-Human) Jedi 2/Scout 3/Melee Duelist 3/Sith Apprentice 2

Destiny 8; **Force** 10; **Darkside** 16

Init 16; **Senses** Perception +10

Languages Basic, Huttese

Defenses Ref 33 (Flatfooted 27), Fort 26, Will 29; Block, Evasion, Melee Defense,

hp 96; **Threshold** 26

Speed 6 squares

Melee Lightsaber +18 (2d8+12) or

Melee Lightsaber +16 (3d8+12) with Rapid Strike or

Melee Lightsaber +18/+18 (2d8+12) with Dual Weapon Mastery or

Melee Lightsaber +16/+16 (3d8+12) with Dual Weapon Mastery and Rapid Strike

Ranged by weapon +17

Base Attack +13; **Grp** 17

Atk Options Dual Weapon Flourish, Dual Weapon Mastery, Rapid Strike

Special Actions Master of Movement, Asajj gains a +1 equipment bonus on attacks of opportunity from her Dueling lightsabers

Force Powers Known (Use the Force +18) Dark Rage [Darkside], Draw Closer [Lightsaber Form, Telekinetic],

Force Grip [Telekinetic], Move Object [Telekinetic], Pushing Slash [Lightsaber Form, Telekinetic], Rising

Whirlwind [Lightsaber Form], Surge (2)

Force Techniques Improved Dark Rage

Abilities Str 11, Dex 19, Con 10, Int 13, Wis 16, Cha 12

Talents Dual Weapon Flourish I, Evasion, Improved Stealth, Lightsaber Block, Master of Elegance, Melee

Smash, Multi-Attack Proficiency (lightsabers), Stunning Strike

Feats Armor Proficiency (Light), Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force

Training (2), Melee Defense, Rapid Strike, Skill Focus (Use the Force), Skill Training Stealth, Weapon Finesse,

Weapon Proficiency (Lightsabers, Simple, Pistols)

Skills Acrobatics +16, Initiative +16, Mechanics +13, Pilot +16, Stealth +16, Use the Force 18

Possessions Black All Weather Cloak, Lightsaber holster, 3D shortwave comlink, Sith Robes, Boots, Two

Dueling Lightsabers with Interconnecting groves.

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