

# *Galaxy at War*

## Miniatures Preview 3

### Battle Droid Sergeant and Commando Droid Captain

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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.

### Battle Droid Sergeant

The Separatists believed that overwhelming force was the answer to any conflict and used Battle Droids to fill this need. With the incredible number of droids used they needed to program some to act as commanders in the field. Like the Battle Droid Officer, the Battle Droid Sergeant had authority over other droids in the field of battle and were usually tasked with commanding a squad of droids.

Even though they had additional programming for their position they still suffered from the same problem that plagued all Battle Droids--the inability to think creatively. This drawback made all droids slow to respond to events that were not in their pre-existing programming and gave them the appearance of not being very bright.





Like other Battle Droids the Battle Droid Sergeant is immune to critical hits but it has double the number of hit points and deals double the amount of damage at four times the cost. Its defense and attack is higher also than the common Battle Droid but it is still very low compared to most pieces. But this is not a front line fighting piece; it should be kept in the back and out of your enemy's line of sight.

The Battle Droid Sergeant has a new ability in the game called **Roger Roger** which gives any non-unique droid follower within 6 spaces an additional 10 Damage. Since it is not specific to the faction, Fringe pieces that meet the requirement also qualify, such as the HK-50 Assassin Droid, ASN Assassin Droid and the IG-86 Assassin Droid.

Of course if you are building a Separatist droid squad you will want to include other commanders to grant droids other abilities and increase their threat. This piece's low cost allows it to be placed in squads with other commanders like General Grievous, Droid Army Commander, the Super Battle Droid Commander or the classic Battle Droid Officer and still have plenty of room to fill the squad's ranks with many droids, such as the Chameleon Droid.

### Battle Droid Sergeant CL 3

Medium Droid (4th-degree) Non-Heroic 6/Soldier 1

**Init +1; Senses** low light vision, Perception +0

**Languages** Basic, Binary [understand]

**Defenses** Ref 11 (Flatfooted 11), Fort 12, Will 10

**hp** 20; **Threshold** 12

**Immune** Droid immunities

**Speed** 6 squares

**Melee** Unarmed +4 (1d4-1)

**Ranged** Blaster Rifle +6 (3d8)

**Fighting Space** 1 square; **Reach** 1 square

**Base Attack** 5+, **Grp** +6

**Atk Options** Precise Shot, Point Blank Shot

**Special Actions** Battle Analysis

**Abilities** Str 8, Dex 12, Con --, Int 12, Wis 10, Cha 8

**Talents** Battle Analysis

**Feats** Precise Shot, Point Blank Shot, Weapon Proficiency (Pistols, Rifles)

**Skills** Knowledge (Tactics) +6

**Systems** walking locomotion, 2 hand appendages, heuristic processor, internal comlink, vocabulator

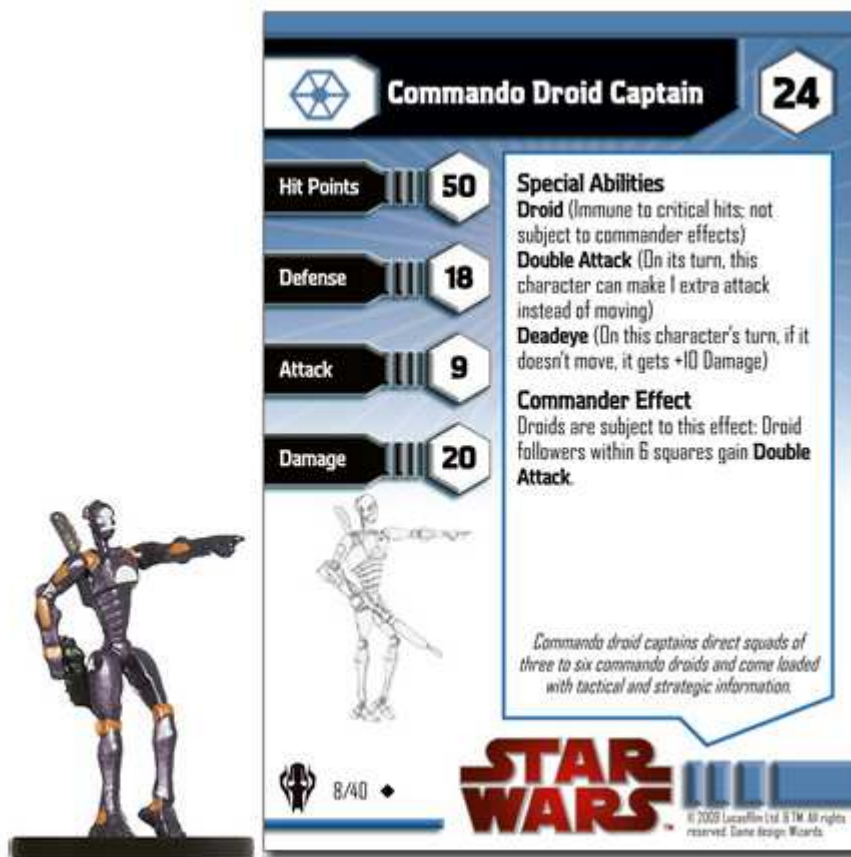
**Possessions** Blaster Rifle

**Availability** Military; **Cost** 4,200

## Commando Droid Captain

When a mission called for more strength than a B1 Battle Droid but more agility than a B2 Super Battle Droid, then the BX Series Commando Droids were called in. The Commando Droids had better armor and programming than the standard Battle Droids, which made them much more effective in combat. However, these upgraded abilities came at a higher price, so as a result, far fewer of them were produced.

Like the other Commando Droids, the Commando Droid Captain was faster and more human in shape than the typical Battle Droid. Along with infiltration programming, the Commando Droid Captain had additional programming in tactics to better lead their squads of three to six other Commandos.



Fitting the niche of a droid that has decent base stats as well as a solid commander effect, the Commando Droid Captain is costed to fit into most squads as both a mid-range shooter and a leader. His defense in cover is a solid 22 and, unlike Battle Droids, his attack is decent at 9. By taking advantage of his double attack and deadeye abilities, he is able to deliver 60 points of damage without any bonuses from other pieces.

The cost of the piece is reflected in the fact that he has the commander effect that grants Double Attack to other droid followers. This is not limited to just non-unique pieces or those with Commando Droid in their name. So unique droids like 4-LOM, Bounty Hunter and HK-47 can benefit from this commander effect as well. Since it is a commander effect the Mouse Droid can be used to extend the range. On top of that, the Commando Droid Captain also benefits from special abilities that affect non-unique droid allies, such as the Battle Droid Sergeant's Roger Roger ability and Gha Nachkt's Rapport ability.

### Commando Droid Captain CL 7

Medium Droid (4th-degree) Non-Heroic 6/Soldier 4/Droid Commander 1

**Force** 3

**Init** +13; **Senses** low light vision, Perception + 12

**Languages** Basic**Defenses** Ref 21 (Flatfooted 18), Fort 18, Will 20**hp** 42; **Threshold** 17**Immune** Droid immunities**Speed** 6 squares**Melee** Unarmed +9 (1d4+2)**Ranged** Blaster Rifle +12 (3d8+2) or**Ranged** Blaster Rifle +7/+7 (3d8+2/3d8+2) or**Fighting Space** 1 square; **Reach** 1 square**Base Attack** 9+, **Grp** +12**Atk Options** Auto Fire, Cover Fire, Double Attack, Precise Shot, Point Blank shot, Sniper**Special Actions** Automated Attack, Battle Analysis, Cover Fire**Abilities** Str 10, Dex 16, Con --, Int 16, Wis 14, Cha 8**Talents** Automated Attack (Rifles), Battle Analysis, Cover Fire**Feats** Double Attack (Rifles), Improved Defenses, Precise Shot, Point Blank Shot, Skill Training (Use Computer), Sniper, Weapon Proficiency (Pistols, Rifles, Simple)**Skills** Deception +4, Initiative +13, Knowledge (Tactics) +13, Perception +12, Stealth +13**Systems** walking locomotion, 2 hand appendages, heuristic processor, internal comlink, vocabulator**Possessions** Blaster Rifle, Electro Binoculars**Availability** Military; Cost 18,800

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