

## *Galaxy at War* Miniatures Preview 4

### Wat Tambor, Techno Union Foreman and 501st Clone Trooper

*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.

#### Wat Tambor, Techno Union Foreman

A key member of the Separatists, Wat Tambor was the leader of the Techno Union and was in charge of the production of Battle Droids used by his organization. Because of the harsh atmosphere that Skakoans breath, Wat Tambor had to wear a pressurized environment suit in order to survive on most other planets.

Besides the droid factory on Geonosis, Wat Tambor oversaw production of droids on planets across the galaxy. This power of industry gave him a position on the executive board of the Confederacy of Independent Systems. He was the first of the board to support Count Dooku's plan of going to war with the Republic and the last council member to die by the hand of Darth Vader during the slaughter on Mustafar.





Like the previous Wat Tambor, in the Revenge of the Sith set, this version has the Unique, Droid Mark and Repair 20 special abilities. However he cost eight points more and for that increase there is more functionality. His hit points are more than double his previous version, he has higher defense, attack and damage stats which means that he will be able to stay in battle longer and deal more damage than before. He is a follower so he benefits from commander effects, such as that from the new Asajj Ventress.

When it comes to dealing damage he also has the Twin Attack ability which doubles his chances of hitting his target. Along with Droid Mark which can be used to prevent attacks against him, Wat Tambor also has the evade ability. So if your opponent makes their save against having to target Wat's chosen droid and makes a successful attack against him, he still has a chance to avoid all the damage with a successful save.

However, the biggest change over the previous version is the inclusion of Immediate Droid Reserves 20. Having a one-in-five chance of working every time initiative is rolled is really good odds for a reserves ability. It is not something that you can count on happening in every game, but when it does it can completely change the final outcome. If you happen to get it twice in one game then it is as if Wat Tambor cost is only 3 points.

Details of of the Skakoan species traits for the RPG can be found [here](#).

#### Wat Tambor, Techno Union Foreman CL 10

Medium Skakoan noble 3/soldier 4/military engineer 3

**Destiny** 4; **Force** 5

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

**Languages** Basic, Binary (understand), Bocce, Duresse, High Galactic, Huttese, Neimoidian, Quarrenese, Rodese, Ryl, Skakoform, Skakoverbal

**Defenses** Ref 29 (flat-footed 28), Fort 26, Will 24

**hp** 70; **Threshold** 26

**Speed** 3 squares

**Melee** unarmed +9 (1d4+6)

**Ranged** blaster pistol +9 (3d6+5) or

**Ranged** blaster pistol +7 (4d6+5) with Rapid Shot

**Base Atk** +8; **Grp** +9

**Atk Options** Rapid Shot

**Special Actions** Field Created Weapon, Savant, Repairs on the Fly, Quick Modifications

**Abilities** Str 13, Dex 13, Con 12, Int 19, Wis 12, Cha 15

**Talents** Armored Defense, Educated, Engineer, Improved Armored Defense, Repairs on the Fly, Quick Modifications

**Feats** Armor Proficiency (heavy, light, medium), Improved Defenses, Linguist, Rapid Shot, Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Mechanics), Starship Designer, Tech Specialist, Weapon Proficiency (pistols, rifles, simple weapons)

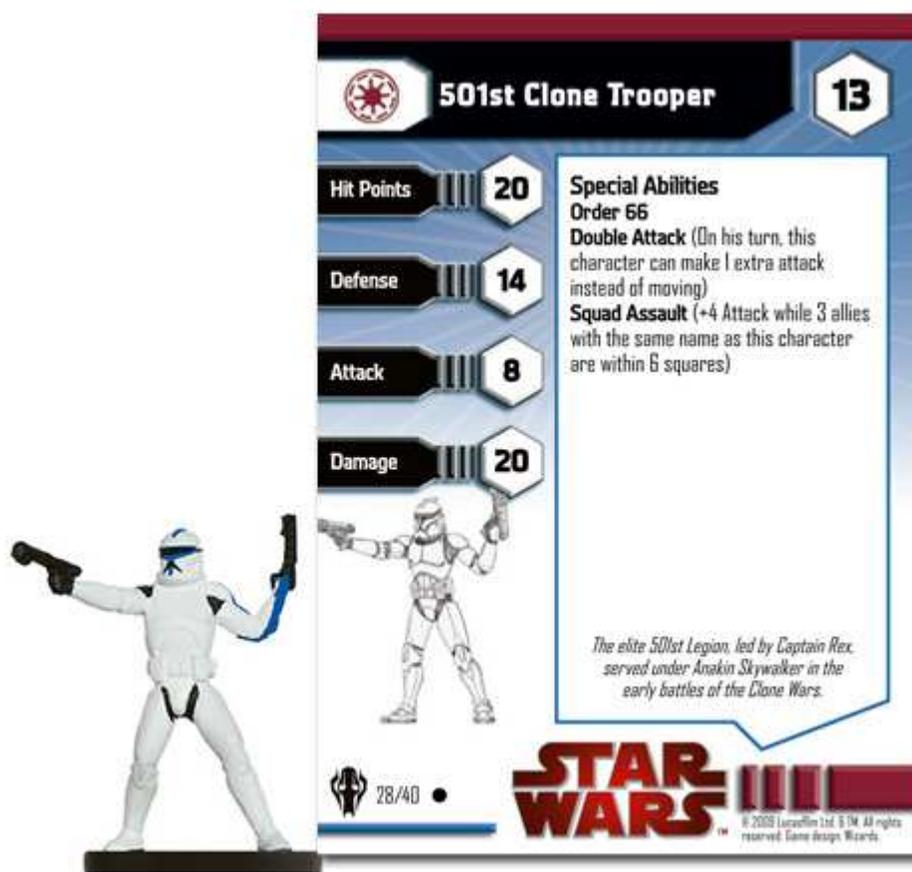
**Skills** Deception +12, Initiative +11, Knowledge (technology) +14, Knowledge (tactics) +14, Knowledge (bureaucracy) +14, Mechanics +19, Perception +11, Persuasion +12, Pilot +11, Treat Injury +11, Use Computer +19

**Possessions** blaster pistol, heavy pressure suit

## 501st Clone Trooper

Lead by Clone Commander Rex and serving under Anakin Skywalker, the 501st Clone Troopers had been a part of the Clone War from the first battle on Geonosis. Clones that were part of the 501st Legion received additional special training on Coruscant and not on Kamino like most clones.

501st Clone Troopers were known for their ability to get missions done that were considered a loss cause. They had a fierce sense of duty and loyalty that helped them overcome situations that would have been the end for other soldiers. They continued their service to Anakin even after he fell to the Dark Side and became known throughout the galaxy as the most fearsome legion of Stormtroopers in the Empire, gaining the title "Vader's Fist".



At a cost of only four more points than a Clone Trooper, the 501st Trooper has a lot more going for it in the miniatures game. With twice the hit points, a slightly higher defense and attack, the real benefits are the added abilities.

As with other Republic trooper pieces, the 501st Trooper has the Order 66 ability that allows it to receive commander effects that are specific to that ability as well as being able to be in Imperial squads with Emperor Palpatine, Sith Lord. They also have Double Attack, giving them the option to possibly inflict more damage at the cost of not moving.

The biggest benefit comes from their Squad Assault ability. If there are three other allies with the same name it doubles their attack compared to a normal Clone Trooper. This ability when combined with other commander

effects can effectively boost the 501st Troopers chances to hit and deal more damage to your opponent's squad.

**(Use the RPG Stats for the 501st Trooper found in The Force Unleashed Campaign Guide on page 192)**

---

©1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved. Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.