

Galaxy at War **Miniatures Preview 5**

Clone Trooper with Repeating Blaster and Elite Senate Guard

Jack Irons

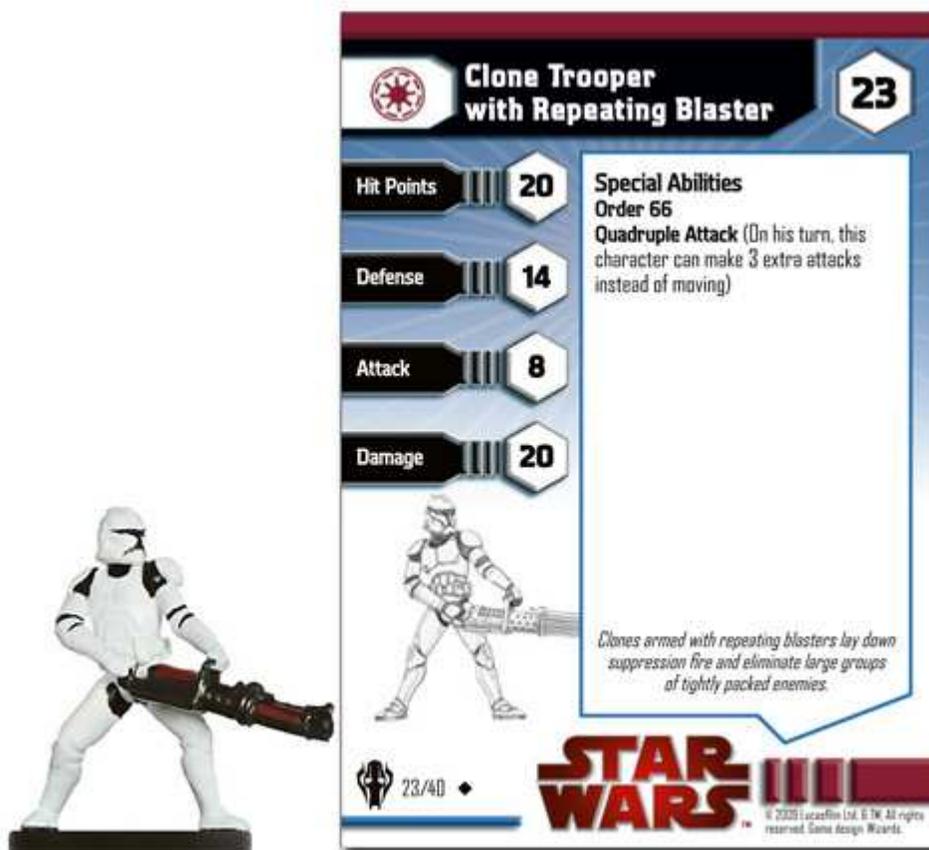
As the Clone Wars spread across the galaxy, more heroes meet the threat of an ever growing array of villains. The Jedi of the Republic must not only face the Separatists but hostile bounty hunters, cunning pirates and many other challenges...

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.

Clone Trooper with Repeating Blaster

Sometimes nothing solves a problem more than having a large amount of firepower on your side. This notion held true for the Clone Troopers who received additional training to use the repeating blaster. Seen in many different clone squads, the repeating blaster was an effective weapon that was used to lay down an impressive amount of blaster shots to provide cover for fellow troopers or cause massive amounts of damage to whatever was in it's line of fire.





With a lower mid-range cost, the Clone Trooper with Repeating blaster doesn't have incredibly high hit points or other base stats. It has the Order 66 special ability, like other clone troopers, that allow it access to certain special abilities and because it is a follower it gains any other additional commander effects that apply.

The big element that makes this trooper piece stand apart from other clones is its Quadruple Attack special ability. This is the first piece in the game that has this ability and it is not limited to melee attacks. In addition, it is the first non-unique to have this ability and not be limited with the Savage ability.

By itself, the Clone Trooper can take four attacks to deal a possible 80 points of damage. This piece really shines when combined in squads that enhance it and other followers. By using Captain Panaka, Mas Amedda and the new Obi Wan from this set, you can swap the Clone Trooper in place of a piece that has moved to an advantageous spot and then proceed to take five attacks for a possible 100 points of damage. At the start of the next round, use Mas Amedda to swap him back out of harm's way and prepare this line of attack for the next round.

Clone Trooper with Repeating Blaster CL 4

Medium Human nonherioc 6/ soldier 2

Init +9; **Senses** Perception +4

Languages Basic

Defenses **Defenses** Ref 18 (flat-footed 17), Fort 15, Will 10

hp 37; **Threshold** 20

Speed 6 squares

Melee unarmed +7 (1d4+2)

Ranged rotary blaster cannon* (braced) + 8 (3D8+1) or

Ranged rotary blaster cannon* (braced) +3 (5d8+1) with Burst Fire

Base Atk +6; **Grp** +9

Atk Options autofire (rotary blaster cannon), Careful Shot

Special Actions Point Blank Shot

Abilities Str 13, Dex 16, Con 12, Int 10, Wis 9, Cha 8

Talents Devastating Attack (heavy weapon)

Feats Armor Proficiency (light), Burst Fire, Point Blank Shot, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons), Weapon Focus (Heavy Weapon), Improved Damage Threshold

Skills Initiative +9, Perception +4

Possessions Clone trooper armor (+6 armor, +2 equipment), rotary blaster cannon*, comlink

* Found on page 40-41 in Star Wars: Galaxy of War

Elite Senate Guard

Pulled from the best of the ranks of Senate Guards, the Elite Senate Guards were responsible for the protection of the Supreme Chancellor and important Senators. They wore the same distinctive blue color as both the Senate Guard and the Senate Commandos.

The Elite Senate Guards did more than just guard politicians, often times conducting investigations while working alongside the Jedi. Nor did the Elite Senate Guards just work on the planet of Coruscant. They often traveled with those they were charged to protect, ensuring safe passage from the Senator's home planet to the capital planet and back.



Much like the Senate Guard, the Elite Senate Guard has the special abilities of Bodyguard and Heavy Weapon. At a slightly higher cost, he also comes with much more hit points and improved attack and defense stats. The higher hit points will allow him to use his Bodyguard ability for a 20 point hit for an adjacent ally and still stay in the game, something the Senate Guard was not able to do.

The Elite Senate Guard has one special ability that the normal Senate Guard does not have, Double Attack, and it works well with the other abilities. Because the piece can not move due to the Heavy Weapon ability restriction, the ability of not moving during a Double Attack is not nearly as penalizing. This allows the Elite Senate Guard to have the opportunity of dealing twice the damage of a normal Senate Guard.

Because of its status as a follower, the Elite Senate Guard is able to benefit from many commander effects. Grand Master Yoda's commander effect gives a nice boost to their attack and defense scores, giving them a defense of 24 in cover that many ranged pieces will have a hard time hitting. The new Obi-Wan grants an additional attack, making the best use of the Heavy Weapon limitation. And there are other pieces in the new set that will boost that attack value even higher.....

Elite Senate Guard CL 8

Medium Human nonherioc 6/ solider 4/ noble 2

Force 2

Init +19; **Senses** Perception +18

Languages Basic, High Galactic

Defenses Ref 21 (flat-footed 19), Fort 21, Will 20; +7 armor

hp 79; **Threshold** 21

Speed 4 squares

Melee stun bayonet +12 (2d8+7)

Ranged heavy blaster rifle +13 (3D10+3) or

Ranged heavy blaster +12 (4D10+3) with Deadeye

Base Atk +9; **Grp** +12

Atk Options Deadeye, Martial Arts I, Point Blank Shot, Precise Shot

Special Actions Commanding Presence, Harms Way, Presence

Abilities Str 14, Dex 16, Con 16, Int 12, Wis 14, Cha 10

Talents Commanding Presence, Harms Way, Presence

Feats Armor Proficiency (light, medium), Deadeye, Martial Arts I, Point Blank Shot, Precise Shot, Skill Focus (Initiative), Skill Focus (Perception), Skill

Training (Deception), Skill Training (Gather Information), Toughness, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +11, Gather Information +11, Initiative +19, Perception +18, Persuasion +11

Possessions ceremonial armor, heavy blaster rifle with stun bayonet, comlink

New Equipment

Stun Bayonet

When mounted on a rifle, a stun bayonet allows you to use a rifle as a potent melee weapon. Even if you used the rifle to make a ranged attack on your last turn, you still threaten squares within your reach as long as your rifle has a mounted stun bayonet and you can use it to make attacks of opportunity. A stun bayonet requires two hands to use when mounted on a rifle.

A stun bayonet cannot be used when mounted on a rifle with a folded stock. A stun bayonet detached from a rifle functions as a stun baton of the same size (medium); a mounted stun baton deals more damage than a stun baton because of the added leverage and bulk. Because of its implementation into military and police organizations, characters with the Martial Arts I feat and that are proficient with rifles treat this as a simple weapon when mounted.

A stun bayonet requires an energy cell to operate. (Its power does not drain energy from the rifle's power pack)

Medium Advanced Melee Weapon

Cost 500 credits

Damage 1d6

Stun Damage 2d8

Weight: 2Kg

Type: Bludgeoning and Energy

Availability: Restricted

©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.