

Galaxy at War

Miniatures Preview 6

Aqualish Technician and Treadwell Droid

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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...

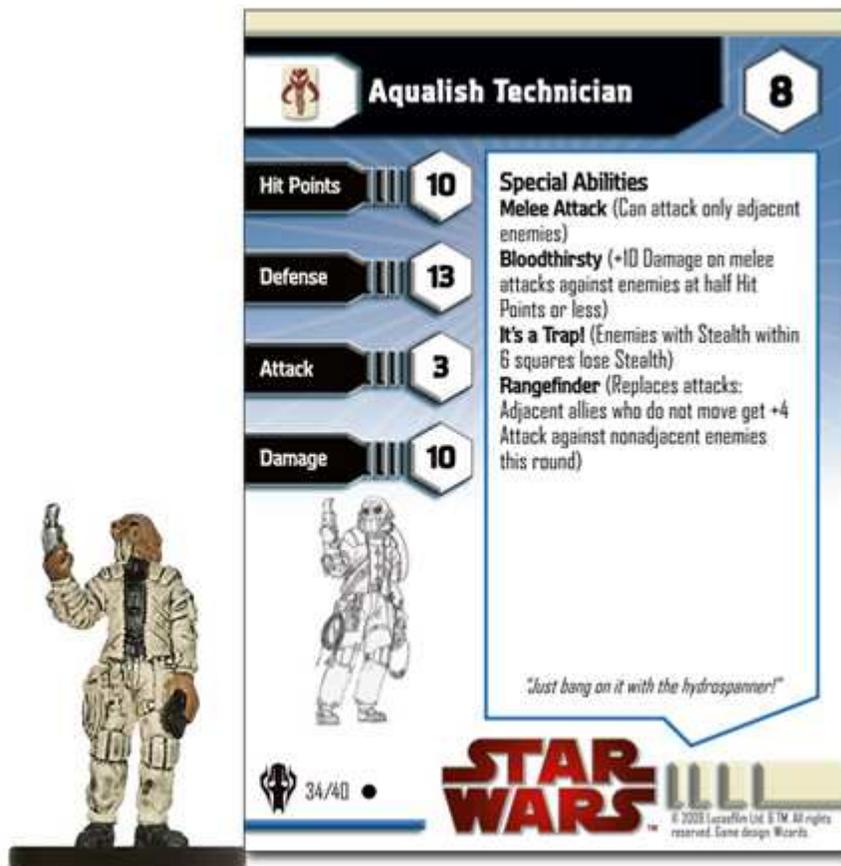
Galaxy at War is the newest set of Star Wars Miniatures from Wizards of the Coast. Based on the exciting Clone Wars cartoon, this set will be available in stores on October 20th.

Aqualish Technician

A violent species from the planet Ando, Aqualish tend to be aggressive and hostile to other species and subspecies of their own race. There are several subspecies which have distinct differences, such as four eyes instead of the more common two and varying number of claw-like digits on their hands.

Although they are not a technology-driven race, they have learned to quickly adapt and use the tools created by others. They generally work as smugglers, thugs, bounty hunters and in other unsavory jobs that suit their unpleasant disposition best.





A solid support piece, the Aqualish Technician has a lot to offer the miniatures game at a very low cost. The 8 point cost is reflected in the low hit points, attack and damage, as well in having the special ability of Melee Attack. These effectively limit the amount of combat it can be a part of--one hit will defeat it and lack of a range attack means that this piece is best kept in the back of the field.

It does have a decent defense, by keeping it in cover it should avoid an early defeat by most low cost pieces but it is best to keep it completely out of your opponent's line of sight. By keeping it close to your other pieces they will be able to take advantage of the Aqualish's It's a Trap! ability. If the Aqualish Technician finds itself involved in the fight, and the opponent's piece has less than half of its hit points it will be able to take advantage of its Bloodthirsty ability. This ability effectively doubles its damage. Being a part of the Fringe faction and a follower, this piece can be part of any squad and take advantage of a variety of commander effects, such as the Ithorian Commander's.

Aqualish Tech Specialist CL 2

Aqualish scoundrel 1/scout 1

Force 1

Init +7; Senses Perception +6

Languages Basic, Aqualish

Defenses Ref 15 (flat-footed 14), Fort 16, Will 13

hp 30; **Threshold** 16

Immune Breathe Underwater

Speed 6 squares,

Melee unarmed +0 (1d4+1)

Ranged sporting blaster rifle +1 (3d6+1)

Base Atk +0; Grp +1

Atk Options Point Blank Shot

Special Actions Expert Swimmer

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

Talents Security Slicer, Surveillance

Feats Point Blank Shot, Skill Focus (Mechanics), Toughness, Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7, Knowledge (technology) +9, Mechanics +14, Perception +6,

Pilot+7, Stealth +7, Use Computer +9

Possessions electrobinoculars, tool kit, sporting blaster rifle

Treadwell Droid

The WED Treadwell Droid, or simply Treadwell Droid, was created by Cybot Galactica as a hardworking utility and repair droid that was built to last. Their name comes from the set of treads that it uses to propel itself while performing it's duties.

The base of the droid has sockets that allows their owners the ability to add up to eight appendages that are tipped with tools. The inexpensive droid has a long neck appendage that telescopes and is topped by a set of photoreceptors.



With a cost of 10, the Treadwell Droid has hit points that reflect the cost, a really good defense but a score of 0 for it's attack and damage stats. Like other droids, it has the Droid special ability which makes it immune to critical hits but not subject to commander effects unless otherwise indicated. Commander effects and special abilities that boost droid followers affect the Treadwell Droid as well.

The value of the piece is in it's two special abilities, It's a Trap! and Targeting. The first ability negates Stealth when within 6 spaces of this piece, allowing others to attack when they normally could not. The second ability isn't limited in range and it effectively lowers a piece's defense. This makes it easier for your pieces to hit the targeted piece, especially if that piece has a high defense that they might not other wise hit.

WED Treadwell Repair Droid CL 0

Small droid (2nd-degree) nonheroic 2

Init +4; Senses Perception +6

Languages Basic, Binary, 1 unassigned

Defenses Ref 14 (flat-footed 11), Fort 8, Will 10

hp 5; **Threshold** 8

immune droid traits

Speed 6 squares (tracked)

Melee electroshock probe -1 (1d8-2 ion)

Fighting Space 1 square; Reach 1 square

Base Atk +1; **Grp** +4

Abilities Str 7, Dex 16, Con --, Int 13, Wis 10, Cha 7

Feats Skill Focus (Mechanics, Use Computer), Skill Training
(Perception), Weapon Proficiency (simple weapons)

Skills Mechanics +14, Perception +6, Use Computer +12

Systems tracked locomotion, heuristic processor, 4 tool appendages, diagnostics package

Possessions electric arc welder, fusion lantern, tool kit

Availability Licensed; **Cost** 3,000 credits

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