

Knights of the Old Republic Miniatures Preview 1

GenoHaradan Assassin and Czerka Scientist

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This August, Wizards of the Coast will release [Knights of the Old Republic](#), the newest set for the **Star Wars Miniatures Game**. Today, we begin our previews of figures from the set with a look at the GenoHaradan Assassin and the Czerka Scientist.



GenoHaradan Assassin

The GenoHaradan is a secret guild of bounty hunters, controlled by unknown individuals out to influence the galactic government and other organizations through selective assassinations. Their activities are so secret that it's impossible to tell exactly how much of an impact they have over galactic events. GenoHaradan assassins range widely in skills and species. They never reveal their affiliation, and their anonymity greatly increases their effectiveness. They are trained in a wide variety of assassination techniques, from the quiet and subtle to the spectacular and devastating.

In the **Star Wars Miniatures Game**, the GenoHaradan Assassin has an array of special abilities that matches the reputations of guild members. The new Cloaked ability prevents nonadjacent enemies from attacking the unit as long as it has cover. Cunning Attack and Loner give significant bonuses to attack, and they encourage using the unit on its own against a target that has not acted this round. Mobile Attack allows this sneaky assassin to move, strike, and retreat immediately. Finally, Poisoned Blade delivers a potentially lethal blow to living enemies, inflicting up to 40 damage, enough to eliminate weak to moderately strong targets immediately.

The assassin also may attack at range but is much less effective that way. The unit has an excellent Defense score and a decent number of hit points, allowing it to survive a few hits if caught out in the open.

Faction: Fringe

Cost: 21

Hit Points: 60

Defense: 20

Attack: +8

Damage: 10

Special Abilities: Cloaked (If this character has cover, he cannot be targeted by nonadjacent enemies); Cunning Attack; Loner; Mobile Attack; Poisoned Blade (+10 Damage to 1 adjacent target; this counts as a melee attack. This attack deals an extra 20 Damage to a living enemy; save 11.)



Star Wars Roleplaying Game: Saga Edition Statistics

GenoHaradan Assassin

CL 7

Medium Human scout 3/soldier 4

Destiny 1; Force 4; Dark Side 4

Init +11; Senses Perception +9 (may reroll)

Languages Basic

Defenses Ref 22 (flat-footed 19), Fort 20, Will 18
hp 62; **Threshold** 20

Speed 6 squares

Melee vibroblade +8 (2d6+5 poison*)

Ranged blaster rifle +10 (3d8+5)

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

Atk Options Deadeye, Devastating Attack (rifles), Far Shot, Keen Shot, Point Blank Shot, Precise Shot, Running Attack

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 10

Talents Acute Senses, Devastating Attack (rifles), Keen Shot, Weapon Specialization (rifles)

Feats Armor Proficiency (light), Deadeye, Far Shot, Point Blank Shot, Precise Shot, Running Attack, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +10, Initiative +11, Jump +10, Perception +9 (may reroll), Pilot +11, Stealth +11

Possessions vibroblade*, blaster rifle, comlink

* **Poisoned Blade** -- When a creature takes damage from a successful hit with this weapon, make an attack roll (1d20+10) against the target's Fortitude Defense. If the attack succeeds, the target takes 4d6 points of damage and moves -1 step down the condition track. If the attack fails, the target takes only half damage and doesn't move down the condition track. The poison attacks each round until it is cured with a successful DC 25 Treat Injury check.

Czerka Scientist

The reach of the Czerka Corporation throughout the galaxy should not be underestimated. Sales offices, research outposts, manufacturing facilities, and logistics services are located on most major worlds, not to mention other planets that might hold a resource or new market for the corporation to exploit. Czerka employees are as opportunistic and bureaucratic as the company they serve. Czerka scientists form the core of the corporation's efforts to develop new and advanced products to sell at the galactic markets. They are typically amoral, more concerned about their own reputations, achievements, and bonuses than about ethics.

In the **Star Wars Miniatures Game**, the Czerka Scientist provides a cheap way to upgrade low-cost allied characters' attacks and damage abilities. Allies within 6 squares that deal 20 damage with nonmelee attacks gain the Jolt ability, enabling the character to cause enemy targets to become activated when hit. Allies within 6 squares that deal 10 damage with nonmelee attacks gain Twin Attack instead.

The Czerka Scientist's strength lies with the bonuses it gives to its allies; its own ability scores are low. Keeping the unit well protected from enemy attacks and under cover or out of sight is vital to its success on the battlefield.

Faction: Fringe

Cost: 13

Hit Points: 10

Defense: 13

Attack: +1

Damage: 10

Special Abilities: Melee Attack; Blaster Rifle Upgrade (Allies within 6 squares with nonmelee attacks that deal exactly 20 Damage gain **Jolt** [An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.]); Blaster Upgrade (Allies within 6 squares with nonmelee attacks that deal exactly 10 Damage gain **Twin Attack** [Whenever this character attacks, it makes 1 extra attack against the same target])



Star Wars Roleplaying Game: Saga Edition Statistics

Czerka Scientist

CL 2

Medium Human nonheroic 5/noble 1

Dark Side 2

Init +2; **Senses** Perception +10

Languages Basic, Binary, Bocce, Durese

Defenses Ref 11 (flat-footed 11), Fort 11, Will 15
hp 15; **Threshold** 11

Speed 6 squares

Melee knife +2 (1d4-1)

Ranged by weapon +2

Base Atk +3; **Grp** +2

Special Actions Inspire Confidence

Abilities Str 8, Dex 8, Con 10, Int 16, Wis 15, Cha 12

Talents Inspire Confidence

Feats Skill Focus (Knowledge [life sciences], Knowledge [physical sciences]), Skill Training (Mechanics, Perception, Persuasion, Use Computer), Tech Specialist, Weapon Proficiency (simple weapons)

Skills Gather Information +9, Knowledge (bureaucracy) +11, Knowledge (life sciences) +16, Knowledge (physical sciences) +16, Mechanics +11, Perception +10, Persuasion +9, Treat Injury +10, Use Computer +11

Possessions knife, comlink, datapad, tool kit, utility belt

About the Author

Sterling Hershey is an architect and freelance game designer. He regularly creates **Star Wars Miniatures** and *Starship Battles* scenarios and previews for the Wizards of the Coast web site. Past products include the *Scenario Book* for the *Attack on Endor* Scenario Pack. He is also one of the authors of the upcoming *The Force Unleashed Campaign Guide* and *Knights of the Old Republic Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. You can read more about gaming in a galaxy far, far away in his starwars.com blog, [Delusions of Grandeur](#). Sterling lives in the Midwest with his wife, Mary.

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