

Knights of the Old Republic Miniatures Preview 2

Rakghoul and Master Lucien Draay

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Knights of the Old Republic Miniatures Preview Archive

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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 continue our previews of figures from the set with a look at the savage Rakghoul and Sith foe Master Lucien Draay.

Rakghoul

Few creatures in the galaxy are as feared as the rakghoul. These savage, four-legged mutants beset the Undercity of Taris during the Knights of the Old Republic era, forcing the Undercity's inhabitants to create walled enclaves to keep the creatures out. Not only do the vicious rakghouls attack on sight, but they also carry a terrifying disease that rapidly infects their victims. Within hours, those wounded by a rakghoul mutate into rakghouls themselves, their personalities lost in the ferocity of their new form. The disease can be successfully treated only through the use of a rare serum.

In the *Star Wars Miniatures Game*, the rakghoul is equally terrifying to opposing squads. Although its Attack and Damage scores are not particularly high, the combination of Ambush and Triple Attack increases the rakghoul's chances of landing a fatal blow and transmitting the Rakghoul Disease. Living enemies defeated by the rakghoul must save 11 or become rakghouls themselves. It is one thing to lose a character, but quite another to see that character immediately join the ranks of the enemy. Thanks to the disease, rakghouls could become difficult to eradicate from a battlefield, since every time they defeat a character, they could add to their own numbers.

A rakghoul should be directed toward living targets with 10 Hit Points, since this gives it the best chance to convert enemy units quickly. However, as the battle progresses, this may prove difficult to achieve because the rakghoul's Savage ability influences its target selection.



Faction: Fringe**Cost:** 16**Hit Points:** 30**Defense:** 17**Attack:** +5**Damage:** 10

Special Abilities: Savage; Melee Attack; Ambush; Rakghoul Disease (+10 Damage to living enemy; save 11. Whenever this character defeats a living enemy, you can immediately add a character named Rakghoul to your squad. The new character sets up in a square that enemy formerly occupied.); Triple Attack



Star Wars Roleplaying Game: Saga Edition Statistics

Rakghoul**CL 4**

Medium beast 4

Init +9; **Senses** Perception +7**Defenses** Ref 17 (flat-footed 14), Fort 13, Will 10**hp** 26; **Threshold** 13**Speed** 6 squares**Melee** claw +5/+5 (1d4+4) and**Melee** bite +5 (1d6+4)**Base Atk** +3; **Grp** +5**Abilities** Str 14, Dex 16, Con 17, Int 1, Wis 10, Cha 2**Feats** Skill Training (Initiative), Skill Training (Perception)**Skills** Initiative +9, Jump +9, Perception +7

Rakghoul Disease -- When a rakghoul successfully damages a living creature with its bite attack, the target might become infected with the rakghoul disease. Make an immediate attack against the target's Fortitude Defense at +8; if successful, the target is infected. Once that occurs, the rakghoul disease makes a single attack at +8 against the target's Fortitude Defense once every five minutes. After three successful attacks, the target transforms into a rakghoul. (If the transformed target is other than Medium size, adjust the rakghoul statistics as needed to match the target's size.) A successful DC 25 Treat Injury check with access to the rakghoul serum can remove the disease.

Master Lucien Draay

Born into a prestigious family with a substantial fortune and respected Jedi heritage, Lucien is son to Krynda Draay (a talented but distant seer) and Barrison Draay (a Jedi warrior who dies in the Great Sith War). His mother neglects him in favor of students who, like her, demonstrate clairvoyant aptitude, but Lucien takes after his father. Krynda makes Lucien the guardian of her young seers circle, becoming First WatchCircle of Krynda's Jedi Covenant, sworn to prevent the Sith's return by any means necessary.

While assigned to Taris, the WatchCircle members take new Padawans for training, including Lucien's apprentice, Zayne Carrick. During their Jedi trials, the WatchCircle seers get a vision of galactic turmoil and their own deaths; one of their own students appears destined to become the next Dark Lord. With grim determination, the WatchCircle slaughters its students to prevent their vision from coming true, but Zayne escapes. Lucien frames him for the murder of his classmates, making him a fugitive. Convinced that Zayne is indeed the future Dark Lord, Lucien obsessively hunts his former student in pursuit of his personal vendetta against the Sith that destroyed his childhood.

In the **Star Wars Miniatures Game**, Master Lucien Draay is the best "beatstick" available to the Old Republic faction. Lightsaber Block, Lightsaber Riposte, and Master of the Force 2 give him the ability to use both Lightsaber Block *and* Lightsaber Riposte against a single attack. Rounding out his anti-Sith Lord credentials, Draay has Lightsaber Duelist, giving him that much extra longevity against lightsaber-wielding maniacs: Only Count Dooku (*Clone Strike*) and Darth Revan (*The Force Unleashed*) manage a higher Defense against these foes. While he certainly won't outfight Lord Vader or Darth Bane, Draay is capable of putting up a good fight.

Faction: Old Republic

Cost: 48

Hit Points: 130

Defense: 20

Attack: +15

Damage: 20

Special Abilities: Unique; Melee Attack; Double Attack; Lightsaber Duelist

Force Powers: Force 1; Force Renewal; Lightsaber Block; Lightsaber Deflect; Lightsaber Riposte; Master of the Force 2



Star Wars Roleplaying Game: Saga Edition Statistics

Lucien Draay

CL 15

Medium Human noble 3/Jedi 5/Jedi Knight 5/Jedi Master 2

Destiny 3; **Force** 7; **Dark Side** 5

Init +14; **Senses** Perception +14

Languages Arkanian, Basic, Feeorin, High Galactic, Miralukese, Togruti

Defenses Ref 30 (flat-footed 28), Fort 30, Will 30; Block, Deflect, Elusive Target

hp 121; **Threshold** 30

Immune fear effects

Speed 6 squares

Melee lightsaber +19 (2d8+13) or

Melee lightsaber +17 (3d8+13) with Rapid Strike or

Melee lightsaber +16/+16 (2d8+13) with Double Attack or

Melee lightsaber +14/+14 (3d8+13) with Double Attack and Rapid Strike

Ranged by weapon +16

Base Atk +14; **Grp** +17

Atk Options Cleave, Double Attack (lightsabers), Power Attack, Rapid Strike

Special Actions Riposte*, serenity, WatchCircle Initiate*

Force Powers Known (Use the Force +14): *battle strike* (2), *farseeing*, *Force slam* (2), *Force thrust*, *move object*, *negate energy*, *rebuke*

Force Secrets Quicken Power

Force Techniques Force Point Recovery (2)

Abilities Str 16, Dex 15, Con 14, Int 14, Wis 14, Cha 15

Talents Block, Connections, Deflect, Elusive Target, Multiattack Proficiency (lightsabers), Riposte*, Shii-Cho, WatchCircle Initiate*, Wealth

Feats Cleave, Double Attack (lightsabers), Force Sensitivity, Force Training (3), Linguist, Power Attack, Rapid Strike, Skill Training (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +14, Gather Information +14, Initiative +14, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +14, Persuasion +14, Pilot +14, Use Computer +14, Use the Force +14

Possessions lightsaber (self-built), Jedi robes, comlink (encrypted), code cylinder, datapad, personal space yacht

* These talents appear in the *Knights of the Old Republic Campaign Guide*. If you don't have that book, replace with Djem So (page 218, *Saga Edition Core Rulebook*) and Resilience (page 40, *Saga Edition Core Rulebook*).

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.

Gary M. Sarli is a freelance designer, developer, and editor whose credits include the Saga Edition rulebook, *Starships of the Galaxy*, and the **Dawn of Defiance** adventure path. When not making games, he moderates on the Gleemax forums as WizO the Hutt (cheerfully feeding Code of Conduct violators to the Sarlacc) and operates his store, GMSarli Games (an online shop specializing in nonrandom miniatures packs designed for the **Star Wars Roleplaying Game** and **Dungeons & Dragons**).

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