

Knights of the Old Republic Miniatures Preview 3

Tusken Raider Scout and Darth Sion

Sterling Hershey

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**. In this article, we continue our previews of figures from the set with a look at the Tusken Raider Scout and Darth Sion.

Tusken Raider Scout

Tusken Raiders are the ferocious natives of the planet Tatooine. Well known for their nomadic, territorial, and violent nature, Tusken Raiders constantly threaten outlying settlements and isolated travelers. Armed with primitive yet effective weaponry, the Sand People are not to be underestimated. Large groups of Raiders attack settlements, kidnap victims, and destroy vehicles at will in remote areas. Domesticated banthas serve as able mounts, enabling the Sand People to roam large areas of the desert world. The Tusken Raiders cover themselves entirely in layered cloth garments and rags, and they wear distinctive, fearsome masks.

In the **Star Wars Miniatures Game**, the Tusken Raider Scout is the fourth type of Tusken Raider to be released for the game. It is the toughest Tusken Raider so far, aside from the Tusken Raider on Bantha from the *Universe* set. Though the Scout costs nearly three times as much as a standard Tusken Raider, it features increases in every stat category. The Scout loses Mighty Swing, but its increased Damage score makes up for the loss. It gains Evade and Stealth, making the Scout a tough miniature to target and hit when it uses cover to approach an enemy unit. Otherwise, the Tusken Raider Scout's stats and abilities are comparable to those of other units of the same cost.

Faction: Fringe

Cost: 11

Hit Points: 30

Defense: 15

Attack: +8

Damage: 20

Special Abilities: Melee Attack; Evade; Stealth



Star Wars Roleplaying Game: Saga Edition Statistics

Tusken Raider Scout

CL 4

Medium Tusken Raider nonheroic 4/scout 3

Dark Side 4

Init +3; **Senses** Perception +3 (may reroll)

Languages Tusken

Defenses Ref 15 (flat-footed 15), Fort 15, Will 13; Evasion

hp 30; **Threshold** 15

Speed 6 squares

Melee gaderffii +8 (1d8+3) or

Melee gaderffii +5 (1d8+6) with 3 points of Power Attack

Ranged by weapon +5

Base Atk +5; **Grp** +7

Atk Options Bantha Rush, Power Attack

Special Actions Acute Senses

Abilities Str 14, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Talents Acute Senses, Evasion

Feats Bantha Rush, Power Attack, Skill Training (Stealth), Skill Training (Ride), Skill Focus (Stealth), Weapon

Focus (simple weapons), Weapon Proficiency (rifles, simple weapons)

Skills Ride +8, Stealth +13, Survival +8

Possessions gaderffii, desert garb and mask

Darth Sion

Few Sith Lords hold mastery over pain or hatred like Darth Sion, Lord of Pain. His visage is terrible to behold: a decomposing body held together by dark side energies channeled by Sion himself, sustaining his life through the Force, powered by anger and hatred. He is in eternal pain but endures it as a small price for apparent immortality. However, in the end, despite his anger, hatred, and manipulation of dark side energy, the Lord of Pain could not defeat the Jedi Exile.

In the *Star Wars Miniatures Game*, Darth Sion is powerful and resilient. He is a decent melee combatant with Double Attack and a +11 Attack score. His Defense score is a bit low for a character of his cost, but Lightsaber Duelist bolsters him significantly against lightsaber-wielding opponents. His cost is high, but with reason: Darth Sion's most significant ability is Eternal Hatred. When defeated, Sion may spend 2 Force to attempt to return to life -- with full Hit Points -- on a save of 6. And he can attempt this twice (if the first is successful), as long as he retains enough Force for each attempt. When it works, this is like bringing one 110-hit point character to a skirmish initially, then gaining one or two more in the form of reinforcements while the opposing squad gets weaker and weaker over the course of the battle.

Faction: Sith
Cost: 69
Hit Points: 110
Defense: 17
Attack: +11
Damage: 20
Special Abilities: Unique; Melee Attack; Double Attack; Lightsaber Duelist
Force Powers: Force 5; Eternal Hatred (Force 2: Whenever this character would be defeated, make a save of 6; on a success, this character is restored to full Hit Points instead of being defeated); Lightsaber Riposte; Sith Rage



Star Wars Roleplaying Game: Saga Edition Statistics

Darth Sion

CL 19

Medium Human soldier 7/Sith apprentice 7/Sith Lord 5

Destiny 4; Force 7; Dark Side 14

Init +17; Senses Perception +16

Languages Basic, Sith

Defenses Ref 35 (flat-footed 32), Fort 35, Will 34

hp 177; Threshold 35

Immune fear effects

Speed 6 squares

Melee lightsaber +25 (2d8+16) or

Melee lightsaber +20/20 (2d8+16) with Double Attack

Ranged blaster pistol +22 (3d6+9)

Base Atk +19; Grp +24

Atk Options Dark Scourge, Double Attack (lightsabers), Power Attack, Severing Strike

Special Actions Affliction, Dark Healing Field, Dark Presence, Improved Dark Healing, Power of the Dark Side, temptation

Force Powers Known (Use the Force +18): *battle strike* (2), *dark rage*, *Force slam*, *Force thrust*, *Force whirlwind*, *move object*, *slow*, *wound*

Force Secrets Devastating Power, Distant Power, Multitarget Power, Shaped Power

Force Techniques Improved Force Slam, Improved Force Trance, Improved Wound

Abilities Str 20, Dex 17, Con 16, Int 13, Wis 14, Cha 9

Talents Affliction, Dark Healing, Dark Healing Field, Dark Presence, Dark Scourge, Dark Side Adept, Improved Dark Healing, Power of the Dark Side, Severing Strike, Swift Power, Weapon Specialization (lightsabers)

Feats Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Power Attack, Sith Military Training, Skill Focus (Use the Force), Skill Training (Deception), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Deception +14, Initiative +17, Knowledge (tactics) +15, Perception +16, Pilot +17, Use the Force +18 (can reroll when using [dark side] Force powers, must take second result)

Possessions lightsaber, blaster pistol

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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