

Knights of the Old Republic Miniatures Preview 4

Mandalorian Marauder and Old Republic Guard

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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**. In this article, we continue our previews of figures from the set with a look at the Mandalorian Marauder and the Old Republic Guard.

Mandalorian Marauder

The pursuit of the glory of battle takes many forms, and some Mandalorians prefer to test their cunning and strength in the hunt. Focusing on stealth and one-on-one engagements, these hunters terrorized their foes, stalking and eliminating isolated targets with merciless silence. While some used stealth field generators (page 74, *Knights of the Old Republic Campaign Guide*) to make it possible to operate even in daylight, many preferred to depend on their skills alone. This hunter's tradition survived for millennia as many Mandalorians in later eras worked as bounty hunters instead of mercenaries or traditional soldiers.

In the **Star Wars Miniatures Game**, the Mandalorian Marauder is an excellent addition to the previous melee fighters in the faction. Unlike others of the type, the Marauder has Stealth, providing some protection during approach and when adjacent to other characters. Compared to the Mandalorian Blademaster (*Bounty Hunters*), the Marauder lacks Twin Attack, but the addition of Stealth, a higher Defense, and a lower cost makes it a competitive alternative.



Faction: Mandalorian

Cost: 15

Hit Points: 40

Defense: 18

Attack: +9

Damage: 20

Special Abilities: Melee Attack; Parry; Stealth



Star Wars Roleplaying Game: Saga Edition Statistics

Mandalorian Marauder

CL 6

Medium Human nonheroic 3/scout 5

Destiny 1; Force 3; Dark Side 2

Init +11; **Senses** low-light vision, Perception +11

Languages Basic, Mando'a, 1 unassigned

Defenses Ref 20 (flat-footed 18), Fort 19, Will 15; armor +6

hp 38; **Threshold** 19

Speed 6 squares; Running Attack

Melee dire vibroblade +9 (2d6+8) or

Melee dire vibroblade +7 (3d6+8) with Rapid Strike

Ranged heavy blaster pistol +7 (3d8+2)

Base Atk +5; **Grp** +8

Atk Options Melee Defense, Power Attack, Rapid Strike

Abilities Str 16, Dex 15, Con 12, Int 14, Wis 10, Cha 8

Talents Improved Stealth, Hidden Movement, Total Concealment

Feats Armor Proficiency (light), Melee Defense, Power Attack, Rapid Strike, Running Attack, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, simple weapons, pistols, rifles)

Skills Initiative +11, Perception +11, Stealth +11 (may reroll), Survival +9

Possessions Neo-Crusader light armor (+6 armor, +2 equipment, includes helmet package), dire vibroblade (advanced melee weapon, Medium, 2d6 damage), heavy blaster pistol, utility belt

Old Republic Guard

The Armies of the Republic were made up of local militias and sector forces that reported to their individual generals rather than any central command structure other than minimally coordinated direction from the Defense Ministry. Revan was the first field marshal whose command encompassed all these separate units, a move that made the Republic more able to resist the vast legions of the Mandalorian Neo-Crusaders. However, Army troopers are still dependent on the Navy to move them from theater to theater, meaning that troopers often spend more time as guards on a capital ship than as troopers on the ground.

In the **Star Wars Miniatures Game**, the Old Republic Guard is a cheap alternative to the Old Republic Soldier (*Champions of the Force*), costing just over half as much as that character. In exchange, he loses some of his offensive ability, dropping his Attack from +6 to +5 and his Damage from 20 to 10. Still, he has an extra point of Defense to help make up for it.

The lower cost may have some obvious advantages (such as making combined fire a more viable option), but the unit's real value is clear when you consider its Soldier special ability. Counting as a character named Old Republic Soldier would seem most useful in combination with the commander effect of the Old Republic Commander (*Champions of the Force*), granting the benefits of Double Attack. Furthermore, the Old Republic Captain in the *Knights of the Old Republic* set has a commander effect that grants Squad Assault (+4 Attack while three allies with the same name as this character are within 6 squares). Because of this, having a lower-cost character that still counts as an Old Republic Soldier makes it easier to use this ability.

Faction: Old Republic

Cost: 5

Hit Points: 10

Defense: 14

Attack: +5

Damage: 10

Special Abilities: Soldier (Counts as a character named Old Republic Soldier)



Star Wars Roleplaying Game: Saga Edition Statistics

Old Republic Guard

CL 1

Medium Human nonheroic 3
Init +7; **Senses** Perception +6
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 11, Will 10; armor +4
hp 7; **Threshold** 11

Speed 6 squares
Melee bayonet +3 (1d8+2) or
Ranged blaster rifle +4 (3d8) or
Ranged frag grenade +3 (4d6, 2-square burst)
Base Atk +2; **Grp** +3
Atk Options autofire (blaster rifle)
Special Actions Republic Military Training*

Abilities Str 13, Dex 12, Con 10, Int 10, Wis 10, Cha 8
Feats Armor Proficiency (light), Republic Military Training*, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +7, Perception +6
Possessions Republic light armor (+4 armor, +1 equipment), blaster rifle with bayonet, 2 frag grenades, comlink (encrypted), utility belt with medpac

* This feat is found on page 35 of the *Knights of the Old Republic Campaign Guide*. If you don't have that book, replace the feat with Point Blank Shot.

About the Author

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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