

Knights of the Old Republic Miniatures Preview 5

Captain Panaka and Echani Handmaiden

Sterling Hershey

Knights of the Old Republic Miniatures Preview Archive

- 1: [GenoHaradan Assassin and Czerka Scientist](#)
- 2: [Rakghoul and Master Lucien Draay](#)
- 3: [Tusken Raider Scout and Darth Sion](#)
- 4: [Mandalorian Marauder and Old Republic Guard](#)

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 Captain Panaka and the Echani Handmaiden.

Captain Panaka

Queen Amidala's dedicated guardian Captain Panaka served as her protector and advisor during the Trade Federation invasion of Naboo. Panaka, along with his team of Royal Palace Guards, excelled at providing personal security for Naboo's leadership. He was a strong, quick and tactically minded professional soldier. His leadership and abilities saw him through the dark days of the invasion, and he played a pivotal role in Queen Amidala's daring attack on the Naboo Palace.

In the **Star Wars Miniatures Game**, Captain Panaka retains his Bodyguard ability. However, Panaka brings more to the battle grid than operating as a simple Hit Point sink for more powerful characters. His Opportunist ability raises his offensive capability, and his commander effect increases his tactical effectiveness. Like Grand Admiral Thrawn, Captain Panaka can switch the positions of two allied characters at the end of his turn.

Comparing Captain Panaka to Amidala's other bodyguard, Captain Typho (from the *Clone Strike* set), Panaka has a slightly higher cost in exchange for 10 more Hit Points, a slightly lower Defense, and an additional special ability. Both share the same Attack and Damage scores as well as the Bodyguard ability. However, they have different commander effects. Panaka can boost a squad's tactical maneuverability, while Typho gives Naboo Soldiers the Bodyguard ability, providing additional protection to an important ally.

Faction: Republic

Cost: 23

Hit Points: 70

Defense: 16

Attack: +8

Damage: 10

Special Abilities: Unique; Bodyguard; Opportunist

Commander Effect: At the end of this character's turn, 2 Medium allies within 6 squares of this character can switch positions.



Star Wars Roleplaying Game: Saga Edition Statistics

Captain Panaka

CL 11

Medium Human soldier 7/elite trooper 2/officer 2

Destiny 1; **Force** 5

Init +14; **Senses** Perception +12

Languages Basic, Binary, Huttese

Defenses Ref 28 (flat-footed 23), Fort 27, Will 27

hp 107; **DR**1; **Threshold** 27

Speed 6 squares

Melee unarmed +14 (1d6+8)

Ranged S-5 heavy blaster pistol (ascension gun) +17 (3d8+5 or special) or

Ranged blaster pistol +17 (3d6+5)

Base Atk +11; **Grp** +15

Atk Options Point Blank Shot, Precise Shot

Special Actions Battle Analysis, Deployment Tactics, Draw Fire, Harm's Way

Abilities Str 16, Dex 18, Con 14, Int 15, Wis 14, Cha 13

Special Qualities command cover, share talent (Harm's Way)

Talents Armored Defense, Battle Analysis, Deployment Tactics, Draw Fire, Greater Weapon Focus, Harm's Way

Feats Armor Proficiency (light, medium), Far Shot, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple)

Skills Climb +13, Initiative +14, Knowledge (tactics) +12, Mechanics +12, Perception +12, Pilot +14

Possessions S-5 heavy blaster pistol (ascension gun), Naboo Royal Pistol (blaster pistol), Security Officer uniform with blast vest (+2 armor), encrypted comlink

Theed Arms S-5 heavy blaster pistol (ascension gun) -- The Theed Arms S-5 combines the firepower of a heavy blaster pistol with the utility of an ascension gun. This allows the wielder to carry a single weapon that provides for defense, quick ascension capability, and the ability to capture an opponent. A successful hit using the liquid cable feature ensnares a target or securely attaches to a targeted surface. It can lift up to 500 kilograms and has a range of 8 squares. It holds two 20-meter liquid cables. The blaster pack holds 20 shots before depletion. The gun also holds 10 microdarts (1d2 points of damage and paralytic poison [see page 255 of the *Saga Edition Core Rulebook*], max range 6 squares).

Echani Handmaiden

The Echani Handmaidens are a group of sisters who serve Jedi Master Atris on Telos IV after the end of the Jedi Civil War. They are trained in the well-respected Echani combat techniques. Their physical appearance is strikingly similar, except for the Last Handmaiden, Brianna, who had a different mother than her sisters. She eventually joined the Jedi Exile in her pursuit of the Sith Lords, which ultimately turned her against her sisters and Jedi Master Atris.

In the *Star Wars Miniatures Game*, the Echani Handmaiden lives up to the sisters' background as highly trained combatants. The Handmaiden tears into enemies using Double Attack with Twin Attack. Her Greater Mobile Attack ability allows the Echani Handmaiden to move effectively across the battlefield and still take advantage of her multiple attacks.

Her statistics are lower than most other units of the same cost, although the lower Defense is offset somewhat by the inclusion of the Evade ability. Her low Damage score mitigates the unit's multiple attacks. The Handmaiden is most effectively deployed against enemy units with only 10 or 20 Hit Points, where multiple attacks give it the best chance to eliminate an opposing character in a single turn. Use Greater Mobile Attack to keep the Handmaiden under cover or out of sight to improve its chances of survival on the battle grid.

Faction: Fringe
Cost: 23
Hit Points: 40
Defense: 15
Attack: +7
Damage: 10
Special Abilities: Double Attack; Evade; Greater Mobile Attack; Twin Attack



Star Wars Roleplaying Game: Saga Edition Statistics

Echani Handmaiden CL 5

Medium female Human scout 1/soldier 4

Force 3

Init +10; **Senses** Perception +7

Languages Basic

Defenses Ref 21 (flat-footed 17), Fort 17, Will 15
hp 46; **Threshold** 17

Speed 6 squares

Melee unarmed +5 (1d6+4) or

Melee staff +5 (1d6+5)

Ranged blaster pistol +7 (3d6+3) or

Ranged blaster pistol +5 (4d6+3) with Rapid Shot or

Ranged blaster pistol +2/+2 (3d6+3/3d6+3) with Dual Weapon Mastery I or

Ranged blaster pistol +0/+0 (4d6+3/4d6+3) with Dual Weapon Mastery I and Rapid Shot

Base Atk +4; **Grp** +6

Atk Options Rapid Shot, Running Attack

Special Actions Devastating Attack (pistols), Evasion, Melee Smash

Abilities Str 13, Dex 16, Con 10, Int 11, Wis 10, Cha 14

Talents Devastating Attack (pistols), Evasion, Melee Smash

Feats Armor Proficiency (light), Dual Weapon Mastery I, Echani Training, Rapid Shot, Martial Arts I, Running Attack, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +10, Jump +8, Mechanics +7, Perception +7, Stealth +10, Survival +7

Possessions Handmaiden's staff (quarterstaff), two blaster pistols, Handmaiden's robes

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.

©1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved. Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.