

Knights of the Old Republic Miniatures Preview 6

Sith Marauder and ASN Assassin Droid

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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 Sith Marauder and the ASN Assassin Droid.

Sith Marauder

Their burning golden eyes glinting in the light of a blood red blade, these merciless marauders are the incarnation of the dark side's primal rage. To them, the Force exists only to channel their hatred into their martial mastery, and any other use is an unworthy distraction from their destiny.

In the **Star Wars Miniatures Game**, the Sith Marauder fills the same niche as the somewhat overcosted Dark Side Enforcer (*Champions of the Force*). Despite costing 4 points less, the Marauder has +2 Attack, +2 Defense, +1 Force, and two nice utility Force Powers (Lightsaber Deflect and Lightsaber Sweep). Because of this, the Sith faction now has a viable mid-cost melee fighter -- certainly not "filler," but definitely not the centerpiece of your squad.

Still, don't get overconfident when fighting a Republic squad. The Marauder can't stand up to a Jedi Weapon Master (also *Champions of the Force*) or a high-value Jedi Master -- but really, who other than a Sith Lord can? While you can sacrifice a Marauder to put a big dent in such an enemy, you're probably better off using them in a supporting role, clearing out clusters of low-cost enemies with Lightsaber Sweep or playing wingman to a heavy-hitter.



Faction: Sith
Cost: 22
Hit Points: 80
Defense: 18
Attack: +11
Damage: 20
Special Abilities: Melee Attack; Double Attack
Force Powers: Force 2; Lightsaber Deflect; Lightsaber Sweep



Star Wars Roleplaying Game: Saga Edition Statistics

Sith Marauder

CL 8

Medium Human Jedi 7/Sith apprentice 1

Destiny 1; **Force** 5; **Dark Side** 8

Init +11; **Senses** Perception +8

Languages Basic, Huttese, Sith

Defenses Ref 22 (flat-footed 20), Fort 22, Will 19; Block, Deflect
hp 84; **Threshold** 22

Speed 6 squares

Melee lightsaber +13 (2d8+12) or

Melee lightsaber +11 (3d8+12) or

Ranged by weapon +10

Base Atk +8; **Grp** +11

Atk Options Cleave, Melee Defense, Power Attack, Whirlwind Attack, Wicked Strike

Special Actions Resilience

Force Powers Known (Use the Force +9): *dark rage*

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

Talents Block, Deflect, Resilience, Weapon Specialization (lightsabers), Wicked Strike

Feats Cleave, Force Sensitivity, Force Training, Melee Defense, Power Attack, Rapid Strike, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons), Whirlwind Attack

Skills Acrobatics +11, Endurance +11, Initiative +11, Perception +8, Use the Force +9

Possessions lightsaber (self-built), Sith robes, utility belt

ASN Assassin Droid

Though it appears to be a harmless courier droid, the ASN-121 assassin droid is an insidious device used by the Malkite Poisoners and other killers-for-hire to eliminate well-defended targets. Because of their low-profile appearance and anti-security jamming system, they can often slip into areas that would normally be too well monitored for a more mainstream assassination attempt.

Customized for each individual buyer, no two ASN-121s are quite alike. For example, some versions are miniaturized but more highly skilled assassins designed for heavier fighting (page 135, *Threats of the Galaxy*), ideal for targets employing larger numbers of organic guards. An ASN-121 similar to the one shown here was used by Zam Wesell to deliver two poisonous kouhuns to Senator Amidala's suite on Coruscant just prior to the start of the Clone Wars.

In the **Star Wars Miniatures Game**, the ASN Assassin Droid reprises two abilities that haven't been seen in a while: Kouhun Infestation (Zam Wesell, *Clone Strike*) and Programmed Target (E522 Assassin Droid, *Bounty Hunters*). Both make the ASN particularly good at hitting a high-value target on your opponent's squad.

Combined with the mobility provided by Flight, the ASN has potential to catch an opponent by surprise.

For example, you might move the ASN as your last activation on one round, using Flight to move through 12 squares that would normally be impassable in one turn (for example, pits, low objects, or groups of enemies). Then, on your first activation of the following round, use Kouhun Infestation to strike out at a target that's still 12 squares away and not in line of sight. For best results, combine with some form of initiative control (such as Recon) to maximize your chances of getting three or more turns back to back. It's a 50/50 gamble because the target gets a save, but at the very least, it can throw your opponent off or prompt him to waste too much effort taking out the assassin droid.

Faction: Fringe

Cost: 27

Hit Points: 50

Defense: 18

Attack: +8

Damage: 20

Special Abilities: Droid; Flight; Kouhun Infestation; Programmed Target



Star Wars Roleplaying Game: Saga Edition Statistics

ASN-121 Assassin Droid

CL 5

Medium droid (4th-degree) soldier 5

Force 4

Init +9; **Senses** darkvision, low-light vision, Perception +11

Languages Basic, Binary, 2 unassigned

Defenses Ref 18 (flat-footed 16), Fort 19, Will 17

hp 54; **Threshold** 19

Speed fly 12 squares

Melee claw +7 (1d4+4) or

Ranged sniper blaster +8 (3d8+4) or

Ranged sniper blaster +8 (4d8+4) with Deadeye

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

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

Special Actions anti-security stealth system, Demolitionist

Abilities Str 14, Dex 14, Con —, Int 14, Wis 14, Cha 8

Talents Demolitionist, Devastating Attack (rifles), Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Deadeye, Point Blank Shot, Precise Shot, Weapon Focus (rifles),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +7, Initiative +9, Mechanics +9, Perception +11, Stealth +4, Use Computer +9

Systems flying locomotion, heuristic processor, 1 claw appendage, 2 tool appendages (one with stabilized mount), improved sensor package, darkvision, internal storage (2 kg), anti-security stealth system

Possessions sniper blaster (treat as blaster rifle with targeting scope)

Availability Illegal; **Cost** 5,730

Anti-Security Stealth System -- As a swift action, an ASN-121 assassin droid can activate an anti-security stealth system that grants total concealment against sensor scans, making Stealth checks possible even without cover, darkness, or another source of concealment. If sensors detect an ASN-121 while this system is active, it is obvious that an illegal jamming device is in use (probably tipping off security that this is an assassin droid).

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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