

Knights of the Old Republic Miniatures Preview 7

Jar Jar Binks and Han Solo, Smuggler

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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 present our final previews of figures from the set with a look at Jar Jar Binks and Han Solo, Smuggler.



Jar Jar Binks

"Yousa follow me now, okie-day?"

Somehow, the fate of the galaxy has done exactly that. Two Jedi followed Jar Jar Binks to Otoh Gunga, then followed his lead to reach occupied Theed and rescue a captive queen. A Gungan army followed him as a bombad general during the Battle of Naboo. The Gungan people followed his lead as Senator. The Galactic Senate followed his motion to create the Grand Army of the Republic to combat the Separatist threat.

Most likely, he is as surprised as anyone.

In the **Star Wars Miniatures Game**, Jar Jar Binks is essentially a walking gimmick that forces your opponent to fight on your terms. Position him where he is within 6 squares of allies you want to protect *and* within 6 squares of one or more enemies. If any of these allies are attacked, you can use Draw Fire to force that enemy to target Jar Jar instead. At that point, Bombad Gungan can come into play, potentially redirecting the attack at a character of your choice within 6 squares. You only have a 50% chance to successfully use Draw Fire, and only a combined 25% chance to successfully use both Draw Fire and Bombad Gungan, but this is enough that your opponent will be forced to plan around it.

Ideally, position Jar Jar so that he is adjacent to as many enemies as possible. If any attempt to attack him, they'll trigger Bombad Gungan. If they attempt to move so that he won't be the only legal target, they'll trigger an attack of opportunity from him. Granted, his attacks of opportunity are as weak as they come, but it all adds up, and weaker enemies (such as Battle Droids) will be particularly vulnerable to the chaos he brings to the fight.

Faction: Republic

Cost: 18

Hit Points: 60

Defense: 17

Attack: +2

Damage: 10

Special Abilities: Unique; Gungan; Melee Attack; Bombad Gungan (Whenever an enemy targets him, this character must attempt a save of 11. On a success, the attack is redirected to another character of your choice within 6 squares. If no other character is within 6 squares, the attack is negated.); Draw Fire



Star Wars Roleplaying Game: Saga Edition Statistics

**Jar Jar Binks****CL 6**

Medium Gungan nonheroic 6/scoundrel 3/soldier 1

Force 3**Init** +6; **Senses** low-light vision, Perception +8**Languages** Basic, Gunganese

Defenses Ref 21 (flat-footed 19), Fort 19, Will 15; Dodge, Mobility
hp 61; **Threshold** 24
Speed 6 squares, swim 4 squares**Melee** unarmed +8 (1d4+3)**Melee** cesta +8 (2d4+4)**Ranged** energy ball +9 (2d4+4) with cesta or**Ranged** energy ball +9 (2d4+3) when thrown**Base Atk** +7; **Grp** +9**Atk Options** Point Blank Shot**Special Actions** Disruptive, Draw Fire, Walk the Line**Special** hold breath**Abilities** Str 12, Dex 14, Con 14, Int 8, Wis 8, Cha 8**Talents** Disruptive, Draw Fire, Walk the Line**Feats** Dodge, Improved Damage Threshold, Improved Defenses, Mobility, Point Blank Shot, Skill Training (Jump, Perception, Survival), Toughness, Weapon Proficiency (simple weapons)**Skills** Jump +10, Perception +8, Survival +8, Swim +10 (can reroll, can take 10 when distracted)**Possessions** cesta, 2 energy balls

Han Solo, Smuggler

A long time before he becomes a hero of the fledgling Rebel Alliance, Han Solo is a smuggler who works from one side of the galaxy to the other. Before winning the *Millennium Falcon* from Lando Calrissian at the Cloud City Sabacc Tournament, and even before he sacrifices a promising career in the Imperial Navy to save a Wookiee slave named Chewbacca, Solo makes a living on the unseen fringes of galactic life.

The game statistics shown below represent Solo at the height of his career, after his adventures in the Corporate Sector and the Tion Hegemony, but before he was forced to dump a load of Jabba the Hutt's spice on a smuggling run.

In the **Star Wars Miniatures Game**, Han Solo, Smuggler is essentially a slightly different take on the original Han Solo (*Rebel Storm*) rather than a significantly different or more powerful version representative of his later years. This version costs 1 point less, has 10 fewer Hit Points, and has a Defense 1 point lower, but his Attack is 2 points higher (making him more competitive in an environment that features an ever-higher number of enemies with Defenses of 20 or more).

Overall, this shifts his balance more toward striking rather than staying power, especially since he has Opportunist +20 (+4 Attack, +20 Damage) rather than Cunning Attack (+4 Attack, +10 Damage). Still, if you pit the original Han Solo against Han Solo, Smuggler in a head-to-head battle, Han Solo, Smuggler wins about 80% of the time. Despite going last every round to take advantage of Opportunist +20, that extra damage and higher Attack bonus more than make up for the lower Defense and Hit Points.

Faction: Rebel**Cost:** 27**Hit Points:** 70**Defense:** 16**Attack:** +10**Damage:** 20**Special Abilities:** Unique; Accurate Shot; Opportunist +20



Star Wars Roleplaying Game: Saga Edition Statistics

Han Solo (prior to Episode IV)

CL 9

Medium Human scoundrel 5/soldier 2/ace pilot 1/gunslinger 1

Destiny 1; **Force** 5

Init +11; **Senses** Perception +10

Languages Basic, Huttese, Shyriiwook

Defenses Ref 25 (flat-footed 23), Fort 22, Will 22; Dodge

hp 61; **Threshold** 22

Speed 6 squares

Melee unarmed +7 (1d4+5)

Ranged heavy blaster pistol +8 (4d8+4) or

Ranged *Millennium Falcon* docking gun +11 (4d12+4) with Rapid Shot or

Ranged *Millennium Falcon* quad laser cannon +9 ([7d10+4]x2) with Rapid Shot or

Ranged *Millennium Falcon* concussion missile +11 ([9d10+4]x2, 4-square splash)

Base Atk +6; **Grp** +8

Atk Options Dastardly Strike, Devastating Attack (pistols), Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Close Scrape*, Fool's Luck, Vehicular Combat

Starship Maneuvers Known (Pilot +16): *angle deflector shields, skim the surface*

Abilities Str 13, Dex 15, Con 12, Int 14, Wis 12, Cha 14

Talents Close Scrape*, Dastardly Strike, Devastating Attack (pistols), Fool's Luck, Spacehound, Trigger Work

Feats A Few Maneuvers*, Dodge, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Pilot), Starship Tactics*, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +11, Initiative +11, Knowledge (galactic lore) +11, Mechanics +11, Perception +10, Pilot +16, Use Computer +11

Possessions heavy blaster pistol with targeting scope, tool kit, *Millennium Falcon* (page 156, *Starships of the Galaxy*)

* Some talents and feats shown here appear outside the *Saga Edition Core Rulebook*. If you don't have access to other books, make the following replacements:

- Replace A Few Maneuvers (page 64, *Threats of the Galaxy*) with Running Attack
- Replace Close Scrape (page 17, *Starships of the Galaxy*) with Keep It Together
- Replace Starship Tactics (page 20, *Starships of the Galaxy*) with Weapon Focus (pistols)

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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