

# Legacy of the Force Preview 2

## Cade Skywalker, Bounty Hunter and Deliah Blue

Sterling Hershey

### Legacy of the Force Preview Archive

- 1: Republic Commando Training Sergeant and Shado Vao
- 3: Dug Fringer and Mandalorian Trooper
- 4: Deena Shan and Han Solo, Galactic Hero
- 5: Darth Krayt and Kyle Katarn, Jedi Battlemaster

At the end of March, Wizards of the Coast will release [Legacy of the Force](#), the newest set for the **Star Wars Miniatures Game**. With this set, you'll get to play miniatures from the *Star Wars: Legacy* comic book series and the *Legacy of the Force* novel series. Today, we continue our previews of figures from the set with a look at Cade Skywalker, Bounty Hunter and Deliah Blue.



## Cade Skywalker, Bounty Hunter

About 125 years after the fall of Emperor Palpatine, Cade Skywalker is the last of the Skywalkers. Like his predecessors, the Force is strong in him. And, like many of them, he struggles to find his way between the dark and light sides. He's temperamental, often selfish, and he tries to forget his lineage after the devastating Sith attack on the Jedi Temple at Ossus. He lost his father, Kol Skywalker, and used an extraordinary healing power that tapped into the dark side of the Force to save his dying Master.

Fearing the temptation of the dark side, Cade abandoned the Jedi way and fell in with a pirate gang that rescued him from the debris of Ossus. Cade became an effective bounty hunter over the next seven years, working with his companions, Deliah Blue and Jariah Syn. However, Cade would soon discover that a Skywalker's destiny is not so easily cast aside, as the remaining Jedi and the new Sith took interest in his lineage and abilities.

In the **Star Wars Miniatures Game**, Cade Skywalker, Bounty Hunter represents Cade in the early stories of Dark Horse's *Star Wars: Legacy* comic book series. During this time, Cade conceals his abandoned Jedi past, preferring to use his specialized blaster over a telltale lightsaber. However, he retains his impressive Force Powers and high number of Force points. These are most effectively used with Force Push 3 and the highest-rated version of Force Heal (40) seen so far in the game.

His Hit Points, Attack score, and Defense score are lower than those of other miniatures of about the same cost, but his attacks are bolstered by a devastating combination of Special Abilities: Bounty Hunter +4, Double Attack, Splash 10, and Twin Attack. Few opponents can stand up to such an assault for long, and lesser foes should avoid grouping together to avoid his Splash damage. Fittingly, Cade is a member of the Fringe faction, reflecting his history of shifting alliances.

### Star Wars Miniatures Game Stat Card Preview

**Faction:** Fringe  
**Cost:** 61  
**Hit Points:** 110  
**Defense:** 20  
**Attack:** +12  
**Damage:** 20  
**Special Abilities:** Unique; Bounty Hunter +4; Double Attack; Splash 10; Twin Attack  
**Force Powers:** Force 5; Force Heal 40 (Force 2); Force Push 3 (Force 3, replaces turn: range 6; 30 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 3 squares if Huge or smaller)



### Star Wars Roleplaying Game: Saga Edition Statistics

Medium male Human Jedi 1/scout 5/soldier 1/bounty hunter 2

**Destiny** 1; **Force** 5, Strong in the Force; **Dark Side** 5

**Init** +11 (may reroll); **Senses** Perception +10 (may reroll)

**Languages** Basic, Huttese, Shyriiwook

**Defenses** Ref 26 (flat-footed 24), Fort 25, Will 21

**hp** 96; **Threshold** 25

**Speed** 6 squares

**Melee** unarmed +8 (1d6+5)

**Melee** lightsaber\* +8 (2d8+6)

**Ranged** double-barreled blaster carbine +9 (3d8+6) or

**Ranged** double-barreled blaster carbine +4/+4 (3d8+6) with Double Attack

**Base Atk** +7; **Grp** +9

**Atk Options** Double Attack

**Special Actions** Acute Senses, Deflect, Hunter's Mark, Power of the Dark Side

**Force Powers Known** (Use the Force +11): *dark transfer*, *Force disarm*, *Force thrust*, *move object*

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

**Special Qualities** familiar foe +1

**Talents** Acute Senses, Armored Defense, Deflect, Hunter's Mark, Improved Initiative, Power of the Dark Side

**Feats** Armor Proficiency (light), Double Attack (rifles), Force Sensitivity, Force Training (2), Martial Arts I, Skill Training (Survival), Strong in the Force, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

**Skills** Acrobatics +11, Initiative +11, Perception +10, Pilot +11, Survival +10, Use the Force +11

**Possessions** double-barreled blaster carbine (tech specialist mod; +2 to damage) with no stock, data chips, the *Mynock*, blast vest (+2 armor)

**Dark transfer [Dark Side]** -- You use the dark side of the Force to heal another living creature. **Time:** Standard action. **Target:** One creature touched.

**Make a Use the Force Check:** The result of the check determines the effect, if any:

DC 15: The target heals hit points equal to 2 x your character level.

DC 20: The target heals hit points equal to 3 x your character level.

DC 25: The target heals hit points equal to 4 x your character level.

Each time you use *dark transfer*, you move –1 persistent step down the condition track. You must rest for 8 hours to remove this condition.

**Special:** You may spend a Force Point to avoid moving down the condition track when you use this Force power. You may spend a Destiny Point to revive a creature that has just died. You must use this Force power within 1 round of the creature's death to revive it, and you must succeed on a DC 25 Use the Force check. If successful, the creature is unconscious instead of dead and does not heal any hit points from the use of *dark transfer*.

\* Cade does not carry his own lightsaber at this time but occasionally uses others when the need arises.

## Deliah Blue

Deliah Blue is Cade Skywalker's Zeltron mechanic, fellow bounty hunter, and sometime lover. The Zeltrons are known for their hedonistic and fun-loving ways, and while Deliah is no exception, she is more adventurous than many. She uses her natural Zeltron empathic abilities to her advantage whether chasing a bounty or chasing Cade. Deliah is also a capable mechanic, well known for her skill in keeping Cade's troublesome ship, the *Mynock*, flying. Deliah, Cade, and Jariah Syn worked as a bounty hunter team until Cade felt compelled to pursue his own path after encountering the Sith and the Jedi, leaving the other two to fend for themselves for a time.

In the **Star Wars Miniatures Game**, Deliah Blue is a member of the Fringe faction. Compared to other pieces in her cost range, she has comparable Defense and Damage scores, but her Hit Points are lower. She also has a lower Attack score -- until you factor in Bounty Hunter +4 and Cunning Attack. Like all bounty hunters, she is much more effective against other Unique characters. However, she is best deployed with squads featuring minis that have the Mounted Gunner ability, because she can heal and combine fire with them. And since she should stay close by, she might as well use these allies for cover while employing Mobile Attack.

---

### Star Wars Miniatures Game Stat Card Preview

**Faction:** Fringe  
**Cost:** 33  
**Hit Points:** 60  
**Defense:** 17  
**Attack:** +7  
**Damage:** 20  
**Special Abilities:** Unique; Accurate Shot; Bounty Hunter +4; Cunning Attack; Gunner +10; Industrial Repair 30; Mobile Attack




---

### Star Wars Roleplaying Game: Saga Edition Statistics

#### Deliah Blue (as of *Legacy Vol. 1: Broken*) CL 8

Medium female Zeltron scoundrel 4/ scout 4

**Destiny** 1; **Force** 4; **Dark Side** 1

**Init** +6 (may reroll); **Senses** Perception +10 (may reroll)

**Languages** Basic, Huttese, Shyriiwook

---

**Defenses** Ref 22 (flat-footed 20), Fort 20, Will 20  
**hp** 55; **Threshold** 20

---

**Speed** 6 squares

**Melee** unarmed +6 (1d4+4)

**Ranged** blaster pistol +9 (3d6+4) or

**Ranged** blaster pistol +9 (4d6+4) with Deadeye or

**Ranged** wrist launcher +8 (1d4+4 and roll 1d20+5 versus target's Fortitude Defense; if successful, target falls unconscious for 1d4+2 rounds)

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

**Atk Options** Deadeye, Keen Shot, Point Blank Shot, Precise Shot, Running Attack

**Special Actions** Acute Senses, Dodge, Hyperdriven, Spacehound, Vehicular Combat

---

**Abilities** Str 10, Dex 14, Con 13, Int 14, Wis 12, Cha 17

**Special Qualities** Zeltron empathy

**Talents** Acute Senses, Hyperdriven, Keen Shot, Spacehound

**Feats** Deadeye, Dodge, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Mechanics), Skill Focus (Persuasion), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Deception +12, Mechanics +16, Perception +10, Persuasion +17, Pilot +11, Use Computer +11

**Possessions** blaster pistol, wrist launcher with knockout darts (max. range 6), tool kit, comlink

---

#### Zeltron Species Traits

**Abilities:** -2 Con, -2 Wisdom, +4 Cha. Zeltrons are charismatic and gregarious, but their indulgent nature sometimes leads them to act before thinking.

**Medium Size:** As Medium creatures, Zeltrons have no special bonuses or penalties due to their size.

**Speed:** Zeltron base speed is 6 squares.

**Conditional Bonus Feat:** A Zeltron that has Persuasion as a trained skill gains Skill Focus (Persuasion) as a bonus feat.

**Zeltron Empathy:** Zeltrons are naturally empathic. As a free action, a Zeltron may make a Perception check opposed by a target's Will Defense. If successful, the Zeltron may discover the target's attitude toward him or her, as well as the target's general emotional state. The target cannot detect this check.

**Intuitive Initiative:** Zeltrons are known for their quick reactions. A Zeltron may choose to reroll any Initiative check, but the result of the reroll must be accepted, even if it is worse.

**Automatic Languages:** Zeltrons speak Basic.

---

## 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.