

Legacy of the Force Preview 3

Dug Fringer and Mandalorian Trooper

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Legacy of the Force Preview Archive

- 1: Republic Commando Training Sergeant and Shado Vao
- 2: Cade Skywalker, Bounty Hunter and Deliah Blue
- 4: Deena Shan and Han Solo, Galactic Hero
- 5: Darth Krays 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 the Dug Fringer and the Mandalorian Trooper.



Dug Fringer

Dugs are a rarity in the galaxy at large, and given their well-known mean-spiritedness and unfriendly nature, the galaxy isn't missing out on much. Natives of Malastare, the Dugs are in a perpetual struggle with the Gran, who colonized the planet during the Old Republic. The Dugs have been marginalized in every significant way, further contributing to their nasty demeanor. The Dugs who leave Malastare usually find their way to the less savory areas of the galaxy, falling in with the fringe of society. Aside from their attitudes, Dugs are also known for their agility, developed from generations of tree-dwelling on their homeworld.

The Dug Fringer in the **Star Wars Miniatures Game** is a tenacious piece at short range. He's best at fighting up close and personal against lesser opponents, taking advantage of his Close-Quarters Fighting ability that gives him +4 to attack against adjacent enemies. Use it in combination with Cunning Attack to further boost attack and damage. Finally, his Wall Climber ability increases his mobility in terrain that's difficult to navigate, so use it to maneuver him into an optimal position to take advantage of his other abilities.

Star Wars Miniatures Game Stat Card Preview

Faction: Dug Fringer
Cost: 11
Hit Points: 30
Defense: 15
Attack: +5
Damage: 10
Special Abilities: Close-Quarters Fighting; Cunning Attack; Wall Climber



Star Wars Roleplaying Game: Saga Edition Statistics

Dug Fringer

CL 3

Small Dug scout 3
Dark Side 1
Init +8; **Senses** Perception +6
Languages Basic, Dug

Defenses Ref 20 (flat-footed 18), Fort 14, Will 13
hp 33; **Threshold** 14

Speed 6 squares (with Long Stride)
Melee unarmed +3 (1d3+2)
Ranged blaster pistol +4 (3d6+1) or

Ranged blaster pistol +2 (4d6+1) with Rapid Shot
Base Atk +2; **Grp** -1
Atk Options Careful Shot, Point Blank Shot, Rapid Shot
Special Actions Long Stride, Surefooted

Abilities Str 13, Dex 14, Con 11, Int 12, Wis 10, Cha 8

Talents Long Stride, Surefooted

Feats Careful Shot, Point Blank Shot, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +7 (may reroll), Initiative +8, Jump +7 (may reroll), Mechanics +7, Perception +6, Stealth +13

Possessions blaster pistol

Dug Species Traits

Abilities: +2 Dexterity, -2 Wisdom, -2 Charisma. Dugs are quick but impulsive and often offensive to others.

Small Size: As Small creatures, Dugs gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks.

Speed: Dug base speed is 4 squares.

Conditional Bonus Feat: A Dug that has Acrobatics as a trained skill gains Skill Focus (Acrobatics) as a bonus feat.

Dug Agility: The Dugs' natural environment makes them extremely agile. Dugs may reroll any Climb check or Jump check, but the result of the reroll must be accepted, even if it is worse.

Lightning Reflexes: Dugs gain a +2 species bonus to their Reflex Defense, accounting for their uncanny ability to avoid danger.

Automatic Languages: Dugs speak Dug.

Mandalorian Trooper

Four millennia before the Battle of Yavin, Mandalore the Ultimate unleashed the Neo-Crusaders, ravaging the fringes of the galaxy before the Jedi Revan and Malak led a counterattack, in defiance of the wishes of the Jedi Council. At Malachor V, vast numbers of Mandalorians -- along with countless Republic troops and Jedi -- were killed by a devastating superweapon that left the planet crushed and broken. The surviving Mandalorians scattered throughout the galaxy, living on as mercenaries, bodyguards, and at times little more than brigands and bandits. Eventually, the scattered clans would be reunited by Canderous Ordo (who had taken up the mantle of Mandalore), and their warrior tradition would live on.

In the *Star Wars Miniatures Game*, the Mandalorian Trooper is a non-melee alternative to the Mandalorian Warrior. For the same cost, you lose 1 point of Attack, 10 points of Damage, and Cleave in exchange for Cunning Attack, Stealth, and removing the limitations of Melee Attack. In addition, Deadeye is a bit more valuable than Mighty Swing: The latter can come into play only if an enemy ends its turn within 2 squares, but the former can be used on any eligible target in line of sight.

Furthermore, Stealth provides a little extra protection for the Trooper's best abilities. Using Cunning Attack early in the round is valuable, but it can leave you exposed to counterattack as the round unfolds. Similarly, using Deadeye leaves you in the same square, making you easier to reach and attack. Stealth gives you at least some protection against attacks, making the Trooper more likely to survive another round. The result is a flexible, survivable, general-purpose "filler" character that helps to round out the Mandalorian faction.

Star Wars Miniatures Game Stat Card Preview

Faction: Mandalorian
Cost: 14
Hit Points: 40
Defense: 16
Attack: +8
Damage: 10
Special Abilities: Cunning Attack; Deadeye; Stealth



Star Wars Roleplaying Game: Saga Edition Statistics

Mandalorian Trooper

CL 3

Medium Human nonheroic 9
Init +6; **Senses** Perception +4
Languages Mando'a

Defenses Ref 18 (flat-footed 16), Fort 13, Will 10
hp 40; **Threshold** 13

Speed 6 squares
Melee vibroblade +7 (2d6+2)
Ranged blaster rifle +8 (3d8) or
Ranged blaster rifle +8 (4d8) with Deadeye
Base Atk +6; **Grp** +8
Atk Options Deadeye, Point Blank Shot, Precise Shot

Abilities Str 12, Dex 14, Con 12, Int 8, Wis 10, Cha 9
Feats Armor Proficiency (light), Deadeye, Point Blank Shot, Precise Shot, Toughness, Weapon Proficiency (advanced melee weapons, pistols, rifles)
Skills Endurance +10, Stealth +11
Possessions Light Mandalorian Neo-Crusader armor, blaster rifle with targeting scope, vibroblade, comlink

Mandalorian Neo-Crusader armor, light: *Cost:* 3,000 credits; *Armor Bonus:* +6; *Equipment Bonus:* +2; *Max Dex Bonus:* +3; *Weight:* 42 kg; *Availability:* Military, Rare

About the Authors

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.

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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