

Legacy of the Force Preview 4

Deena Shan and Han Solo, Galactic Hero

Sterling Hershey and Gary M. Sarli

Legacy of the Force Preview Archive

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



Deena Shan

Deena Shan is a young woman torn between the excitement of the Rebellion and doubts about her position within it. Deena's early mundane duties left her wondering if she had made the right choice in joining up. But an unexpected encounter with *Millennium Falcon* and the heroes of Yavin quickly chased away the boredom. Afterward, Deena found herself serving in Rebel undercover operations, using her looks and persuasive skills against unsuspecting Imperial officers. Unfortunately, she wasn't prepared for an emotional clash between her feelings and her duties. Though capable, her internal struggles continue to plague her throughout her Rebel career.

In the **Star Wars Miniatures Game**, Deena Shan is an unusual piece. She is one of the lowest-cost units to have the Disruptive special ability, making her a good counter to lesser enemy units that have Commander Effects. While just as effective against stronger units, she won't last as long against them. In any case, her Stealth ability should get her close enough to be effective, provided that she is deployed with other units to draw enemy fire from her. She compares well to other Rebel faction units of the same cost, with a higher Defense score but lesser damage capabilities. She is best used in squads that complement her Disruptive ability.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel
Cost: 12
Hit Points: 30
Defense: 18
Attack: +5
Damage: 10
Special Abilities: Unique; Disruptive; Stealth



Star Wars Roleplaying Game: Saga Edition Statistics

Deena Shan

CL 5

Medium female Human scoundrel 1/scout 4
Destiny 1; **Force** 3
Init +3; **Senses** Perception +9 (may reroll)
Languages Basic, Bocce

Defenses Ref 18 (flat-footed 17), Fort 16, Will 18
hp 36; **Threshold** 16

Speed 6 squares

Melee unarmed + 3 (1d4+2)

Ranged blaster pistol + 5 (3d6+2)

Base Atk +3; **Grp** +4

Atk Options Point Blank Shot, Precise Shot

Special Actions Acute Senses, Disruptive, Dodge, Improved Stealth

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

Talents Acute Senses, Disruptive, Improved Stealth

Feats Dodge, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +15, Gather Information +10, Perception +9 (may reroll), Persuasion +15, Stealth +8 (may reroll), Use Computer +8

Possessions blaster pistol, comlink

Han Solo, Galactic Hero

Forty years after the Battle of Yavin, Han Solo finds himself torn between his family and his loyalties to his homeworld. Corellia has seceded from the Galactic Alliance, and the tensions have escalated to the brink of all-out war. Meanwhile, his brother-in-law Luke and son Jacen stand firmly on the side of the Galactic Alliance. Worse, Jacen shows an increasingly dictatorial streak with the Galactic Alliance Guard, which he treats as his personal army. The galaxy is hurtling toward a terrible future that relives the worst of the past, and Han once more dons the mantle of the reluctant hero, trying to stand for what is right. But now, more than ever, what is "right" is not so easy to see.

In the **Star Wars Miniatures Game**, Han Solo, Galactic Hero is potentially game-changing for the New Republic faction. Disruptive and Never Tell Me The Odds are not new abilities, but they have the same devastating effect on enemy squads featuring Grand Admiral Thrawn. Even better, this version of Han is one of the best nonmelee followers in the game -- not the equal of Boba Fett, Bounty Hunter, but a fair match for almost anyone else.

Greater Mobile Attack is outstanding because it allows Han to make two attacks every round even while moving in and out of line of sight.

- First, find a corner that is fairly defensible. An intersection of two hallways with a good line of sight over the middle of the map is ideal, especially if there is no other way to break line of sight within 6 squares of Han's sniping position.
- On Han's turn, move up to get line of sight on an enemy, attack twice with Double Attack, and then use your remaining movement to pull back out of line of sight. Because of Accurate Shot, Han can target almost anyone regardless of cover, so the only way to avoid his attacks is to stay out of line of sight altogether.
- If an enemy does move up to try to reach Han, he'll rarely be able to do so and attack in a single turn. Thus, as long as you don't lose initiative on the following round, Han will be able to hit that character with Cunning Attack on your first activation.

For best results, pair Han up with some initiative control -- for example, Talon Karrde (from the *Bounty Hunters* set) -- which will help you get the most out of Never Tell Me The Odds, Cunning Attack, and Greater Mobile Attack.

Star Wars Miniatures Game Stat Card Preview

Faction: New Republic

Cost: 50

Hit Points: 90

Defense: 19

Attack: +10

Damage: 20

Special Abilities: Unique; Accurate Shot; Cunning Attack; Disruptive; Double Attack; Evade; Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement); Never Tell Me The Odds



Star Wars Roleplaying Game: Saga Edition Statistics

Han Solo (early Legacy Era)

CL 19

Medium Human scoundrel 5/soldier 3/ace pilot 5/gunslinger 5/officer 1

Destiny 3; Force 7; Dark Side 2

Init +20; Senses Perception +16

Languages Basic, Huttese, Rodese, Shyriiwook

Defenses Ref 34 (flat-footed 33), Fort 31, Will 35

hp 98; Threshold 31

Speed 6 squares

Melee unarmed +15 (1d4+9)

Ranged heavy blaster pistol +17 (3d8+13) or

Ranged heavy blaster pistol +17 (4d8+13) with Rapid Shot or

Ranged heavy blaster pistol +14/+14 (4d8+13) with Double Attack and Rapid Shot or

Ranged quad laser cannons +19 ([6d10+9] x 2) or

Ranged quad laser cannons +14/+14 ([6d10+9] x 2) with Double Attack or

Ranged concussion missiles +21 ([9d10+9] x 2)

Base Atk +15; Grp +16

Atk Options Double Attack (pistols), Point Blank Shot, Precise Shot, Rapid Shot, Sneak Attack +1d6

Special Actions Combined Fire*, Deceptive Shot, Draw Fire, Fool's Luck, Full Throttle, Keep It Together, Quick Draw

Starship Maneuvers Known* (Pilot +20): *angle deflector shields, overwhelming assault, skim the surface*

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

Special Qualities trusty sidearm +2, vehicle dodge +2

Talents Combined Fire*, Deceptive Shot, Draw Fire, Fool's Luck, Full Throttle, Keep It Together, Multiattack Proficiency (pistols), Sneak Attack +1d6, Spacehound, Trigger Work, Vehicle Focus (space transport)*, Weapon Specialization (pistols)

Feats Charging Fire, Double Attack (pistols), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Initiative, Pilot), Starship Tactics*, Vehicular Combat, Weapon Focus (pistols, heavy weapons), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +17, Initiative +20, Knowledge (galactic lore) +17, Knowledge (tactics) +17, Mechanics +17, Perception +16, Pilot +20 (may take 10 on space transports and when increasing speed), Use Computer +17

Possessions heavy blaster pistol with targeting scope, tool kit, modified YT-1300 transport (*Millennium Falcon*)

* Described in *Starships of the Galaxy*

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**).

©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.