

Legacy of the Force Preview 5

Darth Krayt and Kyle Katarn, Jedi Battlemaster

Sterling Hershey and Gary M. Sarli

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Legacy of the Force, the newest set for the *Star Wars* **Miniatures Game**, is now available. With this set, you can play miniatures from the *Star Wars: Legacy* comic book series and the *Legacy of the Force* novel series. But just because the set is out, that doesn't mean that our previews have to stop! Today, we take a closer look at Darth Krayt and Kyle Katarn, Jedi Battlemaster.



Darth Krayt

Darth Krayt is the new Emperor of the resurgent Empire in the *Star Wars: Legacy* comic book series. He created a new Sith order by abandoning the centuries-old Rule of Two. His seizure of the Imperial throne was not a complete success; the previous Emperor survived the takeover, as did a number of Jedi Knights. However, Darth Krayt is far older than anyone suspects, and he suffers from an insidious ailment that threatens to consume him. He's in dire need of powerful healing. As such, he's obsessed with pursuing and turning Cade Skywalker to the dark side because the young man possesses a unique gift that might heal the Dark Lord.

In the *Star Wars Miniatures Game*, Darth Krayt is a formidable unit. His scores are higher than most of the Sith faction, and his Vonduun Crab Armor helps mitigate any damage he sustains. As in the comics, Darth Krayt is more effective in combat when allies are close at hand. His commander effect significantly increases the offensive capabilities of his followers when they are within 6 squares, at the cost of some overall squad maneuverability.

Star Wars Miniatures Game Stat Card Preview

Faction: Sith
Cost: 76
Hit Points: 130
Defense: 21
Attack: +14
Damage: 20
Special Abilities: Unique; Pilot; Melee Attack; Deadly Attack; Triple Attack; Vonduun Crab Armor 6
Force Powers: Force 2; Force Renewal 1; Force Lightning 2; Lightsaber Sweep
Commander Effect: Followers within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).



Star Wars Roleplaying Game: Saga Edition Statistics

Spoiler warning: This stat block might touch on secrets about Darth Krayt that were revealed in recent issues of the *Star Wars: Legacy* comic book.

Darth Krayt

CL 18

Medium Human Jedi 7/Jedi Knight 4/Sith Apprentice 4/Sith Lord 3

Destiny 3; **Force** 8; **Dark Side** 19

Init +11; **Senses** Use the Force +23

Languages Basic, Bocce, Sith, Tusken

Defenses Ref 24 (flat-footed 22), Fort 30, Will 26; Block, Deflect, Lightsaber Defense, Melee Defense, Jar'Kai, Niman

hp 124; **Threshold** 30

Immune fear effects

Speed 6 squares

Melee lightsaber +20 (2d8+9/x3) or

Melee lightsaber +18/+18 (2d8+9/x3) with Dual Weapon Mastery II or

Melee lightsaber +15/+15 (2d8+9/x3) with Double Attack or

Melee lightsaber +13/+13/+13 (2d8+9/x3) with Double Attack and Dual Weapon Mastery II

Ranged by weapon +18

Base Atk +18; **Grp** +20

Atk Options Double Attack, Dual Weapon Mastery II, Whirlwind Attack

Force Powers Known (Use the Force +23): *battle strike*, *dark rage*, *farseeing*, *Force lightning* (2), *mind trick*, *move object*, *rebuke* (2), *surge*

Force Techniques Force Point Recovery, Improved Force Trance, Improved Move Light Object, Improved Sense Force

Force Secrets Devastating Power, Quicken Power

Abilities Str 10, Dex 15, Con 10, Int 17, Wis 19, Cha 18

Special Qualities temptation

Talents Armored Defense, Block, Deflect, Force Deception, Force Perception, Lightsaber Defense, Jar'Kai, Niman, Visions

Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Double Attack, Force Sensitivity, Force Training (2), Melee Defense, Skill Focus (Use the Force), Triple Crit (lightsabers), Whirlwind Attack, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +16, Knowledge (galactic lore) +17, Mechanics +17, Perception +18, Pilot +16, Use the Force +23

Possessions Vonduun Crab Armor, two lightsabers (self built), Yuuzhan Vong bioengineered replacement arm, Yuuzhan Vong creature eye

Kyle Katarn, Jedi Battlemaster

Kyle Katarn was a former Imperial soldier who became an elite Rebel agent, participating in the capture of the Death Star plans and the destruction of the dark trooper project on the *Arc Hammer*. Later, he discovered his Force sensitivity and learned the ways of the Jedi, protecting the Lost Valley of the Jedi from falling into Imperial hands by defeating the Dark Jedi Jerec and his minions. Over the decades, Kyle Katarn joined Luke Skywalker's Jedi praxeum, eventually becoming a legendary Jedi battlemaster and member of the High Council of the New Jedi Order.

In the **Star Wars Miniatures Game**, Kyle Katarn, Jedi Battlemaster is definitely one of the best "beatsticks" for the New Republic faction. His Defense and Attack are second only to Luke Skywalker, Jedi Master (from the *Universe* set), and he has more Hit Points than any other New Republic character. Lightsaber Duelist and Lightsaber Riposte make him particularly effective against enemies with lightsabers, and Triple Attack allows him to get the most out of his abilities.

Interestingly, he has both Force Grip and Force Lightning, both of which are new to the faction. Although these are not dominant abilities, they add a bit of unexpected flexibility to your squad. Even when he runs out of Force Points, Grenades 40 allows him to remain a serious threat at a distance.

Star Wars Miniatures Game Stat Card Preview

Faction: New Republic
Cost: 54
Hit Points: 140
Defense: 20
Attack: +14
Damage: 20
Special Abilities: Unique; Disruptive; Grenades 40; Lightsaber Duelist; Melee Attack; Triple Attack
Force Powers: Force 4; Force Grip 1; Force Lightning 1; Lightsaber Assault; Lightsaber Riposte



Star Wars Roleplaying Game: Saga Edition Statistics

Kyle Katarn

CL 19

Medium Human soldier 5/scoundrel 1/Jedi 3/Jedi Knight 7/Jedi Master 3

Destiny 4; Force 8; Dark Side 4

Init +17; Senses Perception +16

Languages Basic, Binary

Defenses Ref 35 (flat-footed 32), Fort 33, Will 34; Block (Shii-Cho), Deflect (Shii-Cho)
hp 146; **Threshold** 33

Speed 6 squares

Melee lightsaber +23 (2d8+17, Devastating Attack) or

Melee lightsaber +22/+22 (2d8+17, Devastating Attack) with Double Attack or

Melee lightsaber +17/+17/+17 (2d8+17, Devastating Attack) with Double Attack

Ranged blaster rifle +21 (3d8+9) or

Ranged blaster rifle +19 (4d8+9) with Rapid Shot or

Ranged thermal detonator +21 (8d6+9, 4-square burst)

Base Atk +18; **Grp** +21

Atk Options Acrobatic Attack, Double Attack, Point Blank Shot, Triple Attack

Special Actions Disruptive, Indomitable, serenity, Tough as Nails

Force Powers Known (Use the Force +15): *battle strike*, *Force disarm*, *Force grip*, *Force lightning*, *Force slam*, *mind trick*, *move object*, *rebuke*, *surge*

Force Techniques: Force Point Recovery (2), Improved Move Light Object

Force Secrets: Multitarget Power, Quicken Power

Abilities Str 13, Dex 16, Con 13, Int 12, Wis 14, Cha 12

Special Qualities fearless

Talents Ataru, Block, Deflect, Devastating Attack (lightsabers), Disruptive, Djem So, Indomitable, Multiattack Proficiency (lightsabers) (2), Shii-Cho, Tough as Nails, Weapon Specialization (lightsaber)

Feats Acrobatic Attack, Armor Proficiency (light, medium), Double Attack (lightsabers), Force Sensitivity, Force Training (3), Point Blank Shot, Rapid Shot, Skill Training (Use the Force), Triple Attack (lightsabers), Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +17, Initiative +17, Mechanics +15, Perception +16, Use Computer +15, Use the Force +15

Possessions lightsaber (self-built), blaster rifle (rarely carried), thermal detonator, utility belt, Jedi robes, encrypted comlink

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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