

The Force Unleashed Preview 2

Maris Brood and Kazdan Paratus

Gary M. Sarli and Sterling Hershey

In November 2007, Wizards of the Coast will release [The Force Unleashed](#), the newest set for the **Star Wars Miniatures Game**. *The Force Unleashed* will feature 16 characters from the **Star Wars: The Force Unleashed** [video game](#) (LucasArts), along with other characters from throughout the *Star Wars* saga.

Let's continue our previews of miniatures from the new set with a look at two unusual Jedi. First, Gary M. Sarli introduces us to the powerful Maris Brood, and then Sterling Hershey explores the insanity of Kazdan Paratus.



Maris Brood

After Padawan Maris Brood narrowly escaped the slaughter of Order 66, she was found by Jedi Master Shaak Ti, who took her into hiding on the planet of Felucia. While Shaak Ti focused on training the native shamans in the ways of the Force, Brood wandered off on her own, testing her skills against the planet's hostile wildlife and exploring the Force along her own path. Learning from her exposure to the Felucian shamans, Maris Brood has already begun to master non-Jedi techniques that allow her to commune directly with wild beasts (even including giants such as the rancor).

The roleplaying game statistics below reflect Maris Brood before she took to using a pair of guard *shots*, as she did upon crossing paths with Vader's secret apprentice. However, her simmering anger and frustration over being hunted by the Empire has already begun to pull her toward the dark side.

In the **Star Wars Miniatures Game**, Maris Brood is one of the relatively few high-power Fringe Force-users. Her combination of Double Attack, Twin Attack, and Lightsaber Assault give her the punch and flexibility to act as a heavy-hitting melee fighter. Her best abilities, however, are Force Push and Force Repulse, either of which she can use from the first round of the battle. Both can not only deal damage but also push targets away -- and being able to force your opponent out of an advantageous position or formation can pay enormous dividends if employed carefully. Whether shoving an enemy out of the way to close a door, forcing a shooter to lose line of sight on a high-value ally, pushing a melee heavy hitter so that he is no longer adjacent to an ally, or even pushing a foe so he comes adjacent to one of your melee fighters, you'll find plenty of situations where Brood can give you a substantial advantage.



Star Wars Miniatures Stat Card Preview

Faction: Fringe

Cost: 49

Hit Points: 110

Defense: 19

Attack: + 9

Damage: 20

Special Abilities: Unique, Melee Attack, Double Attack, Twin Attack

Force Powers: Force 2, Force Renewal 1, Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller), Force Repulse 2 (Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character), Lightsaber Assault

Star Wars Roleplaying Game: Saga Edition Statistics

Maris Brood

CL 6

Medium Zabrak Jedi 6

Destiny 1; Force 4; Dark Side 6

Init +10; **Senses** Perception +10
Languages Basic, Zabrak

Defenses Ref 19 (flat-footed 17, Lightsaber Defense 20), Fort 16, Will 19
hp 64; **Threshold** 16

Speed 6 squares

Melee short lightsaber +8 (2d6+3) or
Melee short lightsaber +6 (2d6+3) and
short lightsaber +6 (2d6+3) or
Melee unarmed +8 (1d4+3)

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

Special Actions Block, Lightsaber Defense

Force Powers Known (Use the Force +14): *battle strike* (2), *dark rage*, *move object*, *rebuke*, *surge*

Abilities Str 10, Dex 15, Con 9, Int 14, Wis 14, Cha 12

Talents Block, Charm Beast, Lightsaber Defense

Feats Dual Weapon Mastery I, Dual Weapon Mastery II, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +10, Initiative +10, Perception +10, Use the Force +14

Possessions 2 short lightsabers (later rebuilt as guard *shotos*), field kit, medpac

Kazdan Paratus

When Order 66 devastated the Jedi, many of the survivors found their new lives difficult to cope with. The Aleena Jedi Knight Kazdan Paratus escaped the murderous clone troopers, but the reality of Order 66 and the loss of the Jedi destroyed his sanity. He hid within the industrial wasteland of Raxus Prime, succumbing to his delusional state and living a bizarre life of denial and fantasy. But before Order 66, Kazdan was a competent warrior who participated in many Clone Wars sorties. To increase his size and mobility, he often wore four mechanical spiderlike arms of his own making. Kazdan's roleplaying game statistics below reflect his abilities during the latter stages of the Clone Wars, sometime before Order 66.



In the **Star Wars Miniatures Game**, Kazdan Paratus joins the ranks of Unique Jedi characters available to the Republic faction. He also brings more Jedi power to Rebel squads, thanks to his Affinity ability. Kazdan's cost is high -- much higher than most of the other Jedi, and equaling Yoda at 55. This might seem unusual, given that Kazdan's stats are similar to those of lesser-cost Jedi, but his Immediate Droid Reserves 30 accounts for the increase. In fact, this ability turns Kazdan into a droid-centric mini-squad of his own. Coupled with his Droid Mark ability, Kazdan has staying power, boosted further by Lightsaber Block and Lightsaber Deflect.

Kazdan isn't all about droids, though; he also uses speed. Use his Surprise Move power to advance across the map quickly, setting up for Double Attack later in the round, or make a quick escape before opposing characters can activate and attack.

Star Wars Miniatures Game Stat Card Preview

Faction: Republic

Cost: 55

Hit Points: 110

Defense: 18

Attack: +12

Damage: 20

Special Abilities: Unique, Melee Attack, Double Attack, Affinity (May be in a Rebel squad), Droid Mark (When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains Draw Fire [If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11]), Immediate Droid Reserves 30 (If you roll exactly 5, 10, 15, or 20 for initiative, you can add up to 30 points of non-Unique Droid characters from any faction to your squad, adjacent to this character, immediately before your first activation of the round)

Force Powers: Force 3, Lightsaber Block, Lightsaber Deflect, Surprise Move

Star Wars Roleplaying Game: Saga Edition Statistics

Kazdan Paratus

CL 9

Small Aleena Jedi 9

Force 9; **Dark Side** 0

Init +9; **Senses** Perception +11

Languages Aleena and Basic

Defenses Ref 21 (flat-footed 21), Fort 20, Will 22

hp 74; **Threshold** 20

Speed 4 squares

Melee lightsaber +11 (2d8+7) or

Melee unarmed +10 (1d3+5)

Base Atk +9; **Grp** +10

Atk Options Combat Reflexes, Improved Disarm, Melee Defense

Special Actions Block, Deflect, quick energy

Force Powers Known (Use the Force +15): *battle strike*, *Force slam*, *Force thrust*, *move object*, *negate energy*, *rebuke*

Abilities Str 12, Dex 10, Con 10, Int 14, Wis 15, Cha 13

Special Qualities nimble, quick energy

Talents Adept Negotiator, Block, Deflect, Telekinetic Savant, Weapon Specialization (lightsabers)

Feats Combat Reflexes, Force Sensitivity, Force Training (2), Improved Disarm, Melee Defense, Skill Focus (Mechanics), Skill Focus (Use the Force), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +9, Mechanics +11, Perception +11, Stealth +9, Use the Force +15

Possessions lightsaber, tool kit, comlink, credit chip

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. He also wrote the *Scenario Book* for the *Attack on Endor* Scenario Pack. He is one of the authors of the upcoming *Force Unleashed Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. Gaming in a galaxy far, far away is the focus of 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 and *Ultimate Adversaries* (for the **Star Wars Roleplaying Game**) and *Power of Faerûn* and *Fiendish Codex II: Tyrants of the Nine Hells* (for **Dungeons & Dragons**). He also moderates on the Wizards.COMmunity message boards as WizO the Hutt, cheerfully feeding Code of Conduct violators to the Sarlacc. Gary recently opened GMSarli Games, an online retailer specializing in making non-random miniatures packs designed for the **Star Wars Roleplaying Game**.

©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.