The Force Unleashed Preview 3
Darth Revan and Rebel Vanguard
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. First, Sterling Hershey basks in the corruption of Darth Revan, and then Gary M. Sarli calls in the missile-launching Rebel Vanguard.

Darth Revan

Originally a Jedi Knight, the future Darth Revan led Jedi and Republic forces against Mandalorian invaders at a time when no one could effectively stop them. The Jedi Council had avoided becoming directly involved in the war, but this outspoken and influential Jedi convinced many like-minded companions of the Order to fight back and defend the Republic. In the end, the Mandalorians were defeated, but the price for victory would prove great for the galaxy.

After the end of the Mandalorian struggle, a new threat appeared in the form of Darth Revan and Darth Malak, who came from the Unknown Regions. Now in the possession of Sith knowledge and a mysterious source of warships and military hardware, they turned against the Republic, becoming invaders themselves. Throughout this Jedi Civil War, Darth Revan was the central figure -- first as the enemy commander, but ultimately as the one who defeated Darth Malak and shattered the Sith forces.

In the **Star Wars** **Miniatures Game**, Darth Revan is a formidable piece, with several unique powers or abilities. In fact, compared with Darth Malak (from the *Champions of the Force* set), Darth Revan is superior in every category except damage. Triple Attack, Dark Armor, and Lightsaber Duelist alone give Darth Revan a distinct advantage over most opponents. Force Storm may deter some from engaging the character in melee combat, but Force Corruption has the potential to damage an enemy for many rounds after the initial strike.

Beyond combat, Darth Revan's most influential ability is Master Tactician, giving the Sith player considerable control over initiative. When combined with one aspect of Darth Revan's commander effect, a piece may advance across the battle grid or move out of harm's way at the beginning of a round, before an enemy can react. Darth Revan also gives non-Unique followers a considerable bonus to attack when they are within 6 squares.

Star Wars Miniatures Stat Card Preview

Faction: Sith
Cost: 88
Hit Points: 140
Defense: 21
Attack: +16
Damage: 20
Special Abilities: Unique. Melee Attack, Triple Attack, Dark Armor, Lightsaber Duelist, Master Tactician
Force Powers: Force 2. Force Renewal 1, Force Corruption (Force 2, replaces attacks: range 6, non-Droids only; 20 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 20 damage. On a success, that character is no longer corrupted.), Force Storm 2, Lightsaber Block
Commander Effect: Droids are subject to these effects: non-Unique followers within 6 squares get +4 Attack. Once per round, after initiative is determined, 1 ally can immediately move up to its Speed before any other character activates.

Star Wars Roleplaying Game: Saga Edition Statistics

These statistics reflect Darth Revan when he first returned from the Unknown Regions.

Darth Revan   **CL 16**

Medium Human Jedi 7/Jedi Knight 5/Sith Apprentice 3/Sith Lord 1
Destiny 4; **Force** 6: Strong in the Force**Dark Side** 17
Init +16; **Senses** Perception +16
Languages Basic, Mando'a, Sith

Defenses Ref 33 (flat-footed 30), Fort 33, Will 32
hp 145; **Threshold** 38
Immune fear effects

Speed 6 squares
Melee lightsaber +21 (2d8+11) or
Melee lightsaber +18/+18 (2d8+11) with Double Attack or
Melee lightsaber +13/+13/+13 (2d8+11) with Triple Attack or
Melee unarmed +19 (1d6+11) or
Ranged blaster pistol +19 (3d6+8)
Base Atk +16; **Grp** +19
Atk Options Double Attack, Triple Attack
Special Actions Adept Negotiator, Dark Side Adept, Force Focus, Skilled Advisor, temptation
Force Powers Known (Use the Force +17): *battle strike*, *dark rage, farseeing, Force grip, Force lightning, Force stun, move object, mind trick*
Force Techniques Force point recovery, Force power mastery (battlestrike), improved sense Force

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Abilities Str 16, Dex 17, Con 14, Int 15, Wis 17, Cha 19
SQ Fearless, Temptation
Talents Adept Negotiator, Armored Defense, Block, Dark Presence, Deflect, Force Deception, Force Focus, Multiattack Proficiency (lightsabers), Power of the Dark Side, Skilled Advisor
Feats Armor Proficiency (light), Double Attack, Force Sensitivity, Force Training (2), Improved Damage Threshold, Martial Arts I, Weapon Focus (lightsabers), Strong in the Force, Triple Attack, Weapon Proficiencies (lightsabers, pistols, simple weapons)
Skills Initiative +16, Knowledge (Tactics) +15, Acrobatics +16, Persuasion +17, Use the Force +17
Possessions lightsaber, Darth Revan's armor

Darth Revan's Armor: Cost: not available for sale; armor check penalty –5; armor bonus to Reflex Defense +7; equipment bonus to Fortitude Defense +2; weight 5 kg; availability: unique. Darth Revan's unique armor provides better protection than the average light armor thanks to ancient Rakata technology.

Rebel Vanguard

In the Rebel Alliance SpecForce command structure, the 6th Regiment houses the heavy weapon specialists who operate the blaster emplacements, missile launchers, and other heavy-hitters that specialize in turning Imperial war machines into scrap metal. These regiments only exist on paper, of course -- SpecForce units are composed of troopers of many types drawn from the various specialties (pathfinders, technicians, marines, and so on). When assigned to a task force during a mission, heavy weapon specialists are more commonly called "gunners" (if they specialize in repeating blasters or vehicle-mounted weapons) or "vanguards" (if they specialize in shoulder-fired missile launchers, making them the first to contact enemy mechanized units).

Vanguards face some unique challenges. Once they launch their first missile, they usually have to seek cover immediately to avoid being taken out by enemy fire.
Once in total cover, they can take the time to reload their projectile launchers, but they must be ready to sling the massive weapon over their shoulder and switch to a pistol if their position is compromised by enemy infantry.

Obviously, this situation won't remain winnable for long; having only a pistol to use against enemy rifles usually results in a quick death. Fortunately, vanguards carry plenty of frag grenades and antipersonnel mines to buy time against advancing enemies, so they can usually make it back to a friendly unit or hold out long enough for allied infantry to provide some support.

In the *Star Wars* **Miniatures Game**, the Rebel Vanguard is an interesting alternative to the Rebel Heavy Trooper (from the *Bounty Hunters* set). For the same cost, they lose the Heavy Weapon restriction (enabling movement and an attack in the same turn), 2 points of Attack, and 20 points of Damage, but they gain Missiles 30. Thus, they not only affect a larger group of enemies in a single turn, but they are also more likely to deal damage to all but the least-heavily armored foes.

The most obvious downside, of course, is the loss of synergy with many commanders. For example, the Rebel Captain (from *Bounty Hunters*) only affects "troopers," which the Vanguard is not, and any commander effect that modifies Damage or Attack has no effect on Missiles 30.

Still, there are times when not being affected by a commander effect can open up your tactics. For example, you might keep your Rebel Heavy Troopers (and other Rebel troopers) close to your Rebel Captains, but your Vanguards might go out by themselves to soften up groups of enemy soldiers before they contact your main force. Of course, Vanguards sent out alone don't usually come back, so don't count on using Missiles 30 more than once.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel
Cost: 11
Hit Points: 10
Defense: 12
Attack: +4
Damage: 10
Special Abilities: Missiles 30

Star Wars Roleplaying Game: Saga Edition Statistics

Rebel Vanguard   **CL 1**

Medium Human nonhuman 3
Init +2; **Senses** Perception +1
Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 10
hp 10; **Threshold** 11

Speed 6 squares
Melee unarmed +2 (1d4) or
Ranged HH-15 projectile launcher +3 (6d6, 1-square splash)
Ranged blaster pistol +3 (3d6)
Base Atk +2; **Grp** +3
Special Actions penetration 10 (HH-15)

Abilities Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8
Feats Armor Proficiency (light), Quick Draw [H], Skill Focus (Mechanics), Weapon Proficiency (heavy weapons, pistols, simple weapons)
Skills Endurance +7 [H], Mechanics +10
Possessions blast helmet and vest (+2 armor), HH-15 projectile launcher, 4 missiles, blaster pistol, 4 frag grenades, 4 HX2 antipersonnel mines, comlink

[H]*Human bonus feat or trained skill*

NEW WEAPON: HH-15 Projectile Launcher

HEAVY	COST	DAMAGE	STUN	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Large							

HH-15 [1]	2,000	6d6	No	S	12 kg	Energy	Military

[1]*Splash weapon*

The Golan Arms HH-15 projectile launcher is commonly used by Rebel Alliance vanguards. Though old and somewhat outdated, it is still dependable and potent enough to crack through enemy fortifications. The shoulder-fired rocket launcher can launch various payloads (most often an armor-piercing shell), and its rugged design is capable of operating in extreme climates and conditions. While lacking the more sophisticated targeting systems found on Imperial missile launchers, it can acquire a target lock if the operator aims before making an attack. (See "Missiles and Torpedoes," page 174 of the *Saga Edition Core Rulebook*.)

The HH-15 is a splash weapon (*Saga Edition Core Rulebook*, page 155) with penetration 10 (ignoring the first 10 points of the primary target's DR or SR). Unlike more common antipersonnel missile launchers, the HH-15 is optimized for antiarmor duty. Its detonation is more compact and less prone to causing collateral damage, but that also makes it less useful against concentrations of enemy infantry.

The HH-15 holds a single missile in its chamber, so it must be reloaded after being fired. Replacement missiles cost 100 credits and weigh 2 kg.

NEW EXPLOSIVE: HX2 Antipersonnel Mine

WEAPON	COST	DAMAGE	DAMAGE TYPE	WEIGHT	SIZE	AVAILABILITY
HX2 antipersonnel mine	750	6d6*	Energy	1 kg	Small	Military

* Explosion damages everything within 4 squares

The Conner Ship Systems HX2 antipersonnel mine was popular with ARC troopers during the Clone Wars, and it is still in widespread use during the Galactic Civil War a generation later. It has a powerful adhesive disc that allows it to be attached easily to walls, underneath vehicles, and so forth.

There are two ways to deploy the HX2 mine: It can be carefully emplaced using the Mechanics skill, or it can be dropped or thrown a short distance.

If carefully emplaced (a full-round action; see "Handle Explosives" under the Mechanics skill description), the mine can also be hidden (Stealth check, adding +15 size modifier of the mine) to reduce the likelihood that it is detected by enemy infantry. The mine arms itself 6 seconds later, at the end of your next turn. The mine will detonate if it detects a target within 1 square (Perception +10). Make an attack roll (1d20+10) against the Reflex Defense of every creature and object in the blast radius. (Any creature or object to which the mine is attached is hit automatically.) If the attack succeeds, the creature or object takes full damage. If the attack misses, the creature or object takes half damage.

If dropped (a swift action) or thrown (a standard action), no Mechanics check is necessary. However, the mine is less accurate (attack roll 1d20+0), and it will not arm itself until it detects no targets within 1 square. This built-in safety feature makes the mine useless as an improvised grenade, but it does prevent premature detonation. A dropped or thrown mine can be detected with a successful DC 15 Perception check.

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 *The 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.**