

# The Force Unleashed Preview 4

## Juno Eclipse and Star Destroyer Officer

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, Gary M. Sarli teases us with a glimpse of Juno Eclipse, former pilot for Vader's secret apprentice, and then Sterling Hershey shows us what kind of officer serves aboard a Star Destroyer.



### Juno Eclipse

The youngest student ever accepted into the Imperial Academy, Juno Eclipse is a gifted pilot, skilled mechanic, and model officer who quickly took command of Darth Vader's Black Eight Squadron. Later, she would serve as the pilot of the *Rogue Shadow*, the personal shuttle of Vader's secret apprentice. In this assignment, her conscience would eventually play a role that shaped the fate of the galaxy . . .



In the **Star Wars Miniatures Game**, Juno Eclipse fills a vital niche for Rebel squads by providing a low-cost source for the Disruptive ability. Being able to "jam" enemy commander effects is a nice advantage, particularly against squads that depend on commander effects to work effectively. For example, a "black and blue" squad featuring Thrawn, Vader, and Mas Amedda can have some serious problems if it is unable to swap Vader in and out of positions adjacent to major opponents.

For a mere 8 points, of course, you can't expect much else from the character. With the exception of Accurate Shot and extra hit points, she's little more effective than a Rebel Trooper or similar low-cost "filler." This being the case, you'll have to be careful not to leave her exposed. Try to keep her out of line of sight (around corners but within 6 squares) or, failing that, keep her behind cover (such as a stronger ally) or near a bodyguard or character with Draw Fire.

#### Star Wars Miniatures Stat Card Preview

**Faction:** Rebel

**Cost:** 8

**Hit Points:** 40

**Defense:** 13

**Attack:** +5

**Damage:** 10

**Special Abilities:** Unique, Careful Shot, Accurate Shot, Disruptive

## Star Wars Roleplaying Game: Saga Edition Statistics

These statistics present Juno Eclipse as a new graduate of the Imperial Academy.

### Juno Eclipse

CL 3

Medium Human soldier 3

**Force** 3

**Init** +9; **Senses** Perception +7

**Languages** Basic, Binary (can't speak), Bocce

**Defenses** Ref 17 (flat-footed 14), Fort 15, Will 14; Vehicular Combat  
**hp** 41; **Threshold** 15

**Speed** 6 squares

**Ranged** blaster pistol +6 (3d6+1)

**Base Atk** +3; **Grp** +6

**Atk Options** Careful Shot, Point Blank Shot

**Special Actions** Battle Analysis, Cover Fire

**Abilities** Str 8, Dex 16, Con 10, Int 14, Wis 13, Cha 13

**Talents** Battle Analysis, Cover Fire

**Feats** Armor Proficiency (light, medium), Careful Shot, Point Blank Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Initiative +9, Knowledge (tactics) +8, Mechanics +8, Perception +7, Pilot +14, Use Computer +8

**Possessions** blaster pistol, Imperial officer's uniform, code cylinder, comlink, datapad, toolkit

## Star Destroyer Officer

Few starships in the galaxy intimidate and awe like an Imperial Star Destroyer. These enormous starships are the backbone of the Imperial Navy and an impressive symbol of the Empire's power. It's an honor for most military personnel to serve aboard such a ship. Officers and crew are selected for their skill, loyalty, and leadership ability. However, as is the case with any prestigious position in the Empire, some officers obtain their posting through political connections or other means, in spite of their actual talent. But no matter how the position is attained, serving with honor aboard a Star Destroyer boosts any officer's career.

In the *Star Wars Miniatures Game*, the Star Destroyer Officer is similar to the standard Imperial Officer, with slightly different stats and a commander effect that enhances the new Imperial Navy Trooper unit (also introduced in *The Force Unleashed*). The commander effect essentially doubles the potential firepower for Imperial Navy Troopers when deployed near the officer by granting them Double Attack if they don't move.

Though slightly cheaper than the Imperial Officer, the Star Destroyer Officer's stats are also a bit lower overall. Therefore, this piece is best deployed in support of Imperial Navy Troopers, especially when used in combination with the troopers' synchronized fire ability, giving them extra chances to use their bonuses to combine fire.



### Star Wars Miniatures Game Stat Card Preview

**Faction:** Imperial

**Cost:** 12

**Hit Points:** 30

**Defense:** 13

**Attack:** +4

**Damage:** 10

**Commander Effect:** Characters named Imperial Navy Trooper within 6 squares gain Double Attack (On its turn, this character can make 1 extra attack instead of moving).

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### Star Wars Roleplaying Game: Saga Edition Statistics

**Star Destroyer Officer****CL 5**

Medium Human nonheroic 4/noble 3/ officer 1

**Force** 4; **Dark Side** 5**Init** +3; **Senses** Perception +10**Languages** Basic, Bocce, Duresse, High Galactic

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**Defenses** Ref 15 (flat-footed 15), Fort 14, Will 19
**hp** 25; **Threshold** 14

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**Speed** 6 squares
**Melee** unarmed +6 (1d4+2)**Ranged** blaster pistol +5 (3d6+2)**Base Atk** +6; **Grp** +6**Special Actions** Assault Tactics, Coordinate +1, Inspire Confidence

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**Abilities** Str 10, Dex 8, Con 10, Int 13, Wis 12, Cha 14
**Talents** Assault Tactics, Coordinate, Inspire Confidence**Feats** Armor Proficiency (light), Linguist, Skill Focus (Persuasion), Skill Training (Deception, Pilot, Use Computer), Vehicular Combat, Weapon Proficiencies (pistols, simple weapons)**Skills** Deception +11, Knowledge (tactics) +10, Perception +10, Persuasion +16, Pilot +8, Use Computer +10**Possessions** blaster pistol, code cylinder, comlink (encrypted), officer's uniform

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## 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*.

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