

# The Force Unleashed Preview 5

## Wookiee Warrior and Wedge Antilles, Red Two

Gary M. Sarli and Sterling Hershey

Later this month, 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**

Let's continue our previews of miniatures from the new set. First, Gary M. Sarli profiles a stalwart Wookiee Warrior of the Rebel Alliance, and then Sterling Hershey takes a look at a young pilot destined to become one of the most famous and talented fighter pilots in the Alliance.



### Wookiee Warrior

Shortly after the rise of the Empire, the Wookiees of Kashyyyk were enslaved. While many Wookiees who escaped captivity became [freedom fighters](#), others left their homeworld to join the efforts of the Rebel Alliance. These strong, elite warriors provided backup for Rebel SpecForce commandos during battlefield raids, but they were just as likely to be the muscle of Special Ops mission groups working for Alliance Intelligence.



In addition to using their natural strength to subdue opponents hand to hand, they carried a traditional bowcaster for sniping, a grenade launcher for dealing with clusters of opponents, and a recon droid (linked to a comlink) for scouting nearby areas. The recon droid is very simple -- essentially operated by remote control -- but it carries a powerful explosive charge for dealing with hidden enemies. (Other models of recon droids carried powerful beacons that allowed capital ships to lock on and bombard the area with turbolasers.)

In the **Star Wars Miniatures Game**, the Wookiee Warrior serves as "heavy filler." It has a bigger punch than cheap fodder such as a Rebel Trooper, but it lacks the strength and staying power to be the nucleus of a squad. As such, it fills much of the same role as the Elite Hoth Trooper, trading 3 points of Defense and 1 extra point of Cost in exchange for 10 extra Hit Points and Grenades 20.

Grenades 20 gives the Wookiee Warrior a nice capability against large numbers of relatively weak enemies. However, your opponent's "heavy filler" (such as Elite Stormtroopers or Elite Snowtroopers) have a much better chance to hurt you given your lower Defense, and they don't need to hit you many more times to take you out. Make sure you use Grenades early and often so that the tradeoff works in your favor.

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#### Star Wars Miniatures Stat Card Preview

**Faction:** Rebel

**Cost:** 13  
**Hit Points:** 40  
**Defense:** 13  
**Attack:** +6  
**Damage:** 20  
**Special Abilities:** Grenades 20

### Star Wars Roleplaying Game: Saga Edition Statistics

#### Wookiee Warrior CL 2

Medium Wookiee nonheroic 8  
**Init** +9; **Senses** Perception +3  
**Languages** Basic (understand only), Shyriiwook

**Defenses** Ref 10 (flat-footed 10), Fort 13, Will 9  
**hp** 44; **Threshold** 18; extraordinary recuperation

**Speed** 6 squares  
**Melee** unarmed +9 (1d4+3) or  
**Melee** unarmed +11 (1d4+5) during rage  
**Ranged** bowcaster +6 (3d10) or  
**Ranged** grenade launcher +6 (4d6, 2-square burst)  
**Base Atk** +6; **Grp** +9  
**Atk Options** Crush, Pin  
**Special Actions** rage 1/day

**Abilities** Str 16, Dex 10, Con 16, Int 9, Wis 8, Cha 6  
**Feats** Crush, Improved Damage Threshold, Pin, Weapon Proficiency (heavy weapons, rifles, simple weapons)  
**Skills** Climb +7 (may take 10 even when distracted or threatened), Initiative +9, Persuasion +2 (may reroll attempts to intimidate)  
**Possessions** bowcaster, 5 quivers, grenade launcher, 10 frag grenades, bandolier, utility belt, recon droid (see below)

#### Recon Droid CL 1

Diminutive 4th-degree droid nonheroic 1  
**Init** +10; **Senses** low-light vision, Perception +13  
**Languages** Basic (understand only), Binary

**Defenses** Ref 20 (flat-footed 15), Fort 10, Will 11  
**hp** 2; **Threshold** 10

**Speed** 2 squares  
**Ranged** hold-out blaster +5 (3d4)  
**Base Atk** +0; **Grp** -10  
**Atk Options** Point Blank Shot  
**Special Actions** self-destruct (4d6, 2-square burst)

**Abilities** Str 4, Dex 21, Con —, Int 7, Wis 12, Cha 9  
**Feats** Point Blank Shot, Skill Focus (Perception), Skill Training (Initiative), Weapon Proficiency (pistols)  
**Skills** Initiative +10, Perception +13, Stealth +20  
**Systems** hovering locomotion, internal comlink, tool mount (stabilized), self-destruct system (miniaturized\*), improved sensor package  
**Possessions** hold-out blaster  
**Cost** 7,500; **Availability** Military

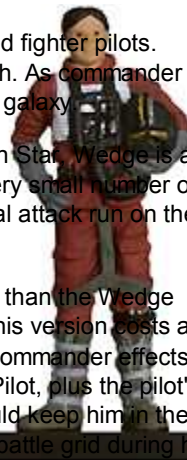
*\* A miniaturized self-destruct system functions as if the droid were two sizes larger. This costs 5 times as much as a normal self-destruct system.*

## Wedge Antilles, Red Two

Wedge Antilles is destined to become one of the Rebel Alliance's most famous and talented fighter pilots. Ultimately, he flew X-wings against both Death Stars and defended the Rebel Base at Hoth. As commander of Rogue Squadron, he will be at the forefront of Rebel and New Republic strikes across the galaxy.

All of that is in the future, however. When flying as Red Two in the attack on the first Death Star, Wedge is a talented young pilot with a lot to learn about flying and command. He would be one of a very small number of pilots to survive the attack, and he served as one of Luke Skywalker's wingmen on the final attack run on the battlestation's vulnerable thermal exhaust port.

In the **Star Wars Miniatures Game**, Wedge Antilles, Red Two is somewhat less powerful than the Wedge Antilles figure released in the *Universe* set. Reflecting a younger, less experienced pilot, this version costs a bit less, has 20 fewer Hit Points, has a slightly lower Defense and Attack rating, and has no commander effects. He does, however, receive an upgrade in his special abilities. Wedge Antilles, Red Two has Pilot, plus the pilot's common ability Grenades 10. He also retains Avoid Defeat and Evade, both of which should keep him in the game longer. Mobile Attack rounds out his abilities, enabling him to maneuver around the battle grid during his turn, but get out of sight or behind cover in the end.




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### Star Wars Miniatures Game Stat Card Preview

**Faction:** Rebel

**Cost:** 13

**Hit Points:** 50

**Defense:** 17

**Attack:** +8

**Damage:** 10

**Special Abilities:** Unique; Pilot; Avoid Defeat; Evade; Grenades 10; Mobile Attack

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### Star Wars Roleplaying Game: Saga Edition Statistics

The statistics below reflect Wedge's abilities at the end of Episode IV.

**Wedge Antilles, Red Two**

**CL 4**

Medium human scoundrel 1/soldier 3

**Destiny** 1; **Force** 3

**Init** +9; **Senses** Perception +8

**Languages** Basic, Binary

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**Defenses** Ref 18 (flat-footed 16), Fort 16, Will 16; Vehicular Combat

**hp** 35; **Threshold** 16

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**Speed** 6 squares

**Melee** unarmed +3 (1d4+2)

**Ranged** blaster pistol +5 (3d6+2)

**Base Atk** +3; **Grp** +5

**Atk Options** Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons)

**Special Actions** Spacehound

**Starship Maneuvers** (Pilot +14)\*: Corellian slip, skim the surface

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**Abilities** Str 10, Dex 15, Con 10, Int 12, Wis 12, Cha 10

**Talents** Devastating Attack (heavy weapons), Penetrating Attack (heavy weapons), Spacehound

**Feats** Armor Proficiency (light), Point Blank Shot, Skill Focus (Pilot), Starship Tactics\*, Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiencies (pistols, simple weapons)

**Skills** Initiative +9, Mechanics +8, Perception +8, Pilot +14, Stealth +9, Use Computer +8

**Possessions** blaster pistol, comlink, datapad, frag grenade, tool kit, flight suit, X-wing starfighter

\* Detailed in the upcoming product *Starships of the Galaxy*

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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](http://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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