

# The Force Unleashed Preview 6

## Luke's Snowspeeder and Luke Skywalker, Hoth Pilot Unleashed

Gary M. Sarli and Sterling Hershey

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 video game** (LucasArts), along with other characters from throughout the *Star Wars* saga.

Let's continue our previews of miniatures from the new set as Sterling Hershey and Gary M. Sarli bring you a double dose of Skywalker goodness. First, we take a spin in Luke's Snowspeeder, and then we take a closer look at Luke Skywalker, Hoth Pilot Unleashed.



### Luke's Snowspeeder

As commander of Rogue Group, Luke Skywalker led the snowspeeder squadron defending the Rebel base on Hoth. They took the invading Imperial AT-AT's head on, but their speeder-mounted blasters had minimal effect on the walkers' strong armor. Luke quickly switched tactics and ordered the use of tow cables and harpoons to trip the mechanical monstrosities.

While other Rogue pilots managed to down a walker or two, Luke ran into problems when AT-AT blaster fire proved to be too much for his speeder. He lost his gunner in the first hit, and he crashed later in the battle after taking a second direct hit.

Luke's Snowspeeder is the second such vehicle added to the **Star Wars Miniatures Game**. (The Rebel Snowspeeder was released as part of the *Bounty Hunters* set.) Reflecting Luke's advanced skills, his speeder costs a bit more but has substantially more Hit Points and better Defense and Attack scores. The Damage score and the remainder of the special abilities remain the same. However, Luke's Snowspeeder also has Force 4, and with no other Force powers to spend the points on, Luke will have an edge in movement and attack rolls many times during a battle.

### Star Wars Miniatures Stat Card Preview

**Faction:** Rebel

**Cost:** 45

**Hit Points:** 90

**Defense:** 20

**Attack:** +12

**Damage:** 20

**Special Abilities:** Unique (counts as Luke Skywalker); Flight; Damage Reduction 10; Harpoon Gun; Mobile Attack; Speed 16; Mounted Weapon; Twin Attack

**Force Powers:** Force 4

### Star Wars Roleplaying Game: Saga Edition Statistics

**Modified Incom-T47 Airspeeder**

**CL 9**

**Huge air vehicle (airspeeder)**

**Init +20; Senses Perception +10**

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**Defense** Ref 24 (flat-footed 17), Fort 16; +2 armor; Elusive Dogfighter, Vehicular Combat  
**hp** 60; **DR** 10; **Threshold** 26

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**Speed** fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)  
**Ranged** double laser cannon +11 (see below) and blaster cannon +4 (see below) or  
**Ranged** double laser cannon +11 (see below) and harpoon gun +4 (see below)  
**Fighting Space** 3x3 or 1 square (starship scale); **Cover** total (crew)  
**Base Atk** +7 (pilot), +2 (gunner); **Grp** +23  
**Atk Options** autofire (double laser cannon, blaster cannon), harpoon gun

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**Abilities** Str 22, Dex 22, Con —, Int 14  
**Skills** Initiative +20, Mechanics +11, Perception +10, Pilot +16  
**Crew** 2 (unique pilot [Luke Skywalker], skilled gunner); **Passengers** none  
**Cargo** 50 kg; **Consumables** 1 day; **Carried Craft** none  
**Availability** Military; **Cost** 50,000 used

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**Harpoon Gun** -- a gunner uses the harpoon gun to make a grapple check against an enemy walker. The gunner must make an attack roll against the walker; if successful, the pilot must make an opposed grapple check. If the grapple check succeeds, the target walker cannot move without first making a Pilot check (DC = harpoon gun's grapple check result). If this Pilot check fails, the walker suffers an automatic collision, taking twice its collision damage.

**Double laser cannon (pilot)**  
**Atk** +11 (+6 autofire); **Dmg** 5d10

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**Blaster cannon (gunner)**  
**Atk** +4 (-1 autofire); **Dmg** 3d10

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**Harpoon gun (gunner)**  
**Atk** +4; **Dmg** -- (grapple +27)

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## Luke Skywalker, Hoth Pilot Unleashed

The Battle of Hoth was rough on Luke Skywalker and his snowspeeder. Though he led a successful attack against the invading Imperial walkers, Luke had to escape from his wrecked speeder before the walker that shot him down crushed it. As it turned out, the AT-AT was no match for Luke attacking on his own two feet. Grabbing an antivehicle proton mine and an ascension gun, he quickly hoisted himself up to the belly of the beast, sliced it open with his lightsaber, and tossed in the mine. The resulting explosion blew the head off the walker, bringing it down immediately.

In the *Star Wars Miniatures Game*, Luke Skywalker, Hoth Pilot Unleashed brings the feel of *The Force Unleashed* to a classic character. This is largely reflected in the Force power Force Push 4, which pushes a target back 4 squares while doing 40 damage in the same blow. Because of his initial Force 2 score and Force Renewal 1, Luke won't be able to do this very often in a game.

However, Luke has another amazing trick, direct from the Battle of Hoth: Demolition Charge. This ability is absolutely lethal to walkers of any size, including AT-ATs, which can be brought down in a single round with a single die roll (well, *most likely* a single die roll). However, since Demolition Charge "replaces turn," it might take the Rebel player a bit of maneuvering to get into the right position at the right time. Still, Luke Skywalker, Hoth Pilot Unleashed is the most effective walker-killer in the game, especially at his low cost of 28 points.




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### Star Wars Miniatures Game Stat Card Preview

**Faction:** Rebel  
**Cost:** 28

**Hit Points:** 80**Defense:** 19**Attack:** +11**Damage:** 20**Special Abilities:** Unique; Pilot; Demolition Charge (replaces turn: 1 adjacent Huge or larger enemy with Mounted Weapon is defeated; save 6)**Force Powers:** Force 2; Force Renewal 1; Force Push 4 (Force 4, replaces attacks: sight; 40 damage; push back target 4 squares if Huge or smaller); Lightsaber Deflect**Star Wars Roleplaying Game: Saga Edition Statistics****Luke Skywalker (Episode V)****CL 9**

Medium Human scout 1/Jedi 6/ace pilot 2

**Destiny 2; Force 5, Strong in the Force; Dark Side 1****Init +12; Senses Perception +10****Languages** Basic, Huttese, Shyriiwook**Defenses** Ref 26 (flat-footed 23), Fort 23, Will 21; Block, Deflect, Evasion  
**hp 84; Threshold 23****Speed** 6 squares**Melee** lightsaber +11 (2d8+10) or**Melee** lightsaber +6/+6 (2d8+10) with Double Attack**Ranged** blaster pistol +10 (3d6+4)**Base Atk +7; Grp +10****Atk Options** Double Attack**Force Powers Known** (Use the Force +16): *move object, surge***Abilities** Str 14, Dex 16, Con 14, Int 14, Wis 13, Cha 14**Special Qualities** vehicle dodge +1**Talents** Block, Deflect, Elusive Dogfighter, Force Pilot, Weapon Specialization (lightsabers)**Feats** Double Attack (lightsabers), Force Sensitivity, Force Training, Shake It Off, Skill Focus (Use the Force), Strong in the Force, Vehicular Combat, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)**Skills** Acrobatics +12, Endurance +11, Initiative +12, Jump +11, Mechanics +11, Perception +10, Ride +12, Survival +10, Use the Force +16**Possessions** blaster pistol, lightsaber, flight suit, antivehicle proton mine, ascension gun, utility belt with medpacIf you want to use an Unleashed version of Luke Skywalker, replace Double Attack (lightsabers) with the Unleashed feat from *The Force Unleashed Campaign Guide*.**New Explosive: Antivehicle Proton Mine**

WEAPON	COST	DAMAGE	DAMAGE TYPE	WEIGHT	SIZE	AVAILABILITY
Antivehicle proton mine	2,000	8d6*	Energy	1.5 kg	Small	Military

\* *Explosion damages everything within 4 squares*

The Rebel Alliance created antivehicle proton mines out of proton torpedo warheads, adding a simple proximity fuse to allow detonation at the approach of a large target, but other arms manufacturers created similar devices via less unorthodox (and much safer) means. When 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 or vehicles. When emplacing the mine, the mine can be set to detonate only upon detecting a target of a minimum size and/or a target using repulsorlift engines.

The mine arms itself 6 seconds later, at the end of your next turn. The mine will detonate if it detects an eligible target within 2 squares (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.

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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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