

The Force Unleashed Preview 7

Amanin Scout and 2-1B

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.

In this article, Gary M. Sarli and Sterling Hershey present our final previews of miniatures from the new set. First, we look at the wall-climbing Amanin Scout, and then we enjoy the superior healing ability of medical droid 2-1B.

Amanin Scout

An increasingly common sight in spaceports on hundreds of worlds, the primitive Amanin have grown more and more comfortable with the technology and species of the galaxy since their world's mineral wealth was discovered by prospectors a few generations ago.

Under the Empire, some Amanin were sold into slavery, but many more travel freely.

The Amanin scout shown below could be found anywhere, and he has learned to speak Basic so that he can better communicate with his employers. He most often works as a scout or guide, but his speed and stealth have drawn the attention of a Hutt crime lord that has used him to "hunt" a few bothersome witnesses. Whether the scout will continue to pursue this line of work is yet to be seen, and he could be turned back to a more legitimate path.

In the **Star Wars Miniatures Game**, the Amanin Scout fills a common niche -- low Cost, with Melee and Stealth -- but he adds an unusually strong movement capability. Wall Climber makes it possible to dart across most terrain without slowing down (with the obvious exception of terrain without an adjacent wall), and Wheel Form gives the necessary speed to zip halfway across the battle map in a single turn. When these abilities are used in conjunction, your opponent may be caught off guard. Everyone remembers to keep a close eye on flying enemies, but it's easy to forget about Wall Climbers who can turn a pit into passable terrain.

Combine this surprise movement with Melee Reach 2 (normally associated with larger creatures), and you have the potential to catch your opponent unprepared. Be advised, though, that he won't make the same mistake twice!



Star Wars Miniatures Stat Card Preview

Faction: Fringe

Cost: 13

Hit Points: 40

Defense: 15

Attack: +7

Damage: 20

Special Abilities: Melee Attack; Melee Reach 2; Stealth; Wall Climber; Wheel Form

Medium Amanin scout 3
Force 3; **Dark Side** 2
Init +7; **Senses** Perception +7
Languages Amanese, Basic

Defenses Ref 16 (flat-footed 15), Fort 16, Will 14
hp 39; **Threshold** 16

Speed 6 squares, roll 12 squares (run only)
Melee spear +4* (1d8+11)
Ranged spear +3 (1d8+4)
Fighting Space 1 square; **Reach** 2 squares
Base Atk +2; **Grp** +5
Atk Options Power Attack
Special Actions Shake It Off

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6
Talents Improved Stealth, Hidden Movement
Feats Linguist, Power Attack, Shake It Off, Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)
Skills Climb +4 (may take 10 when distracted), Endurance +8, Initiative +7, Perception +7, Stealth +7, Survival +7
Possessions spear
 * *Includes 2 points of Power Attack*

Amanin

Arboreal humanoids native to the sparse forests of Maridun, Amanin have only recently joined galactic society and still suffer from a lack of familiarity with most offworld technology. Amanin are capable hunters due to their natural resilience, speed, and adaptability, and many Amanin that leave their home planet find work as scouts, bounty hunters, and occasionally hired muscle (both legal and otherwise).

Amanin Species Traits

- **Ability Modifiers:** +2 Str, -2 Int, -2 Cha
- **Size:** Medium
- **Speed:** 6 squares
- **Reach:** Unlike most Medium-sized species, Amanin have a natural reach of 2 squares.
- **Primitive:** Amanin do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants those feats.
- **Roll:** When using the run action, Amanin may roll into a ball to move at greater speed. When rolling, Amanin take a -5 penalty on Perception checks, but their speed is doubled.
- **Resilient:** Amanin gain a +1 species bonus to their Fortitude Defense due to their natural resilience.
- **Skills:** Due to their arboreal background, Amanin may choose to take 10 on Climb checks even when distracted or threatened.
- **Languages:** Amanese.

2-1B

Too-Onebee is an older model of medical droid who once served the Empire on the planet Firro shortly after that world was subject to Imperial occupation. Tasked with tending to civilians injured or maimed by Imperial atrocities, Too-Onebee provided care to a seemingly unending stream of the wounded or dying before being assigned to the newly proclaimed governor, Lord Cuvir. Forced to serve those who caused the very injuries that he was programmed to heal, Too-Onebee began to realize that he longed to serve those on the "right" side of the war.

Later, when Lord Cuvir was assassinated by the Rebel agent Tiree, Too-Onebee dutifully attempted to render aid to the mortally wounded governor even as he saw an opportunity to escape Imperial servitude. Too-Onebee joined Tiree and fled the planet, accompanying him on a few missions for the Rebel Alliance before being assigned to the medical unit in Echo Base on Hoth. He would later serve on the medical frigate *Redemption*, and he continued to serve the New Republic after the fall of the Empire.

In the **Star Wars Miniatures Game**, 2-1B's only real point of comparison is the Medical Droid (from the *Revenge of the Sith* set), and even then 2-1B puts it to shame -- assuming that medical droids are programmed to feel shame. For an extra 5 points of Cost, you gain triple-strength healing (the best in the game), 4 more points of Defense, and the capability to make attacks without losing any of the Medical Droid's abilities. (Sure, that last benefit will rarely come up, but it's just one more option when everyone is at full hit points.) Currently, the only character in the game who can match this kind of healing is Stass Allie (also from *Revenge of the Sith*), and she has to spend Force Points to do it.

In short, 2-1B's healing is substantial enough to make a big difference during a game. It could allow even a second-tier "beatstick" to stand toe-to-toe with an enemy's best heavy-hitter -- if you can keep him protected while he's right on the front line.

Star Wars Miniatures Game Stat Card Preview

Faction: Rebel
Cost: 17
Hit Points: 30
Defense: 15
Attack: +2
Damage: 10
Special Abilities: Unique; Droid; Emergency Life Support; Heal 30; Melee Attack



Star Wars Roleplaying Game: Saga Edition Statistics

Two-Onebee (advanced 2-1B medical droid) CL 3

Medium 1st-degree droid nonheroic 3/noble 3

Force 3

Init +4; **Senses** low-light vision, Perception +18

Languages Basic, Binary, Bothan, Sullustan

Defenses Ref 15 (flat-footed 14), Fort 13, Will 18
hp 24; **Threshold** 13

Speed 6 squares

Melee unarmed +3 (1d3)

Base Atk +4; **Grp** +5

Special Actions Bolster Ally

Abilities Str 8, Dex 12, Con —, Int 14, Wis 16, Cha 9

Talents Bolster Ally, Educated

Feats Cybernetic Surgery, Skill Focus (Knowledge [life sciences], Perception, Treat Injury), Skill Training (Use Computer), Surgical Expertise, Toughness, Weapon Proficiency (simple weapons)

Skills Knowledge (life sciences) +15, Perception +18, Treat Injury +16, Use Computer +10

Systems walking locomotion, heuristic processor, 2 hands, improved sensor package, vocabulator

Possessions medical kit, 2 medpacs

Availability Unique; **Cost** not available for sale

About the Authors

Sterling Hershey is an architect and freelance game designer. He regularly creates **Star Wars Miniatures Game** 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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