

NEWS NEWS NEWS NEWS NEWS



August RELEASES (USD)

Kroarok the Ironskin \$7
(1 metal miniature)
Subek the Barbarian \$6
(1 metal miniature)
Septek's Tomb Keepers \$25
(5 metal miniatures)
Mordak's Skeleton Legion \$35
(10 metal miniatures)
BotWar 3 PDF Rulebook \$6
(Digital Download)
Traders Galaxy 2019 – 2024 Collectors Guide \$6
(Digital Download)

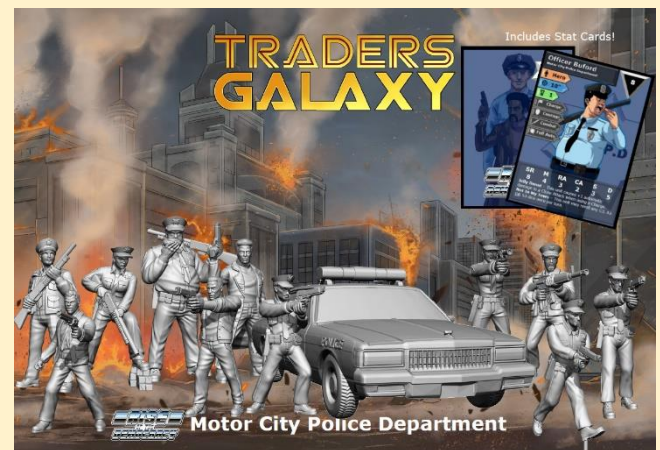
We are nearing the end of August and I felt it was time for an impromptu Newsletter. As I type this the Bot War 3 Miniatures have landed in Australia and are on their way to me. This means that by next week we will only be waiting on the books and boxes to arrive. So far everything is going smoothly. Bot War 3 has been Traders Galaxy's most popular preorder ever and I know you are all going to love playing it. I also feel invigorated for the game and we are now working on a host of alt forms for the game which has been fun. Wait until you see Kroar's "death vulture" form!

By next week the Golden Lions Faction guide should be completed, all appropriate preorder deals will have this automatically added to your account. It's taken a while and a big thanks to Raymond, Steve and Richard for their help writing and editing it. Once completed I will immediately start on the Blue Speedsters and Immolators faction guides. I have a feeling that Immolators preorder will be before Blue Speedsters! 😊

Only a few days left to join this month's MyMiniFactory Tribes and get Darkstones and/or Motor City Cops. Both of these are awesome offers and well worth it if you have a 3d printer.

For those unaware, I have updated the Elemental Avatar Quick Reference Cards for BotWar 3 and these are available in the Digital section on the website. I have included both Starr Defender and Volcano that have not yet been released.

And finally, the Traders Galaxy Collectors Guide has been really popular for collectors of Traders Galaxy miniatures. The guide includes every miniature made between July 2019 and June 2024 and is a whopping 96 pages! Definitely worth a look. – **As always, Happy Gaming!**



STARR DEFENDER				
SR	M	RA	CA	S
4	11	4	5+2*	3+3*
Colossal - This unit may move straight through buildings for a 3" movement penalty per building. Once the unit moves through a building, remove the building as if destroyed and replace with ruins if available. A unit with this rule ignores any damage from collapsing buildings. Units inside or in base-to-base contact with the destroyed building will immediately suffer damage as per the collapsed building rules* (See Buildings - page 24)				

Quick Reference Guide -

*Added Critical dice to attacks (Unit Class) and shields
Starr Defender can only remain in this form at a cost of 1 energy point taken from each of the individual vehicles that make up his form at the start of every turn he is on the table (Total of 5 energy points).
Starr Defender is a Titan Unit Class
An Elemental Avatar Super Ability can be used once per turn.

SUPER ABILITIES

Cyclone Sword Uppercut! Cost - 3 Energy Points. Starr Defender swipes his sword in a powerful uppercut which is able to lift even the most powerful titans off their feet. In addition to normal attack damage the enemy unit is also thrown as per the Throw Rules on page 14 of the Bot War 3 Rulebook. Resolve the throw first and then the regular attack damage.

Freedom Punch! Cost 4 - Energy Points. May only be used against Titan Unit Classes. Starr Defender leans back and delivers an earth-shattering punch to the enemy titan. All Close Attacks made by Starr Defender are resolved with the Nuclear Shells Special Rule.