



## **WOTC Star Wars Miniatures Game Checklist, Version 4.0**

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### **Expansions:**

1. Rebel Storm – Released September 4, 2004  
*60 figures (12 Ultra Rare, 16 Rare, 16 Uncommon, 16 Common)*
2. Clone Strike – Released December 3, 2004  
*60 figures (12 Ultra Rare, 18 Rare, 14 Uncommon, 16 Common)*
3. Revenge of the Sith – Released April 1, 2005  
*60 figures (12 Ultra Rare, 16 Rare, 15 Uncommon, 17 Common)*
4. Universe – Released August 19, 2005  
*60 figures (12 Ultra Rare, 16 Rare, 20 Uncommon, 12 Common)*

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# I. SW Miniatures - Quick Rules

## Getting Started

One player builds an Imperial squad (Imperial and Fringe characters), and the other builds a Rebel squad (Rebel and Fringe characters). Both squads should have the same number of points, usually 100.

**How to Win:** Defeat all the enemy characters.

**Starting Positions:** For your first skirmishes, don't use terrain tiles. Instead, the Rebel squad starts with all characters as close as possible to the spaceship in the Hangar Bay section of the battle grid (the side printed with the Death Star deck). The Imperial squad starts with all characters in one or both turbolifts at the opposite end of the battle grid.

## Initiative Check

At the start of each round, roll a 20-sided die. The player with the highest result decides who goes first. Reroll ties.

## Rounds and Phases

Each round, you'll activate characters in your squad. Don't activate all of your characters at once. Instead, you and the other player go back and forth activating 2 characters at a time, like this:

- **First Player:** Activates 1 character and then another (this is called a phase).
- **Second Player:** Activates 1 character and then another.
- **First Player:** Activates another 2 characters (not the characters they have already activated this round).
- **Second Player:** Activates another 2 characters.

You keep going until you've each activated all of your characters once (this is called a round). If a player has more characters than the other, he or she activates the remaining characters at the end of the round. When both players have activated all of their characters, the round is over. Roll for initiative for the next round.

## Activating a Character

When you activate a character, it takes its turn. During its turn, it can do one of these things:

- Move up to 6 squares and then attack; or
- Attack and then move up to 6 squares; or
- Move up to 12 squares (and not attack).

## Moving

**Diagonals:** Moving diagonally costs double (each square counts as 2 squares).

**Allies:** A character can move through a square occupied by an allied character.

**Enemies:** Enemy characters block movement. Furthermore, if a character moves out of a square while adjacent to an enemy, the enemy can make an immediate attack against the moving character (this is an attack of opportunity).

## Attacking

When a character attacks, choose an enemy as the target and follow these steps:

1. Roll the 20-sided die and add the attacking character's Attack.
2. If the total is at least as high as the target's Defense, the attack is a hit.
3. If the attack is a hit, subtract the attacking character's Damage from the target's Hit Points. If the target's Hit Points drop to 0, that character is defeated and removed from the battle grid.

**Line of Sight:** A character has to be able to see the enemy it attacks. Two characters can see one another if you can draw one line between them that isn't blocked by walls.

**Cover:** A character can't attack an enemy with cover unless it's the nearest enemy. To see whether an enemy has cover, the attacker chooses a corner of its square. If you can draw any line from that corner to the enemy's square through a wall, through a square with a character in it, or through a square with low objects in it, then the enemy has cover. (Exception: you ignore low objects that are in the attacking character's square or in the squares adjacent to it.)

If the enemy has cover but is the nearest enemy, the character can attack it, but that character gets a +4 bonus to Defense. If the attacking character can't trace line of sight to the enemy, it cannot choose that enemy as a target, and that enemy does not count as the closest enemy. See pg. 10 of the [rules booklet](#) for details.

**Adjacent Enemies:** If enemies are adjacent to the attacking character, it must attack one of those enemies.

**Melee Attack:** A character with the Melee Attack special ability can only attack adjacent enemies.

**Combined Fire, Critical Hits, Automatic Misses:** After you've played a skirmish or two, see the [rules booklet](#) for these rules.

## Special Abilities, Force Powers, and Commander Effects

Some characters have special abilities, Force powers, or commander effects. You can look up terms, special abilities, and Force powers in the [rules booklet](#) if you have any questions.

**Commander Effects:** Commander effects often refer to "followers". A follower is a character in your squad that doesn't have a commander effect itself.

**Force Powers:** Force powers have a cost in Force points. Once Force points are spent, they are gone for the rest of the skirmish. A character can spend Force points only once per turn. A character with force points can also spend 1 Force point to either:

- Reroll: Reroll an attack or save the character has just made; or
- Move Faster: Move 2 extra squares on its turn (as part of its movement).

## Terrain

The battle grid contains different kinds of terrain, which can affect the skirmish. You can identify terrain by the color of a square's outline.

**Walls (magenta):** Block movement and line of sight. A character can't move diagonally past the corner or end of a wall.

**Low objects (green):** Moving into a square that contains low objects costs double.

**Pits (orange):** Pits block movement but don't block line of sight or provide cover.

**Doors (light blue):** A closed door is like a wall. An open door has no effect on play. A door is closed until a character ends its turn adjacent to it. At the end of that character's turn, the door opens and remains open as long as someone is adjacent to it.

## II. Rebel Storm Checklist

<u>Faction/Number</u>	<u>Name</u>	<u>Rarity</u>
<b>Rebel</b>		
1	Bothan Spy	Uncommon
2	C-3P0	Rare
3	Chewbacca	Rare
4	Commando on Speeder Bike	Very Rare
5	Elite Hoth Trooper	Uncommon
6	Elite Rebel Trooper	Common
7	Han Solo	Rare
8	Hoth Trooper	Common
9	Luke Skywalker, Jedi Knight	Very Rare
10	Luke Skywalker, Rebel	Rare
11	Obi-Wan Kenobi	Very Rare
12	Princess Leia, Captive	Very Rare
13	Princess Leia, Senator	Rare
14	R2-D2	Rare
15	Rebel Commando	Uncommon
16	Rebel Officer	Uncommon
17	Rebel Pilot	Common
18	Rebel Trooper	Common
19	Rebel Trooper	Common
20	Wookiee Soldier	Common
<b>Imperial</b>		
21	Darth Vader, Dark Jedi	Rare
22	Darth Vader, Sith Lord	Very Rare
23	Elite Snowtrooper	Uncommon
24	Elite Stormtrooper	Uncommon
25	Emperor Palpatine	Very Rare
26	General Veers	Rare
27	Grand Moff Tarkin	Rare
28	Heavy Stormtrooper	Uncommon
29	Imperial Officer	Uncommon
30	Mara Jade, Emperor's Hand	Rare
31	Probe Droid	Very Rare
32	Royal Guard	Uncommon
33	Scout Trooper	Uncommon
34	Scout Trooper on Speeder Bike	Very Rare
35	Snowtrooper	Common
36	Stormtrooper	Common

37	<b>Stormtrooper</b>	Common
38	<b>Stormtrooper</b>	Common
39	<b>Stormtrooper Officer</b>	Uncommon
40	<b>Sandtrooper on Dewback</b>	Very Rare
<b>Fringe</b>		
41	<b>Bespin Guard</b>	Common
42	<b>Boba Fett</b>	Very Rare
43	<b>Dengar</b>	Rare
44	<b>Duros Mercenary</b>	Uncommon
45	<b>Ewok</b>	Common
46	<b>4-LOM</b>	Rare
47	<b>Gamorrean Guard</b>	Uncommon
48	<b>IG-88</b>	Rare
49	<b>Ithorian Scout</b>	Uncommon
50	<b>Jabba the Hutt</b>	Very Rare
51	<b>Jawa</b>	Common
52	<b>Lando Calrissian</b>	Rare
53	<b>Mon Calamari Mercenary</b>	Common
54	<b>Quarren Assassin</b>	Uncommon
55	<b>Greedo</b>	Rare
56	<b>Bossk</b>	Rare
57	<b>Tusken Raider</b>	Common
58	<b>Twi'lek Bodyguard</b>	Uncommon
59	<b>Twi'lek Scoundrel</b>	Common
60	<b>Wampa</b>	Very Rare

### III. Rebel Storm Individual Pictures and Stats

#### Rebel Faction

##### 01/60 - Bothan Spy

**Cost:** 7

**Rarity:** Uncommon

**Hit Points:** 10

**Defense:** 11

**Attack:** +4

**Damage:** 10

Special Abilities:

**Grenades 10:** Replaces attacks; range 6; 10 damage to target and to each character adjacent to that target; save 11.



##### 02/60 - C-3PO

**Cost:** 6

**Rarity:** Rare

**Hit Points:** 30

**Defense:** 15

**Attack:** +0

**Damage:** 0

Special Abilities:

*Unique*

**Droid:** Immune to Critical hits; not subject to commander effects

**Draw Fire:** If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead, if it can; save 11



##### 03/60 - Chewbacca

**Cost:** 24

**Rarity:** Rare

**Hit Points:** 100

**Defense:** 17

**Attack:** +8

**Damage:** 20

Special Abilities:

*Unique*

**Cleave:** Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy.

**Momentum:** If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies.



**04/60 – Commando on Speeder Bike**

**Cost:** 21

**Rarity:** Very Rare

**Hit Points:** 30

**Defense:** 15

**Attack:** +6

**Damage:** 20

**Special Abilities:**

**Flight:** This character ignores enemy characters, low obstacles, and pits when moving.

**Accelerate:** This character can move up to 24 squares if he does not attack.

**Strafe Attack:** As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left.



**05/60 – Elite Hoth Trooper**

**Cost:** 12

**Rarity:** Uncommon

**Hit Points:** 30

**Defense:** 16

**Attack:** +6

**Damage:** 20



**06/60 – Elite Rebel Trooper**

**Cost:** 7

**Rarity:** Common

**Hit Points:** 20

**Defense:** 13

**Attack:** +7

**Damage:** 10



**07/60 – Han Solo**

**Cost:** 28

**Rarity:** Rare

**Hit Points:** 80

**Defense:** 17

**Attack:** +8

**Damage:** 20

**Special Abilities:**

*Unique*

**Force 1**

**Cunning Shot:** +4 Attack and +10 Damage against an unactivated character.

**Accurate Shot**



**08/60 – Hoth Trooper**

**Cost:** 7

**Rarity:** Common

**Hit Points:** 20

**Defense:** 15

**Attack:** +5

**Damage:** 10



**09/60 – Luke Skywalker, Jedi Knight**

**Cost:** 27

**Rarity:** Very Rare

**Hit Points:** 90

**Defense:** 18

**Attack:** +10

**Damage:** 20

**Special Abilities:**

*Unique*

**Force 3**

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Melee Attack:** This character can attack only adjacent enemies.

**Force Leap:** Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity.

**Light Saber Sweep:** Force 1, replaces attacks: This character can attack every adjacent enemy once.



**10/60 – Luke Skywalker, Rebel**

**Cost:** 17

**Rarity:** Rare

**Hit Points:** 40

**Defense:** 17

**Attack:** +7

**Damage:** 20

**Special Abilities:**

*Unique*

**Force 2**

**Impulsive Shot:** If a Unique allied character is defeated, this character can make 1 immediate attack.



### 11/60 – Obi-Wan Kenobi

**Cost:** 38

**Rarity:** Rare

**Hit Points:** 100

**Defense:** 19

**Attack:** +14

**Damage:** 20

Special Abilities:

*Unique*

**Double Attack**

**Melee Attack**

**Force 5**

**Force Spirit 8:** If this character is defeated, immediately add 8 Force points to an allied character with a Force rating; that allied character can spend Force points one extra time per turn for the rest of the skirmish.

**Heal 20:** Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character.

**Lightsaber Sweep:** Force 1, replaces attacks: This character can attack every adjacent enemy once.



### 12/60 – Princess Leia, Captive

**Cost:** 13

**Rarity:** Very Rare

**Hit Points:** 60

**Defense:** 13

**Attack:** +7

**Damage:** 10

Special Abilities:

*Unique*

**Force 2**

**Melee Attack**



### 13/60 – Princess Leia, Senator

**Cost:** 13

**Rarity:** Rare

**Hit Points:** 40

**Defense:** 15

**Attack:** +7

**Damage:** 10

Special Abilities:

*Unique*

**Force 1**

**Commander Effect:** Each follower that ends its move within 6 squares of this character can move 2 extra squares at the end of its turn.



**14/60 – R2-D2**

**Cost:** 8

**Rarity:** Rare

**Hit Points:** 30

**Defense:** 17

**Attack:** +0

**Damage:** 0

**Special Abilities:**

**Unique**

**Droid:** Immune to critical hits; not subject to commander effects.

**Override:** At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of the character's next turn, or until he is defeated.

**Repair 10:** Replaces attacks: touch; remove 10 damage from 1 other Droid character.



**15/60 – Rebel Commando**

**Cost:** 14

**Rarity:** Uncommon

**Hit Points:** 40

**Defense:** 15

**Attack:** +5

**Damage:** 10

**Special Abilities:**

**Grenades 10:** Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11.

**Stealth:** If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



**16/60 – Rebel Officer**

**Cost:** 14

**Rarity:** Uncommon

**Hit Points:** 30

**Defense:** 15

**Attack:** +5

**Damage:** 10

**Special Abilities:**

**Commander Effect:** Non-unique followers within 6 squares of this character gain +2 Attack.



**17/60 – Rebel Pilot**

**Cost:** 10

**Rarity:** Common

**Hit Points:** 20

**Defense:** 14

**Attack:** +7

**Damage:** 10

**Special Abilities:**

**Grenades 10:** Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11.



**18/60 – Rebel Trooper**

**Cost:** 5

**Rarity:** Common

**Hit Points:** 10

**Defense:** 13

**Attack:** +5

**Damage:** 10



**19/60 – Rebel Trooper**

**Cost:** 5

**Rarity:** Common

**Hit Points:** 10

**Defense:** 13

**Attack:** +5

**Damage:** 10



**20/60 – Wookiee Soldier**

**Cost:** 7

**Rarity:** Common

**Hit Points:** 30

**Defense:** 12

**Attack:** +6

**Damage:** 10

**Special Abilities:**

**Cleave:** Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy.

**Melee Attack:** This character can attack only adjacent enemies.



## Imperial Faction

### 21/60 – Darth Vader, Dark Jedi

**Cost:** 55  
**Rarity:** Rare  
**Hit Points:** 140  
**Defense:** 22  
**Attack:** +14  
**Damage:** 20

#### Special Abilities:

##### Unique

##### **Force 5**

**Double Attack:** (On his turn, this character can make 1 extra attack instead of moving.)

##### **Melee Attack**

**Force Grip:** Force 1, replaces attacks; sight; 10 damage.

**Lightsaber Sweep:** Force 1, replaces attacks; This character can attack every adjacent enemy once.

**Commander Effect:** Whenever an allied character without a Force rating gets a natural 1 on any roll, that character is defeated and all other allies without a Force rating get +2 Attack. (These bonuses stack.)



### 22/60 – Darth Vader, Sith Lord

**Cost:** 60  
**Rarity:** Very Rare  
**Hit Points:** 140  
**Defense:** 23  
**Attack:** +16  
**Damage:** 20

#### Special Abilities:

##### Unique

##### **Force 5**

**Triple Attack:** On his turn, this character can make 2 extra attacks instead of moving.

**Melee Attack:** This character can attack only adjacent enemies.

**Lightsaber Sweep:** Force 1, replaces attacks; This character can attack each adjacent enemy once.



### 23/60 – Elite Snowtrooper

**Cost:** 12  
**Rarity:** Uncommon  
**Hit Points:** 30  
**Defense:** 17  
**Attack:** +6  
**Damage:** 20



### 24/60 – Elite Stormtrooper

**Cost:** 11

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 16

**Attack:** +8

**Damage:** 20



### 25/60 – Emperor Palpatine

**Cost:** 40

**Rarity:** Very Rare

**Hit Points:** 130

**Defense:** 20

**Attack:** +0

**Damage:** 0

#### Special Abilities:

*Unique*

**Force 4**

**Force Lightning:** Force 2, replaces attacks: range 6; 30 damage to 1 target and up to 2 characters adjacent to that target.

**Force Renewal 1:** This character gets Force 1 each time he activates.

**Force Storm:** Force 2, replaces attacks: 20 damage to all adjacent characters.

**Commander Effect:** Characters in your squad can spend Emperor Palpatine's Force points. A character still can't spend force points more than once per turn and can't combine its own Force points with Emperor Palpatine's.



### 26/60 – General Veers

**Cost:** 21

**Rarity:** Rare

**Hit Points:** 71

**Defense:** 16

**Attack:** +6

**Damage:** 10

#### Special Abilities:

*Unique*

**Commander Effect:** Non-Unique followers within 6 squares of this character gain Accurate Shot (This character can attack an enemy with cover even if it's not the nearest enemy).



### 27/60 – Grand Moff Tarkin

**Cost:** 11  
**Rarity:** Rare  
**Hit Points:** 40  
**Defense:** 14  
**Attack:** +3  
**Damage:** 10

#### Special Abilities:

*Unique*

**Commander Effect:** If this character has line of sight to an enemy at the start of a phase, you can activate up to 3 characters in that phase. (This can include Droid and Savage characters.)



### 28/60 – Heavy Stormtrooper

**Cost:** 12  
**Rarity:** Uncommon  
**Hit Points:** 20  
**Defense:** 16  
**Attack:** +4  
**Damage:** 30

#### Special Abilities:

**Heavy Weapon:** This character can't attack and move in the same turn.



### 29/60 – Imperial Officer

**Cost:** 14  
**Rarity:** Uncommon  
**Hit Points:** 30  
**Defense:** 14  
**Attack:** +5  
**Damage:** 10

#### Special Abilities:

**Commander effect:** At the end of this character's turn, 1 non-Unique follower within 6 squares can make an immediate attack.



### 30/60 – Mara Jade, Emperor's Hand

**Cost:** 20  
**Rarity:** Rare  
**Hit Points:** 60  
**Defense:** 18  
**Attack:** +9  
**Damage:** 10

#### Special Abilities:

*Unique*

**Force 4**

**Hand of the Emperor:** This character can spend her own force points once per turn and spend Emperor Palpatine's force points once per turn.

**Cunning Shot:** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.

**Blaster Barrage:** Force 1, replaces attacks: This character can attack every legal target once



### 31/60 – Probe Droid

**Cost:** 8

**Rarity:** Very Rare

**Hit Points:** 30

**Defense:** 14

**Attack:** +1

**Damage:** 10

#### Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.

**Flight:** This character ignores enemy characters, low obstacles, and pits when moving.

**Recon:** Roll twice for initiative, choosing either roll, once per round if any allied character with Recon has line of sight to an enemy.

**Self-Destruct 10:** When this character is defeated, each adjacent character takes 10 damage.



### 32/60 – Royal Guard

**Cost:** 11

**Rarity:** Uncommon

**Hit Points:** 30

**Defense:** 17

**Attack:** +8

**Damage:** 20

#### Special Abilities:

**Emperor's Bodyguard:** If Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead.

**Melee Attack**



### 33/60 – Scout Trooper

**Cost:** 8

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 15

**Attack:** +5

**Damage:** 10

#### Special Abilities:

**Stealth:** If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



**34/60 – Scout Trooper on Speeder Bike**

**Cost:** 21

**Rarity:** Very Rare

**Hit Points:** 30

**Defense:** 17

**Attack:** +5

**Damage:** 20

**Special Abilities:**

**Flight:** This character ignores enemy characters, low obstacles, and pits when moving.

**Accelerate:** This character can move up to 24 squares if he does not attack.

**Strafe Attack:** As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left.



**35/60 – Snowtrooper**

**Cost:** 7

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 16

**Attack:** +4

**Damage:** 10



**36/60 – Stormtrooper**

**Cost:** 5

**Rarity:** Common

**Hit Points:** 10

**Defense:** 16

**Attack:** +4

**Damage:** 10



**37/60 – Stormtrooper**

**Cost:** 5

**Rarity:** Common

**Hit Points:** 10

**Defense:** 16

**Attack:** +4

**Damage:** 10



**38/60 – Stormtrooper**

**Cost:** 5

**Rarity:** Common

**Hit Points:** 10

**Defense:** 16

**Attack:** +4

**Damage:** 10



**39/60 – Stormtrooper Officer**

**Cost:** 14

**Rarity:** Uncommon

**Hit Points:** 30

**Defense:** 18

**Attack:** +8

**Damage:** 10



**Special Abilities:**

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Commander Effect:** Trooper followers within 6 squares get +3 Attack if they do not move this turn.

**40/60 – Sandtrooper on Dewback**

**Cost:** 15

**Rarity:** Very Rare

**Hit Points:** 60

**Defense:** 17

**Attack:** +4

**Damage:** 10



**Special Abilities:**

**Momentum:** If this character has moved this turn, he gets a +4 attack and +10 damage against adjacent enemies.

## Fringe Faction

### 41/60 – Bespin Guard

**Cost:** 5

**Rarity:** Common

**Hit Points:** 10

**Defense:** 12

**Attack:** +3

**Damage:** 10

Special Abilities:

**Advantageous Cover:** This character gets +8 Defense from cover instead of +4



### 42/60 – Boba Fett

**Cost:** 50

**Rarity:** Very Rare

**Hit Points:** 110

**Defense:** 20

**Attack:** +12

**Damage:** 20

Special Abilities:

*Unique*

**Flight:** This character ignores enemy characters, low obstacles, and pits when moving.

**Accurate Shot:** This character can attack an enemy with cover even if it's not the nearest enemy.

**Bounty Hunter +4:** This character gets +4 Attack against Unique enemies.

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.



### 43/60 – Dengar

**Cost:** 15

**Rarity:** Rare

**Hit Points:** 40

**Defense:** 17

**Attack:** +8

**Damage:** 20

Special Abilities:

*Unique*

**Bounty Hunter +4:** This character gets +4 Attack against Unique enemies.



**44/60 – Duros Mercenary**

**Cost:** 6  
**Rarity:** Uncommon  
**Hit Points:** 10  
**Defense:** 14  
**Attack:** +6  
**Damage:** 10



**45/60 – Ewok**

**Cost:** 3  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 12  
**Attack:** +1  
**Damage:** 10

**Special Abilities:**

**Melee Attack:** This character can attack only adjacent enemies.

**Swarm +1:** This character gets +1 Attack against a target for each other allied Ewok adjacent to that target.



**46/60 – 4-LOM**

**Cost:** 21  
**Rarity:** Rare  
**Hit Points:** 70  
**Defense:** 18  
**Attack:** +8  
**Damage:** 20

**Special Abilities:**

*Unique*

**Droid:** Immune to critical hits; not subject to commander effects.

**Bounty Hunter +4:** This character gets +4 Attack against Unique characters.

**Careful Shot +4:** This character gets +4 Attack if it does not move in the same turn it attacks.



**47/60 – Gamorrean Guard**

**Cost:** 9  
**Rarity:** Uncommon  
**Hit Points:** 30  
**Defense:** 12  
**Attack:** +4  
**Damage:** 20

**Special Abilities:**

**Melee Attack:** This character can attack only adjacent enemies.

**Mighty Swing:** On his turn, if this character doesn't move, it gets +10 Damage against adjacent enemies..



### 48/60 – IG-88

**Cost:** 37

**Rarity:** Rare

**Hit Points:** 80

**Defense:** 19

**Attack:** +11

**Damage:** 20

#### Special Abilities:

##### *Unique*

**Droid:** Immune to critical hits; not subject to commander effects.

**Bounty Hunter +4:** This character gets +4 Attack against Unique characters.

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.



### 49/60 – Ithorian Scout

**Cost:** 6

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 11

**Attack:** +4

**Damage:** 10

#### Special Abilities:

**Cunning Attack:** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.

**Melee Attack:** This character can attack only adjacent enemies.

**Stealth:** If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



### 50/60 – Jabba the Hutt

**Cost:** 50

**Rarity:** Very Rare

**Hit Points:** 80

**Defense:** 17

**Attack:** +7

**Damage:** 10

#### Special Abilities:

##### *Unique*

**Speed 2:** Can move only 2 squares and attack, or 4 squares without attacking.

**Fringe Reinforcements 30:** During setup, after seeing your opponent's square, you can add up to 30 points of Fringe characters to your squad.

**Melee Attack:** This character can attack only adjacent enemies.

**Commander Effect:** Bounty Hunter followers get +2 Attack.



**51/60 – Jawa**

**Cost:** 5  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 11  
**Attack:** +4  
**Damage:** 10

**Special Abilities:**

**Ion Gun +20:** This character gets +20 Damage against Droid characters.



**52/60 – Lando Calrissian**

**Cost:** 16  
**Rarity:** Rare  
**Hit Points:** 50  
**Defense:** 16  
**Attack:** +7  
**Damage:** 10

**Special Abilities:**

**Unique**

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Commander Effect:** Allied Bespin Guards get +2 Attack.



**53/60 – Mon Calamari Mercenary**

**Cost:** 10  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 13  
**Attack:** +7  
**Damage:** 10

**Special Abilities:**

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.



**54/60 – Quarren Assassin**

**Cost:** 12  
**Rarity:** Uncommon  
**Hit Points:** 30  
**Defense:** 13  
**Attack:** +7  
**Damage:** 10

**Special Abilities:**

**Cunning Attack:** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.

**Mobile Attack:** This character can move both before and after attacking, up to a total of 6 squares.



**55/60 – Greedo**

**Cost:** 12

**Rarity:** Rare

**Hit Points:** 30

**Defense:** 15

**Attack:** +6

**Damage:** 10

**Special Abilities:**

*Unique*

**Bounty Hunter:** +4 Attack against Unique characters.

**Cunning Shot:** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.



**56/60 – Bossk**

**Cost:** 17

**Rarity:** Rare

**Hit Points:** 40

**Defense:** 17

**Attack:** +7

**Damage:** 20

**Special Abilities:**

*Unique*

**Bounty Hunter:** This character gets +4 Attack against Unique characters.

**Double Claw Attack:** On his turn, this character can make 1 extra attack instead of moving.



**57/60 – Tusken Raider**

**Cost:** 4

**Rarity:** Common

**Hit Points:** 10

**Defense:** 13

**Attack:** +5

**Damage:** 10

**Special Abilities:**

**Melee Attack:** This character can attack only adjacent enemies.

**Mighty Swing:** On his turn, if this character doesn't move, he gets +10 damage against adjacent enemies.



### 58/60 – Twi'lek Bodyguard

**Cost:** 10  
**Rarity:** Common  
**Hit Points:** 30  
**Defense:** 15  
**Attack:** +4  
**Damage:** 10

#### Special Abilities:

**Bodyguard:** If an adjacent ally would take damage from an attack, this character can take damage instead.

**Melee Attack:** This character can attack only adjacent enemies.



### 59/60 – Twi'lek Scoundrel

**Cost:** 7  
**Rarity:** Common  
**Hit Points:** 20  
**Defense:** 14  
**Attack:** +5  
**Damage:** 10

#### Special Abilities:

**Cunning Attack:** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.

**Melee Attack:** This character can attack only adjacent enemies.



### 60/60 – Wampa

**Cost:** 13  
**Rarity:** Very Rare  
**Hit Points:** 50  
**Defense:** 16  
**Attack:** +7  
**Damage:** 10

#### Special Abilities:

**Savage:** This character must end its move next to an enemy if it can and does not benefit from commander effects.

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.

**Melee Attack:** This character can attack only adjacent enemies.

**Rend +20:** If both of its attacks hit the same adjacent enemy, this character's second attack gets +20 Damage.



## IV. Clone Strike Checklist

<u>Faction/Number</u>	<u>Name</u>	<u>Rarity</u>
<b>Republic</b>		
1	Aayla Secura	Very Rare
2	Aerial Clone Trooper Captain	Rare
3	Anakin Skywalker	Very Rare
4	Arc Trooper	Uncommon
5	Captain Typho	Rare
6	Clone Trooper	Common
7	Clone Trooper	Common
8	Clone Trooper Commander	Uncommon
9	Clone Trooper Grenadier	Common
10	Clone Trooper Sergeant	Common
11	Agen Kolar	Rare
12	General Kenobi	Rare
13	Gungan Calvary on Kaadu	Rare
14	Gungan Infantry	Common
15	Jedi Guardian	Uncommon
16	Ki-Adi-Mundi	Rare
17	Kit Fisto	Rare
18	Luminara Unduli	Rare
19	Mace Windu	Very Rare
20	Naboo Soldier	Uncommon
21	Padme Amidala	Very Rare
22	Plo Koon	Rare
23	Qui-Gon Jinn	Very Rare
24	Quinlan Vos	Very Rare
25	Saesee Tiin	Rare
26	Yoda	Very Rare
<b>Seperatist</b>		
27	Asajj Ventress	Rare
28	Battle Droid	Common
29	Battle Droid	Common
30	Battle Droid	Common
31	Battle Droid Officer	Uncommon
32	Battle Droid on STAP	Rare
33	Count Dooku	Very Rare
34	Dark Side Acolyte	Uncommon
35	Darth Maul	Very Rare
36	Darth Sidious	Very Rare

37	<b>Destroyer Droid</b>	Rare
38	<b>Durge</b>	Rare
39	<b>Dwarf Spider Droid</b>	Rare
40	<b>General Greivous</b>	Very Rare
41	<b>Geonosian Drone</b>	Common
42	<b>Geonosian Overseer</b>	Uncommon
43	<b>Geonosian Picador on Orray</b>	Rare
44	<b>Geonosian Soldier</b>	Uncommon
45	<b>Jango Fett</b>	Rare
46	<b>Security Battle Droid</b>	Common
47	<b>Super Battle Droid</b>	Uncommon
48	<b>Super Battle Droid</b>	Uncommon
<b>Fringe</b>		
49	<b>Aqualish Spy</b>	Common
50	<b>Aurra Sing</b>	Very Rare
51	<b>Devaronian Bounty Hunter</b>	Common
52	<b>Gran Raider</b>	Common
53	<b>Ishi Tib Scout</b>	Uncommon
54	<b>Klatooinian Enforcer</b>	Common
55	<b>Nikto Soldier</b>	Common
56	<b>Quarren Raider</b>	Uncommon
57	<b>Rodian Mercenary</b>	Uncommon
58	<b>Weequay Mercenary</b>	Common
59	<b>Wookie Commando</b>	Uncommon
60	<b>Zam Wesell</b>	Rare

## V. Clone Strike Individual Pictures and Stats

### Republic Faction

#### 01/60 – Aayla Secura

**Cost:** 27

**Rarity:** Very Rare

**Hit Points:** 80

**Defense:** 18

**Attack:** +11

**Damage:** 20

#### Special Abilities:

##### Unique

**Bodyguard:** If an adjacent Ally would take damage from an attack, this character can take the damage instead.

**Melee Attack:** Can attack only adjacent enemies.

##### **Force 3**

**Lightsaber Deflect:** Force 1: When hit by a non-melee attack, this character takes no damage with a save of 11.

##### **Commander Effect:**

Adjacent Trooper followers gain +2 Attack.



#### 02/60 – Aerial Clone Trooper Captain

**Cost:** 23

**Rarity:** Rare

**Hit Points:** 40

**Defense:** 14

**Attack:** +10

**Damage:** 20

#### Special Abilities:

**Flight:** Ignores enemy characters, low obstacles, and pits when moving.

**Spotter 20:** If this character combines fires against a target within six squares, the attacker gets +20 Damage against that target.

##### **Commander Effect:**

At the end of this character's turn, 1 non-Unique follower within six squares may make an immediate attack.



### 03/60 – Anakin Skywalker

**Cost:** 25

**Rarity:** Very Rare

**Hit Points:** 70

**Defense:** 18

**Attack:** +8

**Damage:** 20

#### Special Abilities:

*Unique*

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Impulsive Sweep:** If a Unique allied character is defeated, this character can immediately attack each adjacent enemy once.

**Melee Attack:** Can attack only adjacent enemies.

**Force 4**

**Lightsaber Precision:** Force 1: This character gets +10 Damage on his next attack.

**Lightsaber Riposte:** Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker.



### 04/60 – ARC Trooper

**Cost:** 18

**Rarity:** Uncommon

**Hit Points:** 40

**Defense:** 16

**Attack:** +10

**Damage:** 20

**Special Abilities:**



### 05/60 – Captain Typho

**Cost:** 18

**Rarity:** Rare

**Hit Points:** 60

**Defense:** 17

**Attack:** +8

**Damage:** 10

#### Special Abilities:

*Unique*

**Bodyguard:** If an adjacent Ally would take damage from an attack, this character can take the damage instead.

**Commander Effect:**

Allied Naboo Soldiers gain Bodyguard (If an adjacent Ally would take damage from an attack, this character can take the damage instead)



**06/60 – Clone Trooper**

**Cost:** 9

**Rarity:** Common

**Hit Points:** 10

**Defense:** 13

**Attack:** +6

**Damage:** 20



**07/60 – Clone Trooper**

**Cost:** 9

**Rarity:** Common

**Hit Points:** 10

**Defense:** 13

**Attack:** +6

**Damage:** 20



**08/60 – Clone Trooper Commander**

**Cost:** 13

**Rarity:** Uncommon

**Hit Points:** 30

**Defense:** 14

**Attack:** +10

**Damage:** 10

**Special Abilities:**

**Commander Effect:**

Trooper followers within 6 squares get +3 Attack if they do not move this turn.



**09/60 – Clone Trooper Grenadier**

**Cost:** 9

**Rarity:** Common

**Hit Points:** 10

**Defense:** 13

**Attack:** +6

**Damage:** 10

**Special Abilities:**

**Grenades 10:** Replaces attacks; range 6, 10 damage to target and to each character adjacent to that target; save 11.



### 10/60 – Clone Trooper Sergeant

**Cost:** 10  
**Rarity:** Common  
**Hit Points:** 20  
**Defense:** 14  
**Attack:** +10  
**Damage:** 10

Special Abilities:

**Commander Effect:**

Trooper followers within 6 squares score critical hits on attack rolls of natural 19 or 20.



### 11/60 – Agen Kolar

**Cost:** 29  
**Rarity:** Rare  
**Hit Points:** 120  
**Defense:** 19  
**Attack:** +13  
**Damage:** 20

Special Abilities:

*Unique*

**Melee Attack:** Can attack only adjacent enemies.

**Force 4**

**Lightsaber Block:** Force 1: When hit by a melee attack, this character takes no damage with a save of 11.

**Lightsaber Deflect:** Force 1, replaces turn: Remove 20 damage from this character.



### 12/60 – General Kenobi

**Cost:** 36  
**Rarity:** Rare  
**Hit Points:** 100  
**Defense:** 19  
**Attack:** +14  
**Damage:** 20

Special Abilities:

*Unique*

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Melee Attack:** Can attack only adjacent enemies.

**Force 5**

**Heal 20:** Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character.

**Lightsaber Deflect:** Force 1: When hit by a non-melee attack, this character takes no damage with a save of 11.

**Commander Effect:**

Followers can move 2 extra squares on their turns as part of their move.



### 13/60 – Gungan Cavalry on Kaadu

**Cost:** 18

**Rarity:** Rare

**Hit Points:** 50

**Defense:** 15

**Attack:** +4

**Damage:** 10

#### **Special Abilities:**

**Galloping Attack:** As this character moves, he can attack each adjacent enemy and gets +4 Attack; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left.

**Melee Attack:** Can attack only adjacent enemies.



### 14/60 – Gungan Infantry

**Cost:** 9

**Rarity:** Common

**Hit Points:** 30

**Defense:** 14

**Attack:** +4

**Damage:** 10

#### Special Abilities:

**Grenades 10:** Replaces attacks; range 6, 10 damage to target and to each character adjacent to that target; save 11.

**Melee Attack:** Can attack only adjacent enemies.



### 15/60 – Jedi Guardian

**Cost:** 11

**Rarity:** Uncommon

**Hit Points:** 40

**Defense:** 15

**Attack:** +6

**Damage:** 20

#### Special Abilities:

**Melee Attack:** Can attack only adjacent enemies.

**Force 2**

**Lightsaber Sweep:** Force 1: This character can attack each adjacent enemy once.



### 16/60 – Ki-Adi-Mundi

**Cost:** 24

**Rarity:** Rare

**Hit Points:** 90

**Defense:** 18

**Attack:** +10

**Damage:** 20

#### Special Abilities:

*Unique*

**Melee Attack:** Can attack only adjacent enemies.

**Force 3**

**Anticipation:** Force 1: Reroll initiative once per round.

**Commander Effect:**

At the end of this character's turn, you may activate 1 adjacent follower who has not yet activated this round. This does not count as one of your 2 activations this phase.



### 17/60 – Kit Fisto

**Cost:** 32

**Rarity:** Rare

**Hit Points:** 120

**Defense:** 20

**Attack:** +13

**Damage:** 20

#### Special Abilities:

*Unique*

**Melee Attack:** Can attack only adjacent enemies.

**Force 4**

**Lightsaber Precision:** Force 1: This character gets +10 Damage on his next attack.

**Lightsaber Sweep:** Force 1: This character can attack each adjacent enemy once.

**Commander Effect:**

Non-Unique followers within 6 squares get +4 Attack against wounded enemies.



### 18/60 – Luminara Unduli

**Cost:** 30

**Rarity:** Rare

**Hit Points:** 100

**Defense:** 18

**Attack:** +12

**Damage:** 20

#### Special Abilities:

*Unique*

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Melee Attack:** Can attack only adjacent enemies.

**Force 3**

**Lightsaber Sweep:** Force 1: This character can attack each adjacent enemy once.

**Master Speed:** Force 1: This character can move 6 extra squares on her turn as part of her move.



### 19/60 – Mace Windu

**Cost:** 63

**Rarity:** Very Rare

**Hit Points:** 150

**Defense:** 22

**Attack:** +16

**Damage:** 20

#### Special Abilities:

*Unique*

**Melee Attack:** Can attack only adjacent enemies.

**Triple Attack:** On his turn, this character can make 2 extra attacks instead of moving.

**Vaapad-Style Fighting:** Scores a critical hit on an attack roll of natural 18, 19, or 20.

**Force 5**

**Lightsaber Block:** Force 1: When hit by a melee attack, this character takes no damage with a save of 11.

**Lightsaber Precision:** Force 1: This character gets +10 Damage on his next attack.



### 20/60 – Naboo Soldier

**Cost:** 5

**Rarity:** Uncommon

**Hit Points:** 10

**Defense:** 13

**Attack:** +3

**Damage:** 10

#### Special Abilities:

**Sniper:** Other characters do not provide cover against this character's attack.



### 21/60 – Padme Amidala

**Cost:** 15

**Rarity:** Very Rare

**Hit Points:** 60

**Defense:** 17

**Attack:** +9

**Damage:** 10

#### Special Abilities:

*Unique*

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

#### **Commander Effect:**

Adjacent followers gain Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)



### 22/60 – Plo Koon

**Cost:** 28

**Rarity:** Rare

**Hit Points:** 110

**Defense:** 19

**Attack:** +13

**Damage:** 20

#### Special Abilities:

*Unique*

**Melee Attack:** Can attack only adjacent enemies.

#### **Force 4**

**Force Strike:** Force 1, replaces attacks: range 6; 30 damage to 1 enemy Droid.

**Lightsaber Precision:** Force 1: This character gets +10 Damage on his next attack.



### 23/60 – Qui-Gon Jinn

**Cost:** 40

**Rarity:** Very Rare

**Hit Points:** 110

**Defense:** 20

**Attack:** +15

**Damage:** 20

#### Special Abilities:

*Unique*

**Melee Attack:** Can attack only adjacent enemies.

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

#### **Force 5**

**Force Absorb:** Force 2: Cancel a Force power used by an adjacent character.

**Lightsaber Block:** Force 1: When hit by a melee attack, this character takes no damage with a save of 11.

**Surprise Move:** Force 1: Once per round, after initiative is determined, this character can immediately move up to 6 squares before any other character activates.



### 24/60 – Quinlan Vos

**Cost:** 26

**Rarity:** Very Rare

**Hit Points:** 100

**Defense:** 18

**Attack:** +13

**Damage:** 20

#### Special Abilities:

##### *Unique*

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Impulsive Savagery:** If a Unique allied character is defeated, for the remainder of the skirmish this character has Savage (This character must end his move next to an enemy if he can and does not benefit from commander effects)

**Melee Attack:** Can attack only adjacent enemies.

##### **Force 3**

**Lightsaber Sweep:** Force 1: This character can attack each adjacent enemy once.



### 25/60 – Saesee Tinn

**Cost:** 26

**Rarity:** Rare

**Hit Points:** 100

**Defense:** 20

**Attack:** +13

**Damage:** 20

#### Special Abilities:

##### *Unique*

**Cunning Attack:** +4 Attack and +10 Damage against an enemy who has not activated this round)

**Melee Attack:** Can attack only adjacent enemies.

**Stealth:** If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.

##### **Force 2**

**Lightsaber Block:** Force 1: When hit by a melee attack, this character takes no damage with a save of 11.



**26/60 – Yoda**

**Cost:** 55

**Rarity:** Very Rare

**Hit Points:** 140

**Defense:** 22

**Attack:** +15

**Damage:** 20

**Special Abilities:**

**Unique**

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Flurry Attack:** When this character scores a critical hit, he may make 1 immediate attack.

**Melee Attack:** Can attack only adjacent enemies.

**Force 3**

**Force Defense:** Force 3: Cancel a force power used by a character within 6 squares.

**Force Renewal 1:** This character gets Force 1 each time he activates.

**Lightsaber Reflect:** Force 2: When hit by a non-melee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage, save 11.

**Master of the Force 3:** May spend Force points up to 3 times in a single turn.

**Commander Effect:**

Followers within 6 squares may reroll each failed save once.



## Seperatist Faction

### 27/60 – Asaji Ventress

**Cost:** 34  
**Rarity:** Rare  
**Hit Points:** 100  
**Defense:** 20  
**Attack:** +12  
**Damage:** 20

#### Special Abilities:

##### Unique

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.  
**Loner:** +4 Attack if no allies are within 6 squares.  
**Melee Attack:** Can attack only adjacent enemies.  
**Force 2**  
**Lightsaber Riposte:** Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker).  
**Commander Effect:**  
Followers within 6 squares score critical hits on attack rolls of natural 19 or 20.



### 28/60 – Battle Droid

**Cost:** 4  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 9  
**Attack:** +0  
**Damage:** 10

#### Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.



### 29/60 – Battle Droid

**Cost:** 4  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 9  
**Attack:** +0  
**Damage:** 10

#### Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.



### 30/60 – Battle Droid

**Cost:** 4

**Rarity:** Common

**Hit Points:** 10

**Defense:** 9

**Attack:** +0

**Damage:** 10

Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.



### 31/60 – Battle Droid Officer

**Cost:** 34

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 13

**Attack:** +0

**Damage:** 10

Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.

**Fire Control:** Non-Unique Droid allies get +4 Attack.



### 32/60 – Battle Droid on STAP

**Cost:** 16

**Rarity:** Rare

**Hit Points:** 10

**Defense:** 10

**Attack:** +1

**Damage:** 30

Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.

**Flight:** Ignores enemy characters, low obstacles, and pits when moving.

**Strafe Attack:** As this character moves, it can attack each enemy whose space it enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a square it has just left.



### 33/60 – Count Dooku

**Cost:** 52

**Rarity:** Very Rare

**Hit Points:** 130

**Defense:** 21

**Attack:** +16

**Damage:** 20

#### Special Abilities:

##### *Unique*

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Lightsaber Duelist:** +4 Defense when attacked by an adjacent character with a Force rating.

**Melee Attack:** Can attack only adjacent enemies.

##### **Force 5**

**Lightsaber Block:** Force 1: When hit by a melee attack, this character takes no damage with a save of 11.

**Lightsaber Precision:** Force 1: This character gets +10 Damage on his next attack.

**Sith Lightning 30:** Force 2, replaces attacks: range 6; 30 damage to 1 target enemy.



### 34/60 – Dark Side Acolyte

**Cost:** 16

**Rarity:** Uncommon

**Hit Points:** 50

**Defense:** 17

**Attack:** +5

**Damage:** 20

#### Special Abilities:

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Melee Attack:** Can attack only adjacent enemies.

##### **Force 2**



### 35/60 – Darth Maul

**Cost:** 55

**Rarity:** Very Rare

**Hit Points:** 140

**Defense:** 21

**Attack:** +14

**Damage:** 20

#### Special Abilities:

##### *Unique*

**Deadly Attack:** Scores a critical hit on an attack roll of natural 19 or 20.

**Melee Attack:** Can attack only adjacent enemies.

**Rolling Cleave:** Once per turn, if this character defeats an adjacent enemy by making an attack, he can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity.

**Triple Attack:** On his turn, this character can make 2 extra attacks instead of moving.

##### **Force 3**

**Sith Rage:** Force 1: This character gets +10 Damage on all his attacks this turn.



### 36/60 – Darth Sidious

**Cost:** 36

**Rarity:** Very Rare

**Hit Points:** 130

**Defense:** 19

**Attack:** +0

**Damage:** 0

#### Special Abilities:

##### *Unique*

**Dark Master:** At the start of the skirmish, choose a Unique allied character. That character may spend Darth Sidious's Force Points as if they were its own.

##### **Force 2**

**Force Renewal 1:** This character gets Force 1 each time he activates.

**Pawn of the Dark Side:** Force 1, replaces attacks: sight; 1 non-Unique allied character takes an immediate turn, which does not count as one of your 2 activations this phase; at the end of that turn, it takes 10 damage.

**Sith Lightning 30:** Force 2, replaces attacks: range 6; 30 damage to 1 target enemy.

##### **Commander Effect:**

Each non-Unique follower within 6 squares who scores a critical hit may make an immediate attack



### 37/60 – Destroyer Droid

**Cost:** 30  
**Rarity:** Rare  
**Hit Points:** 40  
**Defense:** 16  
**Attack:** +8  
**Damage:** 20

#### Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Shields 2:** When this character takes damage, make 2 saves; each roll of 11 reduces the damage dealt by 10.

**Wheel Form:** This character can move up to 18 squares if it does not attack.



### 38/60 – Durge

**Cost:** 39  
**Rarity:** Rare  
**Hit Points:** 100  
**Defense:** 19  
**Attack:** +10  
**Damage:** 20

#### Special Abilities:

##### Unique

**Flight:** Ignores enemy characters, low obstacles, and pits when moving.

**Bounty Hunter +4:** +4 Attack against Unique enemies.

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Regeneration 10:** If this character doesn't move on his turn, remove 10 damage from him at the end of that turn.

##### **Commander Effect:**

Non-Unique followers who end their move within 6 squares of this character gain Momentum (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies)



### 39/60 – Dwarf Spider Droid

**Cost:** 15  
**Rarity:** Rare  
**Hit Points:** 30  
**Defense:** 13  
**Attack:** +6  
**Damage:** 30

#### Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.



### 40/60 – General Grievous

**Cost:** 44

**Rarity:** Very Rare

**Hit Points:** 100

**Defense:** 20

**Attack:** +12

**Damage:** 20

#### Special Abilities:

*Unique*

**Cyborg:** Counts as a Droid and a non-Droid; subject to critical hits and commander effects.

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Force 1**

**Commander Effect:**

Droids are subject to this effect:

Non-Unique Droid followers within 6 squares gain

Double Attack (On its turn, this character can make 1 extra attack instead of moving)



### 41/60 – Geonosian Drone

**Cost:** 3

**Rarity:** Common

**Hit Points:** 10

**Defense:** 12

**Attack:** +1

**Damage:** 10

#### Special Abilities:

**Melee Attack:** Can attack only adjacent enemies.



### 42/60 – Geonosian Overseer

**Cost:** 16

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 16

**Attack:** +4

**Damage:** 10

#### Special Abilities:

**Flight:** Ignores enemy characters, low obstacles, and pits.

**Melee Attack:** Can attack only adjacent enemies.

**Droid Master:** Non-Unique Droid characters within 6 squares gain Double Attack (On its turn, this character can make 1 extra attack instead of moving).



**43/60 – Geonosian Picador on Orray**

**Cost:** 13  
**Rarity:** Rare  
**Hit Points:** 50  
**Defense:** 16  
**Attack:** +5  
**Damage:** 10

**Special Abilities:**

**Melee Attack:** Can attack only adjacent enemies.  
**Vicious Attack:** Triple damage instead of double on a critical hit.



**44/60 – Geonosian Soldier**

**Cost:** 9  
**Rarity:** Uncommon  
**Hit Points:** 20  
**Defense:** 15  
**Attack:** +2  
**Damage:** 20

**Special Abilities:**

**Flight:** Ignores enemy characters, low obstacles, and pits when moving.  
**Sonic Attack:** An enemy attacked by this character cannot use Force powers for the rest of that turn.



**45/60 – Jango Fett**

**Cost:** 47  
**Rarity:** Rare  
**Hit Points:** 120  
**Defense:** 19  
**Attack:** +13  
**Damage:** 20

**Special Abilities:**

**Unique**  
**Flight:** Ignores enemy characters, low obstacles, and pits when moving.  
**Bounty Hunter +4:** +4 Attack against unique enemies.  
**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.



**46/60 – Security Battle Droid**

**Cost:** 8  
**Rarity:** Common  
**Hit Points:** 20  
**Defense:** 13  
**Attack:** +3  
**Damage:** 10

**Special Abilities:**

**Droid:** Immune to critical hits; not subject to commander effects.  
**Cunning Attack:** +4 Attack and +10 Damage against an enemy who has not activated this round.



### 47/60 – Super Battle Droid

**Cost:** 10

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 12

**Attack:** +2

**Damage:** 20

#### Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.

**Charging Fire:** Replaces turn, this character may move up to 12 squares, then attack..

**Synchronized Fire:** Droid characters who combine fire with this character grant +6 Attack instead of +4.



### 48/60 – Super Battle Droid

**Cost:** 10

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 12

**Attack:** +2

**Damage:** 20

#### Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.

**Charging Fire:** Replaces turn, this character may move up to 12 squares, then attack..

**Synchronized Fire:** Droid characters who combine fire with this character grant +6 Attack instead of +4.



## Fringe Faction

### 49/60 – Aqualish Spy

**Cost:** 11  
**Rarity:** Common  
**Hit Points:** 40  
**Defense:** 16  
**Attack:** +6  
**Damage:** 10

Special Abilities:

**Spotter 10:** If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target.



### 50/60 – Aurra Sing

**Cost:** 37  
**Rarity:** Very Rare  
**Hit Points:** 130  
**Defense:** 21  
**Attack:** +11  
**Damage:** 20

Special Abilities:

Unique

**Accurate Shot:** Can Attack an enemy with cover even if it's not the nearest enemy.

**Careful Shot +4:** On this character's turn, if she doesn't move, she gets +4 Attack.

**Jedi Hunter:** +4 Attack and +10 Damage against enemies with Force ratings.

**Force 2**

**Lightsaber Sweep:** Force 1, replaces attacks: This character can attack each adjacent enemy once.



### 51/60 – Devaronian Bounty Hunter

**Cost:** 12  
**Rarity:** Common  
**Hit Points:** 30  
**Defense:** 15  
**Attack:** +5  
**Damage:** 10

Special Abilities:

**Bounty Hunter +4:** +4 Attack against Unique enemies.

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.



### 52/60 – Gran Raider

**Cost:** 4

**Rarity:** Common

**Hit Points:** 10

**Defense:** 13

**Attack:** +2

**Damage:** 10

Special Abilities:

**Melee Attack:** Can attack only adjacent enemies.

**Mobile Attack:** Can move both before and after attacking, up to a total of 6 squares.

**Stealth:** If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



### 53/60 – Ishi Tib Scout

**Cost:** 14

**Rarity:** Uncommon

**Hit Points:** 30

**Defense:** 15

**Attack:** +6

**Damage:** 10

Special Abilities:

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Evade:** When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11.



### 54/60 – Klatoonian Enforcer

**Cost:** 7

**Rarity:** Common

**Hit Points:** 20

**Defense:** 13

**Attack:** +1

**Damage:** 10

Special Abilities:

**Advantageous Attack:** +10 Damage against an enemy who has not activated this round.



### 55/60 – Nikto Soldier

**Cost:** 5

**Rarity:** Common

**Hit Points:** 10

**Defense:** 14

**Attack:** +2

**Damage:** 10

Special Abilities:

**Sniper:** Other characters do not prove cover against this character's attack.



### 56/60 – Quarren Raider

**Cost:** 13

**Rarity:** Uncommon

**Hit Points:** 40

**Defense:** 15

**Attack:** +4

**Damage:** 10

#### Special Abilities:

**Charging Fire:** Replaces turn, this character may move up to 12 squares, then attack..

**Deadeye:** On this character's turn, if he doesn't move, he gets +10 Damage.

**Stealth:** If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



### 57/60 – Rodian Mercenary

**Cost:** 9

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 16

**Attack:** +4

**Damage:** 10

#### Special Abilities:

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Mercenary:** This character can move only if he cannot make an attack from his starting space.



### 58/60 – Weequay Mercenary

**Cost:** 5

**Rarity:** Common

**Hit Points:** 10

**Defense:** 13

**Attack:** +5

**Damage:** 10

#### Special Abilities:

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Melee Attack:** Can attack only adjacent enemies.

**Mercenary:** This character can move only if he cannot make an attack from his starting space.



**59/60 – Wookiee Commando**

**Cost:** 9

**Rarity:** Uncommon

**Hit Points:** 40

**Defense:** 14

**Attack:** +6

**Damage:** 10

**Special Abilities:**

**Melee Attack:** Can attack only adjacent enemies.

**Momentum:** If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies.

**Quick Reactions:** +6 Attack when making attacks of opportunity.



**60/60 – Zam Wesell**

**Cost:** 45

**Rarity:** Rare

**Hit Points:** 90

**Defense:** 19

**Attack:** +12

**Damage:** 20

**Special Abilities:**

**Unique**

**Bounty Hunter +4:** +4 Attack against unique enemies.

**Kouhun Infestation:** Replaces turn; 60 damage to 1 enemy within 12 squares regardless of line of sight; save 11.

**Loner:** +4 Attack if no allies are within 6 squares.

**Stealth:** If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets).



## VI. Revenge of the Sith Checklist

<u>Faction/Number</u>	<u>Name</u>	<u>Rarity</u>
<b>Republic</b>		
1	<u>Agen Kolar, Jedi Master</u>	Rare
2	<u>Alderaan Trooper</u>	Uncommon
3	<u>Anakin Skywalker, Jedi Knight</u>	Rare
4	<u>AT-RT</u>	Very Rare
5	<u>Bail Organa</u>	Very Rare
6	<u>Captain Antilles</u>	Rare
7	<u>Chewbacca of Kashyyyk</u>	Very Rare
8	<u>Clone Trooper</u>	Common
9	<u>Clone Trooper</u>	Common
10	<u>Clone Trooper Commander</u>	Uncommon
11	<u>Clone Trooper Gunner</u>	Common
12	<u>Jedi Knight</u>	Uncommon
13	<u>Mace Windu, Jedi Master</u>	Very Rare
14	<u>Mon Mothma</u>	Very Rare
15	<u>Obi-Wan Kenobi, Jedi Master</u>	Rare
16	<u>Polis Massa Medic</u>	Common
17	<u>R2-D2, Astromech Droid</u>	Very Rare
18	<u>Senate Guard</u>	Uncommon
19	<u>Shaak Ti</u>	Rare
20	<u>Stass Allie</u>	Rare
21	<u>Tarfful</u>	Rare
22	<u>Wookiee Berserker</u>	Common
23	<u>Wookiee Scout</u>	Uncommon
24	<u>Yoda, Jedi Master</u>	Rare
<b>Separatist</b>		
25	<u>Battle Droid</u>	Common
26	<u>Battle Droid</u>	Common
27	<u>Bodyguard Droid</u>	Uncommon
28	<u>Bodyguard Droid</u>	Uncommon
29	<u>Darth Tyranus</u>	Rare
30	<u>Destroyer Droid</u>	Rare
31	<u>General Grievous, Jedi Hunter</u>	Very Rare
32	<u>General Grievous, Supreme Commander</u>	Rare
33	<u>Grievous's Wheel Bike</u>	Very Rare
34	<u>Muun Guard</u>	Uncommon
35	<u>Neimoidian Soldier</u>	Uncommon

36	<u>Neimoidian Soldier</u>	Uncommon
37	<u>San Hill</u>	Rare
38	<u>Separatist Commando</u>	Common
39	<u>Super Battle Droid</u>	Common
40	<u>Super Battle Droid</u>	Common
41	<u>Wat Tambor</u>	Rare
<b>Fringe</b>		
42	<u>Boba Fett, Young Mercenary</u>	Rare
43	<u>Chagrian Mercenary Commander</u>	Uncommon
44	<u>Devaronian Soldier</u>	Common
45	<u>Gotal Fringer</u>	Uncommon
46	<u>Human Mercenary</u>	Uncommon
47	<u>Iktotchi Tech Specialist</u>	Uncommon
48	<u>Medical Droid</u>	Rare
49	<u>Nautolan Soldier</u>	Common
50	<u>Sly Moore</u>	Rare
51	<u>Tion Medon</u>	Very Rare
52	<u>Utapaun Soldier</u>	Common
53	<u>Utapaun Soldier</u>	Common
54	<u>Yuzzem</u>	Common
55	<u>Zabrak Fringer</u>	Common
<b>Imperial</b>		
56	<u>Anakin Skywalker, Sith Apprentice</u>	Very Rare
57	<u>Dark Side Adept</u>	Uncommon
58	<u>Darth Vader</u>	Very Rare
59	<u>Emperor Palpatine, Sith Lord</u>	Very Rare
60	<u>Royal Guard</u>	Uncommon

## VII. Revenge of the Sith Individual Pictures and Stats

### Republic Faction

#### 01/60 – Agen Kolar, Jedi Master

**Cost:** 32

**Rarity:** Rare

**Hit Points:** 120

**Defense:** 19

**Attack:** +13

**Damage:** 20

Special Abilities:

*Unique*

**Melee Attack:** This character can attack only adjacent enemies.

**Force 4**

**Force Burst:** Force 2, replaces turn; 10 Damage to all other characters within 6 squares.

**Force Thrust:** Force 1, replaces attacks; 6 squares, 20 Damage; save 11 for 10 Damage.

**Recovery 20:** Force 1, replaces turn: Remove 20 damage from this character.



#### 02/60 – Alderaan Trooper

**Cost:** 6

**Rarity:** Uncommon

**Hit Points:** 10

**Defense:** 13

**Attack:** +5

**Damage:** 10

Special Abilities:

**Synchronized Fire:** Alderaan Troopers who combine fire with this character grant +6 Attack instead of +4.



#### 03/60 – Anakin Skywalker, Jedi Knight

**Cost:** 29

**Rarity:** Rare

**Hit Points:** 100

**Defense:** 18

**Attack:** +12

**Damage:** 20

Special Abilities:

*Unique*

**Double Attack:** On his turn, this character can make 1 extra attack instead of moving.

**Impulsive Sweep:** If a Unique allied character is defeated, this character can immediately attack each adjacent enemy once.

**Melee Attack:** Can attack only adjacent enemies.

**Force 4**

**Lightsaber Riposte:** Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker



### 04/60 – AT-RT

**Cost:** 35

**Rarity:** Very Rare

**Hit Points:** 60

**Defense:** 18

**Attack:** +10

**Damage:** 40

#### **Special Abilities:**

**Mounted Weapon:** Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character.

**Order 66:** A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from previous sets whose names contain the words "Clone Trooper" are also considered to have Order 66, even though it is not printed on their stat cards.

**Rigid:** Can't Squeeze.

**Speed 8:** Can move up to 8 squares and attack, or 16 squares without attacking.



### 05/60 – Bail Organa

**Cost:** 29

**Rarity:** Very Rare

**Hit Points:** 70

**Defense:** 17

**Attack:** +6

**Damage:** 10

#### Special Abilities:

*Unique*

**Alderaan Senator:** Counts as an Alderaan Trooper.

**Synchronized Fire:** Alderaan Troopers who combine fire with this character grant +6 Attack instead of +4.

**Commander Effect:** Whenever one or more allied Alderaan Troopers combine fire with another Alderaan Trooper, the attacker gets +10 Damage.



### 06/60 – Captain Antilles

**Cost:** 20

**Rarity:** Rare

**Hit Points:** 60

**Defense:** 15

**Attack:** +10

**Damage:** 10

#### Special Abilities:

*Unique*

**Commander Effect:** Followers within 6 squares who target a Fringe character get +4 Attack and +10 Damage.



**07/60 – Chewbacca of Kashyyk**

**Cost:** 25  
**Rarity:** Very Rare  
**Hit Points:** 80  
**Defense:** 16  
**Attack:** +6  
**Damage:** 20

**Special Abilities:**

**Unique**

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.

**Momentum:** If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies.



**08/60 – Clone Trooper**

**Cost:** 9  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 13  
**Attack:** +6  
**Damage:** 20

**Special Abilities:**

**Order 66:** A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from previous sets whose names contain the words "Clone Trooper" are also considered to have Order 66, even though it is not printed on their stat cards.



**09/60 – Clone Trooper**

**Cost:** 9  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 13  
**Attack:** +6  
**Damage:** 20

**Special Abilities:**

**Order 66:** A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from previous sets whose names contain the words "Clone Trooper" are also considered to have Order 66, even though it is not printed on their stat cards.



### 10/60 – Clone Trooper Commander

**Cost:** 13

**Rarity:** Uncommon

**Hit Points:** 30

**Defense:** 14

**Attack:** +10

**Damage:** 10

Special Abilities:

**Order 66:** A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from previous sets whose names contain the words "Clone Trooper" are also considered to have Order 66, even though it is not printed on their stat cards.

**Commander Effect:** Trooper followers within 6 squares get +3 Attack if they do not move this turn.



### 11/60 – Clone Trooper Gunner

**Cost:** 8

**Rarity:** Common

**Hit Points:** 10

**Defense:** 15

**Attack:** +6

**Damage:** 10

Special Abilities:

**Gunner:** Can combine fire with adjacent allies who have **Mounted Weapon**.

**Order 66:** A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from previous sets whose names contain the words "Clone Trooper" are also considered to have Order 66, even though it is not printed on their stat cards.



### 12/60 – Jedi Knight

**Cost:** 13

**Rarity:** Uncommon

**Hit Points:** 50

**Defense:** 17

**Attack:** +5

**Damage:** 20

Special Abilities:

**Melee Attack:** Can attack only adjacent enemies.

**Force 2**



**13/60 – Mace Windu**

**Cost:** 65

**Rarity:** Very Rare

**Hit Points:** 150

**Defense:** 22

**Attack:** +16

**Damage:** 20

**Special Abilities:**

*Unique*

**Melee Attack:** This character can attack only adjacent enemies.

**Triple Attack:** On his turn, this character can make 2 extra attacks instead of moving

**Force 5**

**Lightsaber Block:** Force 1: When hit by a melee attack, this character takes no damage on a save of 11.

**Shockwave:** Force 2, replaces attacks; All characters within 6 squares are considered activated this round; save 11.

**Whirlwind Attack:** Force 1, replaces turn; Attack each adjacent enemy twice.



**14/60 – Mon Mothma**

**Cost:** 23

**Rarity:** Very Rare

**Hit Points:** 30

**Defense:** 11

**Attack:** +0

**Damage:** 0

**Special Abilities:**

*Unique*

**Republic Reserves 20:** If you roll a 20 for initiative, you can add up to 20 points of Republic characters to your squad immediately before your first activation of the round.

**Commander Effect:** Followers within 6 squares can make 1 immediate attack at +10 damage when they are defeated.



**15/60 – Obi-Wan Kenobi, Jedi Master**

**Cost:** 42

**Rarity:** Rare

**Hit Points:** 120

**Defense:** 21

**Attack:** +15

**Damage:** 20

**Special Abilities:**

**Melee Attack:** This character can attack only adjacent enemies.

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.

**Force 5**

**Heal 20:** Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character.

**Lightsaber Assault:** Force 1, replaces attacks; Make two attacks.

**Lightsaber Deflect:** Force 1: When hit by a non-melee attack, this character takes no damage with a save of 11.

**Commander Effect:** Allied characters named Anakin within 6 squares get +4 Attack.



**16/60 – Polis Massa Medic**

**Cost:** 9

**Rarity:** Common

**Hit Points:** 10

**Defense:** 11

**Attack:** +0

**Damage:** 0

**Special Abilities:**

**Heal 10:** Replaces attacks; touch; remove 10 damage from a non-Droid character.



**17/60 – R2-D2**

**Cost:** 9

**Rarity:** Very Rare

**Hit Points:** 30

**Defense:** 17

**Attack:** +8

**Damage:** 0

**Special Abilities:**

**Unique**

**Droid:** Immune to critical hits; not subject to commander effects.

**Electric Shock +10 :** +10 Damage against adjacent Droid enemies.

**Flight:** This character ignores enemy characters, low obstacles, and pits when moving.

**Override:** At the end of it's turn, this character can designate 1 door that it can see as open or closed; it remains open or closed until the end of this character's next turn, or until it is defeated.

**Tow Cable:** Replaces turn; This character and an adjacent ally can move up to 12 squares simultaneously; during this move that ally gains **Flight**. At the end of the move, that ally must be adjacent to this character.



**18/60 – Senate Guard**

**Cost:** 13

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 16

**Attack:** +6

**Damage:** 30

**Special Abilities:**

**Bodyguard:** If an adjacent ally would take damage from an attack, this character can take the damage instead.

**Heavy Weapon:** This character can't attack and move in the same turn.



**19/60 – Shaak Ti**

**Cost:** 24

**Rarity:** Rare

**Hit Points:** 70

**Defense:** 19

**Attack:** +12

**Damage:** 20

**Special Abilities:**

*Unique*

**Melee Attack:** This character can attack only adjacent enemies.

**Stealth:** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.

**Crowd Fighting:** This character gets +2 attack for each adjacent character other than its target.

**Force 5**

**Lightsaber Sweep:** Force 1, replaces attacks: This character can attack every adjacent enemy once.

**Force Leap:** Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity.



**20/60 – Stass Allie**

**Cost:** 22

**Rarity:** Rare

**Hit Points:** 60

**Defense:** 18

**Attack:** +8

**Damage:** 20

**Special Abilities:**

*Unique*

**Melee Attack:** This character can attack only adjacent enemies.

**Force 4**

**Force Heal 30:** Force 2, replaces attacks; touch; Remove 30 damage from a non-droid character.



**21/60 – Tarful**

**Cost:** 26

**Rarity:** Rare

**Hit Points:** 90

**Defense:** 16

**Attack:** +7

**Damage:** 20

**Special Abilities:**

*Unique*

**Momentum:** If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies.

**Commander Effect:** Followers within 6 squares get +4 Attack against adjacent enemies.



**22/60 – Wookie Berserker**

**Cost:** 12  
**Rarity:** Common  
**Hit Points:** 40  
**Defense:** 10  
**Attack:** +6  
**Damage:** 20

**Special Abilities:**

**Melee Attack:** This character can attack only adjacent enemies.  
**Momentum:** If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies.



**23/60 – Wookie Scout**

**Cost:** 10  
**Rarity:** Uncommon  
**Hit Points:** 30  
**Defense:** 13  
**Attack:** +5  
**Damage:** 10

**Special Abilities:**

**Momentum:** If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies.  
**Stealth:** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



**24/60 – Yoda, Jedi Master**

**Cost:** 64  
**Rarity:** Rare  
**Hit Points:** 140  
**Defense:** 21  
**Attack:** +14  
**Damage:** 20

**Special Abilities:**

**Unique**

**Melee Attack:** This character can attack only adjacent enemies.  
**Triple Attack:** On his turn, this character can make 2 extra attacks instead of moving  
**Force 6**  
**Force Defence:** Force 3: Cancel a force power used by a character within 6 squares.  
**Force Valor:** Force 2, For the rest of the skirmish, this character gains the following  
**Commander Effect:** Followers within 6 squares get + 2 Attack and +2 Defense.  
**Lightsaber Deflect:** Force 1: When hit by a non-melee attack, this character takes no damage with a save of 11.  
**Commander Effect:** Allied Wookiees within 6 squares gain Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead).



## Seperatist Faction

### 25/60 – Battle Droid

**Cost:** 4

**Rarity:** Common

**Hit Points:** 10

**Defense:** 9

**Attack:** +0

**Damage:** 10



Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.

### 26/60 – Battle Droid

**Cost:** 4

**Rarity:** Common

**Hit Points:** 10

**Defense:** 9

**Attack:** +0

**Damage:** 10



Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.

### 27/60 – Bodyguard Droid

**Cost:** 20

**Rarity:** Uncommon

**Hit Points:** 60

**Defense:** 18

**Attack:** +8

**Damage:** 20



Special Abilities:

**Bodyguard:** If an adjacent ally would take damage from an attack, this character can take the damage instead.

**Droid:** Immune to critical hits; not subject to commander effects.

**Lightsaber Resistance:** +2 Defense when attacked by an adjacent enemy with a force rating.

**Melee Attack:** This character can attack only adjacent enemies.

### 28/60 – Bodyguard Droid

**Cost:** 20

**Rarity:** Uncommon

**Hit Points:** 60

**Defense:** 18

**Attack:** +8

**Damage:** 20



Special Abilities:

**Bodyguard:** If an adjacent ally would take damage from an attack, this character can take the damage instead.

**Droid:** Immune to critical hits; not subject to commander effects.

**Lightsaber Resistance:** +2 Defense when attacked by an adjacent enemy with a force rating.

**Melee Attack:** This character can attack only adjacent enemies.

### 29/60 – Darth Tyrannus

**Cost:** 48

**Rarity:** Rare

**Hit Points:** 120

**Defense:** 20

**Attack:** +15

**Damage:** 20

#### Special Abilities:

##### Unique

**Dark Inspiration:** At the start of the skirmish, choose an allied character with a Force rating. For the rest of the skirmish, that character gains

**Lightsaber Duelist.**

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.

**Lightsaber Duelist:** +4 Defense when attacked by an adjacent character with a Force rating.

**Melee Attack:** This character can attack only adjacent enemies.

**Force 5**

**Lightsaber Block:** Force 1: When hit by a melee attack, this character takes no damage on a save of 11.

**Sith Lighting 30:** Force 2; replaces attacks; range 6. 30 Damage to 1 target enemy.



### 30/60 – Destroyer Droid

**Cost:** 30

**Rarity:** Rare

**Hit Points:** 40

**Defense:** 16

**Attack:** +8

**Damage:** 20

#### Special Abilities:

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.

**Droid:** Immune to critical hits; not subject to commander effects

**Shields 2:** When this character takes damage, make 2 saves; each roll of 11 reduces the damage dealt by 10.

**Wheel Form:** This character can move up to 18 squares if it does not attack.



### 31/60 – General Grievous, Jedi Hunter

**Cost:** 42

**Rarity:** Very Rare

**Hit Points:** 100

**Defense:** 19

**Attack:** +10

**Damage:** 20

#### Special Abilities:

##### Unique

**Cyborg:** Counts as a Droid and a non-Droid character; subject to critical hits and commander effects.

**Melee Attack:** This character can attack only adjacent enemies.

**Quadruple Attack:** On its turn, this character can make 3 extra attacks instead of moving.

**Force 1**



**32/60 – General Grievous, Supreme Commander**

**Cost:** 43

**Rarity:** Rare

**Hit Points:** 100

**Defense:** 20

**Attack:** +12

**Damage:** 20

**Special Abilities:**

*Unique*

**Cyborg:** Counts as a Droid and a non-Droid character; subject to critical hits and commander effects.

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.

**Melee Attack:** This character can attack only adjacent enemies.

**Force 1**

**Commander Effect:** Non-unique Droid followers within 6 squares get +4 Attack and gain **Double Attack**.



**33/60 – General Grievous's Wheel**

**Bike**

**Cost:** 58

**Rarity:** Very Rare

**Hit Points:** 120

**Defense:** 20

**Attack:** +10

**Damage:** 30

**Special Abilities:**

*Unique*

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.

**Cyborg:** Counts as a Droid and a non-Droid character; subject to critical hits and commander effects.

**Mounted Weapon:** Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character.

**Wheeled:** replaces turn; Can move up to 18 squares, then attack

**Force 1**



**34/60 – Munn Guard**

**Cost:** 5

**Rarity:** Uncommon

**Hit Points:** 10

**Defense:** 12

**Attack:** +6

**Damage:** 10



**35/60 – Neimoidian Soldier**

**Cost:** 10  
**Rarity:** Uncommon  
**Hit Points:** 10  
**Defense:** 13  
**Attack:** +7  
**Damage:** 10

*Special Abilities:*

**Accurate Shot:** This character can attack an enemy with cover even if it's not the nearest enemy.



**36/60 – Neimoidian Soldier**

**Cost:** 10  
**Rarity:** Uncommon  
**Hit Points:** 10  
**Defense:** 13  
**Attack:** +7  
**Damage:** 10

*Special Abilities:*

**Accurate Shot:** This character can attack an enemy with cover even if it's not the nearest enemy.



**37/60 – San Hill**

**Cost:** 10  
**Rarity:** Rare  
**Hit Points:** 30  
**Defense:** 12  
**Attack:** +3  
**Damage:** 10

*Special Abilities:*

*Unique*

**Melee:** This character can attack only adjacent enemies.

**Separatist Reserves 20:** If you roll a 1 for initiative, you can add up to 20 points of Separatist characters to your squad immediately before your first activation of the round.

**Commander Effect:** You activate only 1 character each phase (this includes Savage and Droid characters).



**38/60 – Separatist Commando**

**Cost:** 10  
**Rarity:** Common  
**Hit Points:** 20  
**Defense:** 15  
**Attack:** +5  
**Damage:** 20

*Special Abilities:*

**Stealth:** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



**39/60 – Super Battle Droid**

**Cost:** 10  
**Rarity:** Common  
**Hit Points:** 20  
**Defense:** 12  
**Attack:** +2  
**Damage:** 20

*Special Abilities:*

**Charging Fire:** Replaces turn: This character may move up to 12 squares, then attack.

**Droid:** Immune to critical hits; not subject to commander effects.

**Synchronized Fire:** Droid characters who combine fire with this character grant +6 Attack instead of +4.



**40/60 – Super Battle Droid**

**Cost:** 10  
**Rarity:** Common  
**Hit Points:** 20  
**Defense:** 12  
**Attack:** +2  
**Damage:** 20

*Special Abilities:*

**Charging Fire:** Replaces turn: This character may move up to 12 squares, then attack.

**Droid:** Immune to critical hits; not subject to commander effects.

**Synchronized Fire:** Droid characters who combine fire with this character grant +6 Attack instead of +4.



**41/60 – Wat Tambor**

**Cost:** 35  
**Rarity:** Rare  
**Hit Points:** 30  
**Defense:** 15  
**Attack:** +6  
**Damage:** 10

*Special Abilities:*

*Unique*

**Droid Mark:** When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains

**Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11).

**Droid Reinforcement 20:** During setup, after seeing your opponent's squad, you can add up to 20 points of non-Unique Droid characters to your squad.

**Repair 20:** Replaces attacks; touch; remove 20 damage from 1 Droid character.



## Fringe Faction

### 42/60 – Boba Fett, Young Mercenary

**Cost:** 17

**Rarity:** Rare

**Hit Points:** 40

**Defense:** 15

**Attack:** +8

**Damage:** 10

Special Abilities:

*Unique*

**Accurate Shot:** This character can attack an enemy with cover even if it's not the nearest enemy.

**Bounty Hunter +4:** This character gets +4 Attack against Unique enemies.

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.



### 43/60 – Chagrian Mercenary Commander

**Cost:** 13

**Rarity:** Uncommon

**Hit Points:** 40

**Defense:** 16

**Attack:** +8

**Damage:** 10

Special Abilities:

**Commander Effect:** Each follower within 6 squares who scores a critical hit gets +20 Damage on that attack (add the bonus damage after multiplying).



### 44/60 – Devaronian Soldier

**Cost:** 9

**Rarity:** Common

**Hit Points:** 10

**Defense:** 15

**Attack:** +4

**Damage:** 20



### 45/60 – Gotal Fringer

**Cost:** 9

**Rarity:** Uncommon

**Hit Points:** 10

**Defense:** 13

**Attack:** +6

**Damage:** 10

Special Abilities:

**Disintegration:** If this character rolls a natural 20 on an attack, the target is defeated.

**Heavy Weapon:** This character can't attack and move in the same turn.



#### 46/60 – Human Mercenary

**Cost:** 11  
**Rarity:** Uncommon  
**Hit Points:** 30  
**Defense:** 14  
**Attack:** +6  
**Damage:** 20

Special Abilities:

**Mercenary:** This character can move only if it cannot make an attack from its starting space.



#### 47/60 – Iktotchi Tech Specialist

**Cost:** 14  
**Rarity:** Uncommon  
**Hit Points:** 20  
**Defense:** 12  
**Attack:** +4  
**Damage:** 20

Special Abilities:

**Door Gimmick:** At the end of its turn, this character can designate 1 door that it can see as open; it remains open until the end of this character's next turn or until it is defeated.

**Industrial Repair 10:** Replaces attacks; touch; remove 10 damage from 1 character with **Mounted Weapon**.

**Repair 10:** Replaces attacks: touch; remove 10 damage from 1 other Droid character.



#### 48/60 – Medical Droid

**Cost:** 12  
**Rarity:** Rare  
**Hit Points:** 30  
**Defense:** 11  
**Attack:** +0  
**Damage:** 0

Special Abilities:

**Droid:** Immune to critical hits; not subject to commander effects.

**Emergency Life Support:** Adjacent non-Droid allies gain **Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing 11. If both succeed, this character has 10 Hit Points instead of being defeated.)

**Heal 10:** Replaces attacks; touch; remove 10 damage from a non-Droid character.



#### 49/60 – Nautolan Soldier

**Cost:** 8  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 12  
**Attack:** +4  
**Damage:** 10

Special Abilities:

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.



**50/60 – Sly Moore**

**Cost:** 28

**Rarity:** Rare

**Hit Points:** 40

**Defense:** 13

**Attack:** +0

**Damage:** 0

**Special Abilities:**

**Unique**

**Dominate:** Replaces turn; target non-Droid character takes an immediate turn which does not count as one of your 2 activations this phase, even if it has already been activated this round; save 11. The target character cannot move this turn.



**51/60 – Tion Medon**

**Cost:** 22

**Rarity:** Very Rare

**Hit Points:** 60

**Defense:** 14

**Attack:** +4

**Damage:** 10

**Special Abilities:**

**Melee Attack:** This character can attack only adjacent enemies.

**Commander Effect:** Utapaun followers within 6 squares gain **Double Attack** (On its turn, this character can make one extra attack instead of moving).



**52/60 – Utapaun Soldier**

**Cost:** 10

**Rarity:** Common

**Hit Points:** 20

**Defense:** 16

**Attack:** +5

**Damage:** 20



**53/60 – Utapaun Soldier**

**Cost:** 10

**Rarity:** Common

**Hit Points:** 20

**Defense:** 16

**Attack:** +5

**Damage:** 20



**54/60 – Yuzzem**

**Cost:** 18

**Rarity:** Common

**Hit Points:** 40

**Defense:** 14

**Attack:** +6

**Damage:** 20

**Special Abilities:**

**Double Claw Attack:** On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies.

**Rend +20:** If both of its attacks hit the same adjacent enemy, this character's second attack gets +20 Damage.



**55/60 – Zabrak Fringer**

**Cost:** 11

**Rarity:** Common

**Hit Points:** 10

**Defense:** 12

**Attack:** +0

**Damage:** 0

**Special Abilities:**

**Flamethrower 10:** Replaces attacks; range 6; 10 damage to target and to each character adjacent to that target.



## Imperial Faction

### 56/60 – Anakin Skywalker, Sith Apprentice

**Cost:** 39  
**Rarity:** Very Rare  
**Hit Points:** 120  
**Defense:** 19  
**Attack:** +13  
**Damage:** 20

#### Special Abilities:

##### *Unique*

**Melee Attack:** This character can attack only adjacent enemies.

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.

**Loner:** +4 Attack if no allies are within 6 squares.

##### **Force 4**

**Force Grip:** Force 1, replaces attacks: sight; 10 damage.

**Lightsaber Riposte:** Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker.

**Sith Rage:** Force 1: This character get +10 damage on all its attacks this turn.



### 57/60 – Dark Side Adept

**Cost:** 16  
**Rarity:** Uncommon  
**Hit Points:** 60  
**Defense:** 17  
**Attack:** +7  
**Damage:** 10

#### Special Abilities:

**Lightsaber:** +10 Damage against adjacent enemies.



### 58/60 – Darth Vader

**Cost:** 47  
**Rarity:** Very Rare  
**Hit Points:** 140  
**Defense:** 21  
**Attack:** +14  
**Damage:** 20

#### Special Abilities:

##### *Unique*

**Double Attack:** On its turn, this character can make 1 extra attack instead of moving.

**Melee Attack:** This character can attack only adjacent enemies.

##### **Force 4**

**Force Burst:** Force 2, replaces turn; 10 Damage to all other characters with 6 squares.

**Sith Grip:** Force 2, replaces attacks; sight; 20 Damage.

**Sith Rage:** Force 1: This character get +10 damage on all its attacks this turn.



**59/60 – Emperor Palpatine, Sith Lord**

**Cost:** 62

**Rarity:** Very Rare

**Hit Points:** 130

**Defense:** 20

**Attack:** +15

**Damage:** 20

**Special Abilities:**

**Execute Order 66:** Cannot be targeted by characters with **Order 66**.

**Betrayal:** On an attack roll of 1 against this character, the attacking enemy joins this character's squad until the end of the skirmish.

**Melee Attack:** This character can attack only adjacent enemies.

**Triple Attack:** On his turn, this character can make 2 extra attacks instead of moving

**Force 6**

**Lightsaber Assault:** Force 1, replaces attacks; Make two attacks.

**Sith Lightning:** Force 2; replaces attacks; range 6. 30 Damage to 1 target enemy.

**Commander Effect:** Your squad may contain characters with **Order 66**.



**60/60 – Royal Guard**

**Cost:** 11

**Rarity:** Uncommon

**Hit Points:** 30

**Defense:** 17

**Attack:** +8

**Damage:** 20

**Special Abilities:**

**Emperor's Bodyguard:** If Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead

**Melee Attack:** This character can attack only adjacent enemies.



## VIII. Universe Checklist

<u>Faction/Number</u>	<u>Name</u>	<u>Rarity</u>
<b>Republic</b>		
1	<u>Clone Trooper</u>	Common
2	<u>Clone Trooper on BARC Speeder</u>	Rare
3	<u>Elite Clone Trooper</u>	Uncommon
4	<u>Flash Speeder</u>	Uncommon
5	<u>Obi-Wan on Boga</u>	Very Rare
<b>Seperatist</b>		
6	<u>Battle Droid</u>	Uncommon
7	<u>Darth Maul on Speeder</u>	Very Rare
8	<u>Hailfire Droid</u>	Uncommon
9	<u>Nute Gunray</u>	Rare
10	<u>Super Battle Droid</u>	Common
11	<u>Super Battle Droid Commander</u>	Uncommon
<b>Fringe</b>		
12	<u>Abyssin Black Sun Thug</u>	Common
13	<u>Acklay</u>	Uncommon
14	<u>ASP-7</u>	Uncommon
15	<u>B'omarr Monk</u>	Rare
16	<u>Dash Rendar</u>	Rare
17	<u>Dr. Evazan</u>	Very Rare
18	<u>Gonk Power Droid</u>	Common
19	<u>Guri</u>	Rare
20	<u>Kaminoan Ascetic</u>	Common
21	<u>Lando Calrissian, Hero of Taanab</u>	Rare
22	<u>Lobot</u>	Rare
23	<u>Nexu</u>	Uncommon
24	<u>Ponda Baba</u>	Rare
25	<u>Prince Xizor</u>	Very Rare
26	<u>Rancor</u>	Very Rare
27	<u>Reek</u>	Uncommon
28	<u>Rodian Black Sun Vigo</u>	Uncommon
29	<u>Shistavanen Pilot</u>	Uncommon
30	<u>Tusken Raider on Bantha</u>	Uncommon
31	<u>Vornskr</u>	Common
32	<u>X-1 Viper Droid</u>	Uncommon
<b>Imperial</b>		
33	<u>AT-ST</u>	Rare
34	<u>Baron Fel</u>	Very Rare
35	<u>Dark Side Marauder</u>	Uncommon

36	<u>Dark Trooper Phase III</u>	Uncommon
37	<u>Darth Vader, Jedi Hunter</u>	Rare
38	<u>Grand Admiral Thrawn</u>	Very Rare
39	<u>Nightsister Sith Witch</u>	Uncommon
40	<u>Noghri</u>	Uncommon
41	<u>Stormtrooper</u>	Common
42	<u>Stormtrooper Commander</u>	Uncommon
<b>Rebel</b>		
43	<u>Admiral Ackbar</u>	Very Rare
44	<u>Bith Rebel</u>	Common
45	<u>Chewbacca, Rebel Hero</u>	Rare
46	<u>Dressellian Commando</u>	Common
47	<u>Han Solo, Rebel Hero</u>	Rare
48	<u>Luke Skywalker on Tauntaun</u>	Rare
49	<u>Nien Nunb</u>	Rare
50	<u>Princess Leia, Rebel Hero</u>	Very Rare
51	<u>Wedge Antilles</u>	Rare
<b>New Republic</b>		
52	<u>Kyle Katarn</u>	Very Rare
53	<u>Luke Skywalker, Jedi Master</u>	Very Rare
54	<u>New Republic Commander</u>	Uncommon
55	<u>New Republic Trooper</u>	Common
56	<u>Young Jedi Knight</u>	Common
<b>Yuuzhan Vong</b>		
57	<u>Nom Anor</u>	Rare
58	<u>Warmaster Tsavong Lah</u>	Very Rare
59	<u>Yuuzhan Vong Subaltern</u>	Uncommon
60	<u>Yuuzhan Vong Warrior</u>	Common

## IX. Universe Individual Pictures and Stats

### Republic Faction

#### 01/60 – Clone Trooper

**Cost:** 9

**Rarity:** Common

**Hit Points:** 10

**Defense:** 13

**Attack:** +6

**Damage:** 20

#### Special Abilities:

**Order 66** A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from previous sets whose names contain the words "Clone Trooper" are also considered to have Order 66, even though it is not printed on their stat cards.



#### 02/60 – Clone Trooper on BARC Speeder

**Cost:** 29

**Rarity:** Rare

**Hit Points:** 60

**Defense:** 17

**Attack:** +7

**Damage:** 20

#### Special Abilities:

**Accelerate** This character can move up to 24 squares if it does not attack.

**Flight** This character ignores enemy characters, low obstacles, and pits when moving.

**Order 66** A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from previous sets whose names contain the words "Clone Trooper" are also considered to have Order 66, even though it is not printed on their stat cards.

**Strafe Attack** As this character moves, it can attack each enemy whose space it enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space it has just left.



### 03/60 – Elite Clone Trooper

**Cost:** 11

**Rarity:** Uncommon

**Hit Points:** 20

**Defense:** 14

**Attack:** +8

**Damage:** 20

#### Special Abilities:

**Order 66** A character with this special ability may be in a squad with Emperor Palpatine, Sith Lord, regardless of faction. Characters from previous sets whose names contain the words "Clone Trooper" are also considered to have Order 66, even though it is not printed on their stat cards.



### 04/60 – Flash Speeder

**Cost:** 41

**Rarity:** Uncommon

**Hit Points:** 80

**Defense:** 16

**Attack:** +7

**Damage:** 30

#### **Special Abilities:**

**Flight** This character ignores enemy characters, low obstacles, and pits when moving.

**Mobile Attack** Can move both before and after attacking.

**Mounted Weapon** Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character.

**Speed 12** Can move up to 12 squares and attack, or 24 squares without attacking.



### 05/60 – Obi-Wan on Boga

**Cost:** 41

**Rarity:** Very Rare

**Hit Points:** 130

**Defense:** 21

**Attack:** +15

**Damage:** 20

#### Special Abilities:

*Unique*

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Melee Attack** This character can attack only adjacent enemies.

**Speed 8** Can move up to 8 squares and attack, or 16 squares without attacking.

**Wall Climber** (Ignores enemy characters, low obstacles, and pits when moving and adjacent to a wall.)



#### **Force Powers:**

**Force:** 5

**Heal 20** Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character.

**Lightsaber Deflect** Force 1: When hit by a non-melee attack, this character takes no damage with a save of 11.

## Separatist Faction

### 06/60 – Battle Droid

**Cost:** 4

**Rarity:** Uncommon

**Hit Points:** 10

**Defense:** 9

**Attack:** +0

**Damage:** 10

Special Abilities:

**Droid** Immune to critical hits; not subject to commander effects



### 07/60 – Darth Maul on Speeder

**Cost:** 57

**Rarity:** Very Rare

**Hit Points:** 140

**Defense:** 21

**Attack:** +14

**Damage:** 20

Special Abilities:

*Unique*

**Accelerate** This character can move up to 24 squares if it does not attack.

**Charging Assault +10** Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy.

**Cleave** Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy.

**Deadly Attack** Scores a critical hit on an attack roll of natural 19 or 20.

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Melee Attack** This character can attack only adjacent enemies.



**Force Powers:**

**Force:** 3

**Lightsaber Assault** Force 1, replaces attacks; Make two attacks.

**Sith Rage** Force 1: This character get +10 damage on all its attacks this turn.

### 08/60 – Hailfire Droid

**Cost:** 36

**Rarity:** Uncommon

**Hit Points:** 60

**Defense:** 13

**Attack:** +8

**Damage:** 30

Special Abilities:

**Damage Reduction 10** Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.

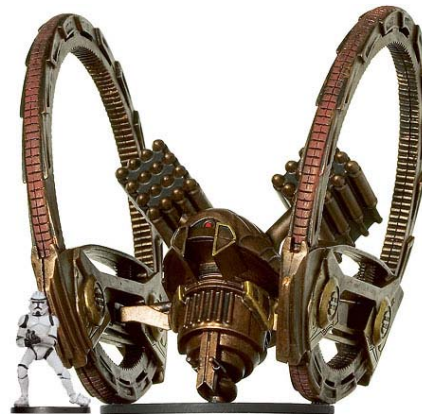
**Droid** Immune to critical hits; not subject to commander effects

**Missiles 40** Replaces attacks: sight; 40 damage to target and to each character adjacent to that target; save 11.

**Mounted Weapon** Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character.

**Rigid** Can't squeeze.

**Wheeled** replaces turn; Can move up to 18 squares, then attack.



### 09/60 – Nute Gunray

**Cost:** 30

**Rarity:** Rare

**Hit Points:** 30

**Defense:** 12

**Attack:** +0

**Damage:** 0

#### Special Abilities:

##### Unique

**Separatist Reinforcements 20** During setup, after seeing your opponent's squad, you can add up to 20 points of Separatist characters to your squad.

**Separatist Reserves 20** If you roll a 1 for initiative, you can add up to 20 points of Separatist characters to your squad immediately before your first activation of the round.

#### **Commander Effect:**

Allies get -2 attack and gain **Speed 4** (Can move only 4 squares and attack, or 8 squares without attacking.).



### 10/60 – Super Battle Droid

**Cost:** 10

**Rarity:** Common

**Hit Points:** 20

**Defense:** 12

**Attack:** +2

**Damage:** 20

#### Special Abilities:

**Charging Fire** Replaces turn: This character may move up to 12 squares, then attack.

**Droid** Immune to critical hits; not subject to commander effects

**Synchronized Fire** Droid characters who combine fire with this character grant +6 Attack instead of +4.



### 11/60 – Super Battle Droid Commander

**Cost:** 19

**Rarity:** Uncommon

**Hit Points:** 40

**Defense:** 14

**Attack:** +4

**Damage:** 30

#### Special Abilities:

**Droid** Immune to critical hits; not subject to commander effects

**Synchronized Fire** Droid characters who combine fire with this character grant +6 Attack instead of +4.

#### **Commander Effect:**

Droids are subject to this commander effect: Non-Unique Droid followers within 6 squares gain **Careful Shot +4** (On this character's turn, if it doesn't move, it gets +4 Attack.)



## Fringe Faction

### 12/60 – Abyssin Black Sun Thug

**Cost:** 8

**Rarity:** Common

**Hit Points:** 20

**Defense:** 11

**Attack:** +4

**Damage:** 10

Special Abilities:

**Cunning Attack** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.

**Stealth** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



### 13/60 – Acklay

**Cost:** 49

**Rarity:** Uncommon

**Hit Points:** 130

**Defense:** 15

**Attack:** +8

**Damage:** 20

Special Abilities:

**Cleave** Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy.

**Damage Reduction 10** Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.

**Melee Attack** This character can attack only adjacent enemies.

**Melee Reach 2** Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack.

**Savage** This character must end its move next to an enemy if it can and does not benefit from commander effects.

**Triple Attack** On its turn, this character can make 2 extra attacks instead of moving.



### 14/60 – ASP-7

**Cost:** 10

**Rarity:** Uncommon

**Hit Points:** 10

**Defense:** 15

**Attack:** +0

**Damage:** 10

Special Abilities:

**Droid** Immune to critical hits; not subject to commander effects

**Heavy Weapon** This character can't attack and move in the same turn.

**Industrial Repair 10** Replaces attacks; touch; remove 10 damage from 1 character with **Mounted Weapon**.

**Lift** Replaces attacks: touch; Move 1 adjacent Small or Medium ally to any space adjacent to this character. This move does not provoke attacks of opportunity.



**15/60 – B'omarr Monk**

**Cost:** 32

**Rarity:** Rare

**Hit Points:** 40

**Defense:** 15

**Attack:** +4

**Damage:** 20



**Special Abilities:**

**Cyborg** Counts as a Droid and a non-Droid character; subject to critical hits and commander effects.

**Dominate** Replaces turn; target non-Droid character takes an immediate turn which does not count as one of your 2 activations this phase, even if it has already been activated this round; save 11. The target character cannot move this turn.

**Melee Attack** This character can attack only adjacent enemies.

**16/60 – Dash Rendar**

**Cost:** 21

**Rarity:** Rare

**Hit Points:** 60

**Defense:** 15

**Attack:** +6

**Damage:** 20



**Special Abilities:**

*Unique*

**Opportunist** This character gets +4 attack and +10 damage against an activated opponent.

**17/60 – Dr. Evazan**

**Cost:** 10

**Rarity:** Very Rare

**Hit Points:** 30

**Defense:** 13

**Attack:** +3

**Damage:** 10



**Special Abilities:**

*Unique*

**Homicidal Surgery** Replaces turn: touch; deal 10 damage to a non-Droid character. An allied character can instead remove 10 damage from itself with a save of 11.

**Rapport** Ponda Baba costs 1 less when in the same squad as this character.

### 18/60 – Gonk Power Droid

**Cost:** 12  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 15  
**Attack:** +0  
**Damage:** 0



#### Special Abilities:

**Droid** Immune to critical hits; not subject to commander effects

**Power Coupling** At the end of this character's turn choose 1 adjacent small or medium ally without Melee attack.. That ally gains an extra attack if it doesn't move - only effective until the end of the character's next turn or until this character is no longer adjacent.

**Self Destruct 20** When this character is defeated, each adjacent character takes 20 damage.

**Speed 2** Can move only 2 squares and attack, or 4 squares without attacking.

### 19/60 – Guri

**Cost:** 25  
**Rarity:** Rare  
**Hit Points:** 90  
**Defense:** 20  
**Attack:** +13  
**Damage:** 10



#### Special Abilities:

##### *Unique*

**Cunning Attack** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Droid** Immune to critical hits; not subject to commander effects

**Melee Attack** This character can attack only adjacent enemies.

**Mobile Attack** Can move both before and after attacking.

**Stealth** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.

**Xizor's Bodyguard** If Prince Xizor is an adjacent ally and would take damage from an attack, this character can take the damage instead.

### 20/60 – Kaminoan Ascetic

**Cost:** 6  
**Rarity:** Common  
**Hit Points:** 20  
**Defense:** 13  
**Attack:** +6  
**Damage:** 10



#### Special Abilities:

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Melee Attack** This character can attack only adjacent enemies.

### 21/60 – Lando Calrissian, Hero of Taanab

**Cost:** 23

**Rarity:** Rare

**Hit Points:** 60

**Defense:** 18

**Attack:** +9

**Damage:** 10

#### Special Abilities:

*Unique*

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Mobile Attack** Can move both before and after attacking.

**Opportunist** This character gets +4 attack and +10 damage against an activated opponent.

#### **Commander Effect:**

Non-unique followers within 6 squares gain **Mobile Attack** (Can move both before and after attacking).



### 22/60 – Lobot

**Cost:** 27

**Rarity:** Rare

**Hit Points:** 20

**Defense:** 11

**Attack:** +0

**Damage:** 0

#### Special Abilities:

*Unique*

**Cyborg** Counts as a Droid and a non-Droid character; subject to critical hits and commander effects.

**Fringe Reinforcements 20** During setup, after seeing your opponent's squad, you can add up to 20 points of Fringe characters to your squad.

**Override** At the end of its turn, this character can designate 1 door that it can see as open or closed; it remains open or closed until the end of this character's next turn, or until it is defeated.



### 23/60 – Nexu

**Cost:** 15

**Rarity:** Uncommon

**Hit Points:** 50

**Defense:** 16

**Attack:** +7

**Damage:** 10

#### Special Abilities:

**Ambush** On its turn, this character can move and then make all of its attacks against a single enemy who has not activated this round.

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Melee Attack** This character can attack only adjacent enemies.

**Savage** This character must end its move next to an enemy if it can and does not benefit from commander effects.

**Speed 8** Can move up to 8 squares and attack, or 16 squares without attacking.

**Stealth** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



**24/60 – Ponda Baba**

**Cost:** 9

**Rarity:** Rare

**Hit Points:** 30

**Defense:** 15

**Attack:** +5

**Damage:** 10

**Special Abilities:**

**Unique**

**Bounty Hunter +4** This character gets +4 Attack against Unique enemies.

**Rapport** Dr. Evazan costs 1 less when in the same squad as this character.



**25/60 – Prince Xizor**

**Cost:** 40

**Rarity:** Very Rare

**Hit Points:** 100

**Defense:** 22

**Attack:** +12

**Damage:** 10

**Special Abilities:**

**Unique**

**Pheromones** Cancel an attack made by an enemy within 6 squares that targets this character; the attacker can avoid this effect with a save of 11.

**Commander Effect:**

Allies with Stealth gain **Accurate Shot** (This character can attack an enemy with cover even if it's not the nearest enemy.).



**26/60 – Rancor**

**Cost:** 33

**Rarity:** Very Rare

**Hit Points:** 100

**Defense:** 18

**Attack:** +8

**Damage:** 20

**Special Abilities:**

**Melee Attack** This character can attack only adjacent enemies.

**Melee Reach 2** Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack.

**Regeneration 10** If this character doesn't move on its turn remove 10 damage from it at the end of that turn.

**Savage** This character must end its move next to an enemy if it can and does not benefit from commander effects.

**Speed 8** Can move up to 8 squares and attack, or 16 squares without attacking.

**Triple Attack** On its turn, this character can make 2 extra attacks instead of moving.



**27/60 – Reek**

**Cost:** 51  
**Rarity:** Uncommon  
**Hit Points:** 200  
**Defense:** 17  
**Attack:** +12  
**Damage:** 20

**Special Abilities:**

**Charging Assault +20** Replaces turn: Can move up to 12 squares, then make an attack at +20 Damage against an adjacent enemy.

**Melee Attack** This character can attack only adjacent enemies.

**Savage** This character must end its move next to an enemy if it can and does not benefit from commander effects.



**28/60 – Rodian Black Sun Vigo**

**Cost:** 24  
**Rarity:** Uncommon  
**Hit Points:** 40  
**Defense:** 18  
**Attack:** +5  
**Damage:** 10

**Special Abilities:**

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Fringe Reserves 20** Fringe Reserves 20 (If you roll an 11 for initiative, you can add up to 20 points of Fringe characters to your squad immediately before your first activation of the round.

**Stealth** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.

**Commander Effect:**

Each follower within 6 squares who has cover cannot be targeted by Accurate Shot unless it is the nearest enemy.



**29/60 – Shistavanen Pilot**

**Cost:** 12  
**Rarity:** Uncommon  
**Hit Points:** 30  
**Defense:** 15  
**Attack:** +6  
**Damage:** 10

**Special Abilities:**

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Loner** +4 Attack if no allies are within 6 squares.



### 30/60 – Tusken Raider on Bantha

**Cost:** 22

**Rarity:** Uncommon

**Hit Points:** 90

**Defense:** 18

**Attack:** +5

**Damage:** 20

*Special Abilities:*

**Mighty Swing** On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies.

**Momentum** If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies.

**Sniper** Other characters do not provide cover against this character's attack.



### 31/60 – Vornskr

**Cost:** 27

**Rarity:** Common

**Hit Points:** 70

**Defense:** 18

**Attack:** +10

**Damage:** 10

*Special Abilities:*

**Jedi Hunter** +4 Attack and +10 Damage against enemies with Force ratings.

**Melee Attack** This character can attack only adjacent enemies.

**Paralysis** If this character hits, target is considered activated this round, save 11.

**Poison +10** +10 damage, save 11.

**Stealth** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



### 32/60 – X-1 Viper Droid

**Cost:** 46

**Rarity:** Uncommon

**Hit Points:** 130

**Defense:** 16

**Attack:** +8

**Damage:** 30

*Special Abilities:*

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Droid** Immune to critical hits; not subject to commander effects

**Molecular Shielding** When hit by an attack from a nonadjacent enemy, the attacker makes a save of 11. If the save fails, this character takes no damage and the attacker takes damage equal to the prevented damage.

**Mounted Weapon** Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character.



## Imperial Faction

### 33/60 – AT-ST

**Cost:** 54  
**Rarity:** Rare  
**Hit Points:** 120  
**Defense:** 14  
**Attack:** +8  
**Damage:** 40

Special Abilities:

**Damage Reduction 10** Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Grenades 20** Replaces attacks; range 6; 20 damage to target and to each character adjacent to that target; save 11.

**Mobile Attack** Can move both before and after attacking.

**Mounted Weapon** Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character.

**Rigid** Can't squeeze.



### 34/60 – Baron Fel

**Cost:** 18  
**Rarity:** Very Rare  
**Hit Points:** 50  
**Defense:** 16  
**Attack:** +9  
**Damage:** 10

Special Abilities:

*Unique*

**Deadeye** On this character's turn, if it doesn't move, it gets +10 Damage.

**Commander Effect:**

Followers within 6 squares who combine fire grant +6 Attack instead of +4.



### 35/60 – Dark Side Marauder

**Cost:** 22  
**Rarity:** Uncommon  
**Hit Points:** 90  
**Defense:** 18  
**Attack:** +10  
**Damage:** 20

Special Abilities:

**Melee Attack** This character can attack only adjacent enemies.

**Force Powers:**

**Force:** 2

**Sith Rage** Force 1: This character get +10 damage on all its attacks this turn.



### 36/60 – Dark Trooper Phase III

**Cost:** 25  
**Rarity:** Uncommon  
**Hit Points:** 80  
**Defense:** 17  
**Attack:** +10  
**Damage:** 20

#### Special Abilities:

**Droid** Immune to critical hits; not subject to commander effects  
**Missiles 20** Replaces attacks: sight; 20 damage to target and to each character adjacent to that target; save 11.



### 37/60 – Darth Vader, Jedi Hunter

**Cost:** 75  
**Rarity:** Rare  
**Hit Points:** 140  
**Defense:** 23  
**Attack:** +16  
**Damage:** 20

#### Special Abilities:

##### *Unique*

**Dark Armor** When this character takes damage, it reduces the damage dealt by 10 with a save of 11. Adjacent enemies with lightsabers ignore this special ability.

**Jedi Hunter** +4 Attack and +10 Damage against enemies with Force ratings.

**Melee Attack** This character can attack only adjacent enemies.

**Triple Attack** On it's turn, this character can make 2 extra attacks instead of moving.

#### **Force Powers:**

##### **Force: 2**

**Force Grip** Force 1, replaces attacks: sight; 10 damage.

**Force Renewal 1** This character gets Force 1 each time he activates.

**Force Whirlwind** Force 2, replaces attacks: range 6; 20 damage to target and each character adjacent to that target; save 11.

**Lightsaber Block** Force 1: When hit by a melee attack, this character takes no damage on a save of 11.

**Lightsaber Deflect** Force 1: When hit by a non-melee attack, this character takes no damage with a save of 11.

**Lightsaber Sweep** Force 1, replaces attacks: This character can attack every adjacent enemy once.



### 38/60 – Grand Admiral Thrawn

**Cost:** 37

**Rarity:** Very Rare

**Hit Points:** 80

**Defense:** 18

**Attack:** +12

**Damage:** 10

#### Special Abilities:

##### *Unique*

**Master Tactician** Roll for initiative as normal, except you automatically choose who goes first unless you roll a 1.

**Ysalamiri** Characters within 6 squares cannot spend force points. This character and characters within 6 squares cannot be targeted by Force powers.

#### **Commander Effect:**

Non-Unique followers within 6 squares get +3 attack and + 3 defense.

At the end of this character's turn, 2 allies within 6 squares of this character may switch position. The 2 allies that can be switched with his commander ability must have the same base size.



### 39/60 – Nightsister Sith Witch

**Cost:** 17

**Rarity:** Uncommon

**Hit Points:** 60

**Defense:** 16

**Attack:** +8

**Damage:** 20

#### Special Abilities:

**Empathy** Allies with Savage within 6 squares lose Savage.

**Melee Attack** This character can attack only adjacent enemies.

#### **Force Powers:**

**Force:** 3

**Force Lightning** Force 2, replaces attacks: range 6; 30 damage to 1 target and up to 2 characters adjacent to that target.



### 40/60 – Noghri

**Cost:** 16

**Rarity:** Uncommon

**Hit Points:** 40

**Defense:** 16

**Attack:** +7

**Damage:** 10

#### Special Abilities:

**Cunning Attack** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.

**Melee Attack** This character can attack only adjacent enemies.

**Mighty Swing** On it's turn, if this character doesn't move, it gets +10 Damage against adjacent enemies.

**Stealth** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.

**Thrawn's Bodyguard** If Thrawn is an adjacent ally and would take damage from an attack, this character can take the damage instead.



**41/60 – Stormtrooper**

**Cost:** 5

**Rarity:** Common

**Hit Points:** 10

**Defense:** 16

**Attack:** +4

**Damage:** 10



**42/60 – Stormtrooper Commander**

**Cost:** 15

**Rarity:** Uncommon

**Hit Points:** 40

**Defense:** 18

**Attack:** +8

**Damage:** 10

**Special Abilities:**

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Commander Effect:**

At the end of this turn, this character can choose 1 adjacent non-unique follower. That follower gets +10 damage until the end of this character's next turn, or until this character is defeated.



## Rebel Faction

### 43/60 – Admiral Ackbar

**Cost:** 21  
**Rarity:** Very Rare  
**Hit Points:** 70  
**Defense:** 14  
**Attack:** +4  
**Damage:** 10

#### Special Abilities:

##### *Unique*

**"It's a Trap!"** Enemies with Stealth within 6 squares lose Stealth.

**Recon** Roll twice for initiative, choosing either roll, once per round if any character in the same squad with Recon has line of sight to an enemy.



#### **Commander Effect:**

Followers within 6 squares gain +4 attack against activated enemies.

### 44/60 – Bith Rebel

**Cost:** 5  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 13  
**Attack:** +3  
**Damage:** 10

#### Special Abilities:

**Micro-Vision** +4 Attack against targets within 6 squares.



### 45/60 – Chewbacca, Rebel Hero

**Cost:** 30  
**Rarity:** Rare  
**Hit Points:** 120  
**Defense:** 17  
**Attack:** +9  
**Damage:** 20

#### Special Abilities:

##### *Unique*

**Bodyguard** If an adjacent ally would take damage from an attack, this character can take the damage instead.

**Cleave** Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy.

**Demolish** Ignore *Damage Reduction* of adjacent enemies.

**Gunner** Can combine fire with adjacent allies who have **Mounted Weapon**.

**Industrial Repair 10** Replaces attacks; touch; remove 10 damage from 1 character with **Mounted Weapon**.

**Momentum** If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies.

**Repair 10** Replaces attacks: touch; remove 10 damage from 1 other Droid character.



#### 46/60 – Dressellian Commando

**Cost:** 14  
**Rarity:** Common  
**Hit Points:** 50  
**Defense:** 15  
**Attack:** +5  
**Damage:** 10

#### Special Abilities:

**Deadeye** On this character's turn, if it doesn't move, it gets +10 Damage.

**Loner** +4 Attack if no allies are within 6 squares.

**Stealth** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



#### 47/60 – Han Solo, Rebel Hero

**Cost:** 35  
**Rarity:** Rare  
**Hit Points:** 90  
**Defense:** 19  
**Attack:** +11  
**Damage:** 20

#### Special Abilities:

##### *Unique*

**Accurate Shot** This character can attack an enemy with cover even if it's not the nearest enemy.

**Cunning Attack** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.

**Mobile Attack** Can move both before and after attacking.

#### **Force Powers:**

**Force:** 1

#### **Commander Effect:**

Followers within 6 squares gain **Advantageous Attack** (+10 Damage against an enemy who has not activated this round)



#### 48/60 – Luke Skywalker on Tauntaun

**Cost:** 16  
**Rarity:** Rare  
**Hit Points:** 60  
**Defense:** 17  
**Attack:** +8  
**Damage:** 10

#### Special Abilities:

##### *Unique*

**Lightsaber** +10 Damage against adjacent enemies.

**Speed 8** Can move up to 8 squares and attack, or 16 squares without attacking.

#### **Force Powers:**

**Force:** 3

**"Use the Force"** Force 3: This character's next attack is a critical hit.



**49/60 – Nien Nunb**

**Cost:** 17

**Rarity:** Rare

**Hit Points:** 50

**Defense:** 15

**Attack:** +8

**Damage:** 20

Special Abilities:

*Unique*



**50/60 – Princess Leia, Rebel Hero**

**Cost:** 14

**Rarity:** Very Rare

**Hit Points:** 60

**Defense:** 15

**Attack:** +8

**Damage:** 10

Special Abilities:

*Unique*



**Force Powers:**

**Force:** 2

**Commander Effect:**

When a follower within 6 squares defeats an enemy, it may immediately move 2 squares. This move does not provoke attacks of opportunity and does not prevent the use of extra attacks.

**51/60 – Wedge Antilles**

**Cost:** 22

**Rarity:** Rare

**Hit Points:** 70

**Defense:** 18

**Attack:** +9

**Damage:** 10

Special Abilities:

*Unique*

**Avoid Defeat** Whenever this character would be defeated, make 2 saves, each needing 11. If both succeed, this character has 10 Hit Points instead of being defeated.

**Evade** When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11.

**Grenades 10** Replaces attacks; range 6; 10 damage to target and to each character adjacent to that target; save 11.



**Commander Effect:**

Allied Pilots gain **Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11.)

## New Republic Faction

### 52/60 – Kyle Katarn

**Cost:** 31

**Rarity:** Very Rare

**Hit Points:** 120

**Defense:** 18

**Attack:** +12

**Damage:** 10

#### Special Abilities:

*Unique*

**Accurate Shot** This character can attack an enemy with cover even if it's not the nearest enemy.

**Lightsaber** +10 Damage against adjacent enemies.

**Stealth** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.

#### **Force Powers:**

**Force:** 2



### 53/60 – Luke Skywalker, Jedi Master

**Cost:** 74

**Rarity:** Very Rare

**Hit Points:** 130

**Defense:** 22

**Attack:** +16

**Damage:** 20

#### Special Abilities:

*Unique*

**Melee Attack** This character can attack only adjacent enemies.

**Triple Attack** On its turn, this character can make 2 extra attacks instead of moving.

#### **Force Powers:**

**Force:** 2

**Force Leap** Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity.

**Force Renewal 1** This character gets Force 1 each time he activates.

**Lightsaber Block** Force 1: When hit by a melee attack, this character takes no damage on a save of 11.

**Lightsaber Deflect** Force 1: When hit by a non-melee attack, this character takes no damage with a save of 11.

**Lightsaber Sweep** Force 1, replaces attacks: This character can attack every adjacent enemy once.

**Lightsaber Throw** Force 1, replaces attacks: Attack 1 enemy within 6 squares.

**Master Speed** Force 1: This character can move 6 extra squares on its turn as part of its move.

#### **Commander Effect:**

Each ally with a Force rating starts with +1 Force.



**54/60 – New Republic Commander**

**Cost:** 19  
**Rarity:** Uncommon  
**Hit Points:** 40  
**Defense:** 15  
**Attack:** +10  
**Damage:** 20

*Special Abilities:*

**Careful Shot +4** On this character's turn, if it doesn't move, it gets +4 Attack.  
**Deadeye** On this character's turn, if it doesn't move, it gets +10 Damage.

**Commander Effect:**

Trooper followers gain **Careful Shot +4** (On this character's turn, if it doesn't move, it gets +4 Attack.).



**55/60 – New Republic Trooper**

**Cost:** 10  
**Rarity:** Common  
**Hit Points:** 10  
**Defense:** 13  
**Attack:** +7  
**Damage:** 20

*Special Abilities:*

**Advantageous Cover** This character gets +8 defense from cover instead of +4.



**56/60 – Young Jedi Knight**

**Cost:** 21  
**Rarity:** Common  
**Hit Points:** 60  
**Defense:** 18  
**Attack:** +11  
**Damage:** 20

*Special Abilities:*

**Melee Attack** This character can attack only adjacent enemies.

**Force Powers:**

**Force: 2**

**Knight Speed** Force 1: Can move 4 extra squares on its turn as part of its move.



## Yuuzhan Vong Faction

### 57/60 – Nom Anor

**Cost:** 34

**Rarity:** Rare

**Hit Points:** 80

**Defense:** 18

**Attack:** +12

**Damage:** 10

#### Special Abilities:

##### Unique

**Cunning Attack** This character gets +4 Attack and +10 Damage against an enemy who has not activated this round.

**Force Immunity** Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities.

**Loner** +4 Attack if no allies are within 6 squares.

**Oogloth Masquer** At the start of the skirmish, choose a non-Unique allied character. That ally gains **Stealth**.

**Plaeryin Bol** Replaces turn: 40 damage to an adjacent enemy, save 11.

**Stealth** If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.



#### **Commander Effect:**

All allies with Stealth (including this character) that have cover cannot be targeted by a non-adjacent enemy.

Characters in a your squad with Stealth gain **Self-Destruct 20** (When this character is defeated, each adjacent character takes 20 damage)

### 58/60 – Warmaster Tsavong Lah

**Cost:** 63

**Rarity:** Very Rare

**Hit Points:** 200

**Defense:** 18

**Attack:** +15

**Damage:** 10

#### Special Abilities:

##### Unique

**Cleave** Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy.

**Force Immunity** Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities.

**Melee Attack** This character can attack only adjacent enemies.

**Momentum** If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies.

**Triple Attack** On it's turn, this character can make 2 extra attacks instead of moving.

**Vonduun Crab Armor 6** When this character takes damage, it can reduce the damage dealt by 10 with a save of 6.



#### **Commander Effect:**

Allied Yuuzhan Vong who end their move within 6 squares gain **Momentum** (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies)

### 59/60 – Yuuzhan Vong Subaltern

**Cost:** 17  
**Rarity:** Uncommon  
**Hit Points:** 40  
**Defense:** 14  
**Attack:** +5  
**Damage:** 10

#### Special Abilities:

**Double Attack** On its turn, this character can make 1 extra attack instead of moving.

**Force Immunity** Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities.

**Melee Attack** This character can attack only adjacent enemies.

**Razorbug** Replaces attacks; sight; 10 damage, save 11.

**Thud Bug** Replaces attacks; range 6: Inflict 10 damage on target character. Target is considered activated this round, save 11. Droids, Huge characters and mounted weapons ignore the non-damaging effect.

**Vonduun Crab Armor 11** When this character takes damage, it can reduce the damage dealt by 10 with a save of 11.



### 60/60 – Yuuzhan Vong Warrior

**Cost:** 8  
**Rarity:** Common  
**Hit Points:** 30  
**Defense:** 13  
**Attack:** +3  
**Damage:** 10

#### Special Abilities:

**Force Immunity** Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities.

**Melee Attack** This character can attack only adjacent enemies.

**Thud Bug** Replaces attacks; range 6: Inflict 10 damage on target character.

Target is considered activated this round, save 11. Droids, Huge characters and mounted weapons ignore the non-damaging effect.

**Vonduun Crab Armor 16** When this character takes damage, it can reduce the damage dealt by 10 with a save of 16.

