

JANGO FETT, BOUNTY HUNTER 56

Hit Points 120
 Defense 19
 Attack +10
 Damage 20

Special Abilities
 Unique
 Flight (Ignores difficult terrain, enemy characters, low objects, 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)
 Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)
 Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
 Missiles 20 (Replaces attacks: sight; 20 damage to target and to each character adjacent to that target; save II)
 Sniper (Other characters do not provide cover against this character's attack)



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4-LOM 21

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 enemies)
 Careful Shot +4 (On this character's turn, if it doesn't move, it gets +4 Attack)



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4-LOM, BOUNTY HUNTER 33

Hit Points 90
 Defense 18
 Attack +9
 Damage 30

Special Abilities
 Unique
 Droid (Immune to critical hits; not subject to commander effects)
 Bounty Hunter +4 (+4 Attack against Unique enemies)
 Careful Shot +4 (On this character's turn, if it doesn't move, it gets +4 Attack)
 Paralysis (A living enemy hit by this character's attack is considered activated this round; save II)
 Rapport (A character whose name contains Zuckuss costs 1 less when in the same squad as this character)

The droid 4-LOM broke programming to become a master thief, then received a lethal upgrade to take on bounty-hunting assignments.



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4-LOM, Droid Mercenary 35

Hit Points 110
 Defense 20
 Attack 10
 Damage 30

Special Abilities
 Unique
 Droid (Immune to critical hits; not subject to commander effects)
 Bounty Hunter +4 (+4 Attack against Unique enemies)
 Careful Shot +4 (On this character's turn, if it doesn't move, it gets +4 Attack)
 Rapport (A character whose name contains Zuckuss costs 1 less when in the same squad as this character)
 Stun Gas (Replaces attacks: adjacent living targets are considered activated this round and cannot make attacks of opportunity this turn; save II negates. Huge and larger characters ignore this special ability.)

The former protocol droid 4-LOM worked for Jabba the Hutt alongside the Band bounty hunter Zuckuss.



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AURRA SING, JEDI HUNTER 41

Hit Points 130
 Defense 20
 Attack +12
 Damage 10

Special Abilities
 Unique
 Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
 Lightsaber (+10 Damage against adjacent enemies)
 Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers
 Force 2
 Blaster Barrage (Force 1, replaces attacks: Can attack each legal target once)

The bounty hunter Aurra Sing loves to collect lightsabers—preferably from defeated Jedi.



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AURRA SING 37

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 Powers
 Force 2
 Lightsaber Sweep (Force 1, replaces attacks: This character can attack each adjacent enemy once)



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AYY VIDA 19

Hit Points 50
Defense 16
Attack +11
Damage 10

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)
Paralysis (A living enemy hit by this character's attack is considered activated this round; save II)
Poison +20 (+20 Damage to living enemy; save II)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

This Twi'lek assassin masquerades as a dancer to get close to her targets.

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16/60 ★

Blood Carver Assassin 11

Hit Points 40
Defense 15
Attack 8
Damage 10

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)
Deathstrike ((+10 Damage against an enemy who is adjacent to an ally)

Blood Carvers are as renowned for their assassination skills as they are for their ornate sculpture.

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23/40 •

BOBA FETT, YOUNG MERCENARY 17

Hit Points 40
Defense 15
Attack +8
Damage 10

Special Abilities
 Unique
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter +4 (+4 Attack against Unique enemies)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Now on the run, Boba Fett hates both the Republic and the Separatists for the death of his father, Jango.

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42/60 ★

BOBA FETT, ENFORCER 38

Hit Points 100
Defense 19
Attack +11
Damage 20

Special Abilities
 Unique
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter +4 (+4 Attack against Unique enemies)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of II)
Missiles 30 (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save II)
Mobile Attack (Can move both before and after attacking)
Net Gun (Replaces attacks: range 6; target enemy and each character adjacent to that target are considered activated this round; save II negates. Huge and larger characters and characters with Mounted Weapon ignore this effect.)

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BOBA FETT 50

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)

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BOBA FETT, MERCENARY COMMANDER 57

Hit Points 120
Defense 20
Attack +13
Damage 20

Special Abilities
 Unique, Flight
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round); **Double Attack**
Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)
Missiles 30 (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save II)
Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)

Commander Effect
 Mandalorian followers within 6 squares gain Accurate Shot.

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BOBA FETT, MERCENARY 58

Hit Points 110
Defense 19
Attack +10
Damage 20

Special Abilities
 Unique, Flight
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter +4 (+4 Attack against Unique enemies)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Intuition (Once per round, after initiative is determined, this character can immediately move up to his Speed before any other character activates)

Boba Fett's distinctive, battered armor strikes fear into the hearts of fugitives.

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BOBA FETT, BOUNTY HUNTER 62

Hit Points 120
Defense 20
Attack +12
Damage 20

Special Abilities
 Unique
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter +6 (+6 Attack against Unique enemies)
Disintegration (If this character rolls a natural 20 on an attack, the target is defeated)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)
Famethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)
Mobile Attack (Can move both before and after attacking)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

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Bomo Greenbark 18

Hit Points 50
Defense 17
Attack 6
Damage 10

Special Abilities
 Unique
Impulsive Reprisal (If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +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)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

A Nosaurian originally in the service of the Separatists, Bomo Greenbark later stood with the Jedi Master Dass Jennir against Imperial stormtroopers at the Battle of Half-Axe Pass.

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BOSHEK 11

Hit Points 30
Defense 13
Attack +6
Damage 10

Special Abilities
 Unique
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)
Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

BoShek, a human smuggler and starship technician, referred Ben Kenobi to Chewbacca at the Mos Eisley cantina.

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BOSSK 17

Hit Points 40
Defense 17
Attack +7
Damage 20

Special Abilities
 Unique
Bounty Hunter +4 (This character gets +4 Attack against Unique enemies)
Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

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BOSSK, BOUNTY HUNTER 25

Hit Points 60
Defense 17
Attack +8
Damage 20

Special Abilities
 Unique
Bounty Hunter +4 (+4 Attack against Unique enemies)
Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)
Famethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)
Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)
Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)
Rend +10 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)

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Bossk, Trandoshan Hunter **29**

Hit Points 110
Defense 18
Attack 10
Damage 20

Special Abilities
 Unique
Bounty Hunter +4 (+4 Attack against Unique enemies)
Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)
Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)
Stun Mortar (Replaces attacks: sight; living target and each living character adjacent to that target are considered activated this round; save II negates. Huge and larger characters ignore this special ability.)
Rend +20 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +20 Damage)



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24/40 ★

BOUSHH **20**

Hit Points 40
Defense 15
Attack +6
Damage 20

Special Abilities
 Unique
Bounty Hunter +2 (+2 Attack against Unique enemies)
Grenades 40 (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)
Melee Attack (Can attack only adjacent enemies)
Paralysis (A living enemy hit by this character's attack is considered activated this round; save II)



"This bounty hunter is my kind of scum, fearless and inventive!" —Jabba the Hutt

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22/60 ★

Boushh, Ubese Hunter **26**

Hit Points 80
Defense 18
Attack 10
Damage 20

Special Abilities
 Unique
Bounty Hunter +4 (+4 Attack against Unique enemies)
Grenades 40 (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)



A freelance bounty hunter, Boushh preferred heavy explosives and had a reputation for near suicidal violence.

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25/40 ★

Cad Bane **54**

Hit Points 80
Defense 19
Attack 10
Damage 20

Special Abilities
 Unique
Flight; Double Attack
Bounty Hunter +6 (+6 Attack against Unique enemies)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of II)
Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)



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35/40 ★

CADE SKYWALKER, BOUNTY HUNTER **61**

Hit Points 110
Defense 20
Attack +12
Damage 20

Special Abilities
 Unique
Bounty Hunter +4 (+4 Attack against Unique enemies); **Double Attack**
Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save II. If the attack misses, the target and all adjacent characters take 10 damage; save II.)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers
 Force 3
Force Heal 40 (Force 2, replaces attacks: touch; remove 40 damage from a living character)
Force Push 3 (Force 3, replaces turn: range 6; 30 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 3 squares if Huge or smaller)



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40/60 ★

CALO NORD **31**

Hit Points 60
Defense 18
Attack +9
Damage 20

Special Abilities
 Unique
Avoid Defeat (Whenever this character would be defeated, make 2 saves, each needing II; if both succeed, this character has 10 Hit Points instead of being defeated)
Bounty Hunter +4 (+4 Attack against Unique enemies)
Double Attack (On his 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 II)



He may be small in stature, but the notorious Calo Nord's reputation increases with every bounty he collects.

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23/60 ★

Crimson Nova Bounty Hunter 15

Hit Points 30
Defense 14
Attack 4
Damage 10

Special Abilities
Bounty Hunter +2 (+2 Attack against Unique enemies)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

During the Clone Wars, this chapter of the Bounty Hunters Guild was approached by Kharis Fenn to hunt down Jedi.

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STAR WARS III

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DANNIK JERRIKO 23

Hit Points 70
Defense 17
Attack +9
Damage 10

Special Abilities
Unique
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Drain Life Energy (Whenever he defeats an adjacent living enemy, remove all damage from this character)
Proboscises (Replaces turn: Make an attack at +10 Damage against an adjacent living enemy. If this attack hits, that enemy is considered activated this round; 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)

This Anzati bounty hunter sucks the life force from his victims, devouring what he calls "the soup of their future."

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STAR WARS

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DASH RENDAR 21

Hit Points 60
Defense 15
Attack +6
Damage 20

Special Abilities
Unique
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

A mercenary who travels the galaxy for fun and profit, Dash helps the ship Outrider.

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STAR WARS

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Dash Rendar, Renegade Smuggler 28

Hit Points 70
Defense 15
Attack 6
Damage 10

Special Abilities
Unique. Pilot
Double Attack
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Captain of the Outrider, Dash Rendar is a mercenary and a smuggler who aided the Rebellion following the Battle of Hoth.

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STAR WARS III

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DELIAH BLUE 33

Hit Points 60
Defense 17
Attack +7
Damage 20

Special Abilities
Unique
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter +4 (+4 Attack against Unique enemies)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Gunner +10 (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage)
Industrial Repair 30 (Replaces attacks: touch; remove 30 damage from 1 character with Mounted Weapon)
Mobile Attack (Can move both before and after attacking)

This beautiful Zeltron's mechanical skill is unrivaled throughout the Outer Rim.

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DENGAR 15

Hit Points 40
Defense 17
Attack +8
Damage 20

Special Abilities
Unique
Bounty Hunter +4 (This character gets +4 Attack against Unique enemies)

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DENGAR, BOUNTY HUNTER 30

Hit Points 50
Defense 17
Attack +9
Damage 30

Special Abilities
 Unique
Bounty Hunter +4 (+4 Attack against Unique enemies)
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)
Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 1)

Dengar raced swoops until an accident led him onto a new career path as an assassin and bounty hunter.

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29/60 ★

Dengar, Hired Killer 31

Hit Points 90
Defense 19
Attack 12
Damage 20

Special Abilities
 Unique
Bounty Hunter +4 (+4 Attack against Unique enemies)
Final Shot (On this character's turn, if he doesn't move, he gets +30 Damage against enemies with 50 or fewer Hit Points remaining)

After a devastating swoop-race crash, Dengar was rebuilt as a remorseless killer by the Empire. He became a bounty hunter to collect the reward on Han Solo, whom he blamed for his disfigurement.

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26/40 ★

DJAS PUHR 19

Hit Points 40
Defense 14
Attack +6
Damage 10

Special Abilities
 Unique
Bounty Hunter +2 (+2 Attack against Unique enemies)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Hiding in the shadows of the Mos Eisley cantina, this Sakiyan bounty hunter observes everyone who passes through the spaceport city.

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30/60 ★

DR. EVAZAN 10

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 1L.)
Rapport (Panda Baba costs 1 less when in the same squad as this character)

"I have the death sentence in twelve systems . . ."

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17/60

DURGE 39

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)

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Durge, Jedi Hunter 51

Hit Points 110
Defense 19
Attack 9
Damage 20

Special Abilities
 Unique
Triple Attack
Bounty Hunter +4 (+4 Attack against Unique enemies)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)
Regeneration 20 (If this character doesn't move on his turn, remove 20 damage from him at the end of that turn)
Resilient (Immune to critical hits)

Bounty hunters are notoriously dangerous, and Durge, a near-immortal Gen'dai, has hunted down quarry for over two millennia.

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25/40

GARINDAN 12

Hit Points 30
 Defense 13
 Attack +5
 Damage 10

Special Abilities
 Unique
Spotter +30 (If this character combines fire against a target within 6 squares, the attacker gets +30 Damage against that target)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

A Kubaz spy, Garindan works for the highest bidder—usually the Empire or Jabba the Hutt.

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GREEDO 12

Hit Points 30
 Defense 15
 Attack +6
 Damage 10

Special Abilities
 Unique
Bounty Hunter +4 (This character gets +4 Attack against Unique enemies)
Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

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Grievous, Kaleesh Warlord 22

Hit Points 70
 Defense 17
 Attack 9
 Damage 20

Special Abilities
 Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Impulsive Shot (If a Unique allied character is defeated, this character can make 1 immediate attack)
Sniper (Other characters do not provide cover against this character's attack)
Commander Effect
 Non-Unique followers gain **Spotter +10** (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target).

Before a shuttle disaster forced him into a cyborg body, Dymnaen jai Sheetal visited terrible destruction on the inhabitants of the Huk system.

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GURI 25

Hit Points 90
 Defense 20
 Attack +13
 Damage 10

Special Abilities
 Unique
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)
Double Attack (On her turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)
Mobile Attack (Can move both before and after attacking)
Stealth (If this character has cover, she 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)

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HK-47 32

Hit Points 60
 Defense 18
 Attack +10
 Damage 30

Special Abilities
 Unique
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)
Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)

"Stand still and allow me to end your miserable existence, meatbag!"

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Hondo Ohnaka 35

Hit Points 70
 Defense 18
 Attack 10
 Damage 20

Special Abilities
 Unique
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Commander Effect
 Followers whose name contains Pirate gain **Accurate Shot**.

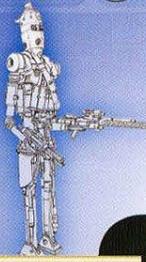
"Even a Sith Lord is no match for my warriors. Put up quite a fight! Blasters, Cannons. That glowy thing. Vmm! Vmmm!"

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IG-88 37

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



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 48/60 ★

IG-88, Assassin Droid 43

Hit Points 120
Defense 20
Attack 9
Damage 20

Special Abilities
Unique
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)
Bounty Hunter +6 (+6 Attack against Unique enemies)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
Pulse Cannon 40 (Replaces attacks: sight: 40 damage to target and to each character adjacent to that target; on a save of 11, reduce the damage to 10)

After achieving sentence, the war droid IG-88 immediately slaughtered his creators and embarked on a program of galactic mayhem.



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 30/40 ★

IG-88, BOUNTY HUNTER 44

Hit Points 80
Defense 19
Attack +9
Damage 20

Special Abilities
Unique
Droid (Immune to critical hits; not subject to commander effects)
Bounty Hunter +6 (+6 Attack against Unique enemies)
Double Attack (On its turn, this character can make 1 extra attack instead of moving)
Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
Sonic Stunner (Replaces attacks: range 6; living target and each living character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters ignore this special ability.)



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JANGO FETT, BOUNTY HUNTER 56

Hit Points 120
Defense 19
Attack +10
Damage 20

Special Abilities
Unique
Flight (Ignores difficult terrain, enemy characters, low objects, 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)
Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
Missiles 20 (Replaces attacks: sight: 20 damage to target and to each character adjacent to that target; save 11)
Sniper (Other characters do not provide cover against this character's attack)



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JANGO FETT 47

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)



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JARAEI 23

Hit Points 70
Defense 19
Attack +10
Damage 10

Special Abilities
Unique
Speed 8
Melee Attack: Triple Attack
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
Parry (When hit by a melee attack, this character takes no damage with a save of 11)
Shackstaff +10 (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.)

Force Powers
Force 2

Jaraei's loyalty to her friend Camper constantly puts her in dangerous situations.



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JARIAH SYN 24

Hit Points 60
 Defense 16
 Attack +6
 Damage 20

Special Abilities
 Unique
Bounty Hunter +4 (+4 Attack against Unique enemies)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
Razorbug (Replaces attacks: sight; 10 damage; save II)
Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)

A friend and partner of Cade Skywalker, Syn's mercilessness is exceeded only by his hatred of the Jedi.

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JOLEE BINDO 23

Hit Points 80
 Defense 19
 Attack +9
 Damage 20

Special Abilities
 Unique
Melee Attack: Double Attack
Avoid Defeat (Whenever this character would be defeated, make 2 saves, each needing 1; if both succeed, this character has 10 Hit Points instead of being defeated)

Force Powers
 Force 4
Force Stun (Force I, usable only on this character's turn; range 6; target living enemy is considered activated this round; save II)
Force Valor (Force 2, replaces attacks: 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 I: When hit by a nonmelee attack, this character takes no damage with a save of II)

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JUHANI 25

Hit Points 80
 Defense 17
 Attack +9
 Damage 20

Special Abilities
 Unique. **Melee Attack: Double Attack**
Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)
Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Vicious Attack (Triple damage instead of double on a critical hit)

Force Powers
 Force 3
Force Cloak (Force 2, replaces turn: For the rest of the skirmish, this character gains Cloaked (If this character has cover, she cannot be targeted by nonadjacent enemies))
Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)
Sith Rage (Force I: +10 Damage on all attacks this turn)

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KOMARI VOSA 47

Hit Points 80
 Defense 18
 Attack +9
 Damage 20

Special Abilities
 Unique
Double Attack (On her turn, this character can make 1 extra attack instead of moving)
Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers
 Force 3
Control Minds (Force I, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Allies who combine fire grant an additional +2 Attack)
Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)

Once a Jedi apprentice to Count Dooku, Komari Vosa was captured by a sinister cult and tormented until she became a twisted, sadistic force for evil.

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KREIA 43

Hit Points 100
 Defense 20
 Attack +11
 Damage 20

Special Abilities
 Unique. **Melee Attack: Triple Attack**
Betrayal (On an attack roll of natural 1 against this character, the attacker joins this character's squad until the end of the skirmish)
Flurry Attack (Whenever this character scores a critical hit, she can make 1 immediate extra attack)
It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)

Force Powers
 Force 4
Drain Life 3 (Force 3, usable only on this character's turn; range 6; 20 damage to target living enemy and to each living enemy adjacent to target, save II. Remove damage from this character equal to the damage dealt.)
Force Cloak (Force 2, replaces turn: For the rest of the skirmish, this character gains Cloaked (If this character has cover, she cannot be targeted by nonadjacent enemies))

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MARIS BROOD 49

Hit Points 110
 Defense 19
 Attack +9
 Damage 20

Special Abilities
 Unique
Melee Attack: Double Attack
Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Special Abilities
 Force 2. **Force Renewal I**
Force Push 2 (Force 2, replaces attacks: range 60; 20 damage, push back target 2 squares if Huge or smaller)
Force Repulse 2 (Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character)
Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)

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MISSION VAO 27

Hit Points 60
Defense 18
Attack +8
Damage 20

Special Abilities
 Unique
Melee Attack: Double Attack
Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)
Door Gimmick (At the end of her turn, this character can designate 1 door that she can see as open; it remains open until the end of this character's next turn, or until she is defeated)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Facing down the agents of the dark side is nothing compared to surviving in the Taris undercity.

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NYM 48

Hit Points 100
Defense 17
Attack +10
Damage 30

Special Abilities
 Unique
Disruptive (Suppress enemy commander effects within 6 squares)
Double Attack (On his turn, this character can make 1 extra attack instead of moving).
Grenades 40 (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)
Rapport (Characters with Mercenary cost 1 less when in the same squad as this character)
Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Commander Effect
 Non-Unique followers with Mercenary within 6 squares gain **Double Attack**.

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PONDA BABA 9

Hit Points 30
Defense 15
Attack +5
Damage 10

Special Abilities
 Unique
Bounty Hunter +4 (+4 Attack against Unique enemies)
Rapport (Dr. Evazan costs 1 less when in the same squad as this character)

This Agalish pirate with a penchant for starting bar fights lost an arm when he and Dr. Evazan ran afoul of Obi-Wan Kenobi in a Mos Eisley cantina.

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PRINCE XIZOR 40

Hit Points 100
Defense 22
Attack +12
Damage 10

Special Abilities
 Unique
Pheromones (Cancel an attack from an enemy within 6 squares that targets this character; the attacker can avoid this effect with a save II)

Commander Effect
 Allies with **Stealth** gain **Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy).
 Allies with **Grenades 10** instead gain **Grenades 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save II).

This Falleen prince controls the Black Sun criminal syndicate.

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T3-M4 17

Hit Points 30
Defense 17
Attack +5
Damage 10

Special Abilities
 Unique
Droid (Immune to critical hits; not subject to commander effects)
Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)
Override (At the end of its turn, this character can designate 1 door that it can see as open or closed; the door remains open or closed until the end of this character's next turn, or until this character is defeated)

Droid engineers theorize that astromech droids that do not receive regular memory wipes almost always develop unparalleled loyalty and devotion to their masters.

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TAMTEL SKREEJ (LANDO CALRISSIAN) 23

Hit Points 50
Defense 18
Attack +8
Damage 20

Special Abilities
 Unique (Counts as Lando Calrissian)
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)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

"No human in the galaxy has the right to be that lucky!"

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XIZOR 30

Hit Points 90
Defense 21
Attack 11
Damage 10

Special Abilities
Unique
Melee Attack
Fringe Reserves 20 (If you roll exactly 11 for initiative, you can add up to 20 points of Fringe characters to your squad immediately before your first activation of the round)
Pheromones (Cancel an attack from an enemy within 6 squares that targets this character; the attacker can avoid this effect with a save of 11)
Commander Effect
 Each Black Sun ally within 6 squares gets +4 Attack and +10 Damage.

The enigmatic leader of the Black Sun crime syndicate, Xizor is a persuasive Falleen whose ruthless machinations have made him nearly as powerful as the Emperor.



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ZAALBAR 29

Hit Points 100
Defense 16
Attack +7
Damage 20

Special Abilities
Unique
Wookiee
Close-Quarters Fighting (+4 Attack against adjacent enemies)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Zaalbar is the faithful companion of Mission Vao, proving once again that there are few forces in the galaxy stronger than a Wookiee's loyalty.



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ZAM WESELL 45

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, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



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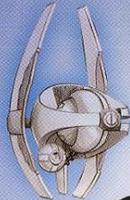
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ASN ASSASSIN DROID 27

Hit Points 50
Defense 18
Attack +8
Damage 20

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Kouhun Infestation (Replaces turn: 60 damage to 1 enemy within 12 squares regardless of line of sight; save 11)
Programmed Target (After setup, choose any 1 enemy. This character gets +4 Attack and **Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy) against the chosen enemy.)

Malikite Poisoners adapted the design of a standard courier droid to suit a far more sinister purpose.



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ZAYNE CARRICK 24

Hit Points 70
Defense 18
Attack +7
Damage 20

Special Abilities
Unique. Melee Attack: Double Attack
Cortosis Gauntlet 18 (Whenever this character rolls 18 or better on a save when using Lightsaber Block against an enemy with a lightsaber, the enemy gets -20 Damage for the rest of the skirmish)
Karmic Luck (If your initiative check is an odd number, +4 to all this character's rolls for the round; if it is an even number, -4 to all his rolls instead)
Karmic Mettle (If this character spends 1 Force point to reroll, add +4 to the result. If the result is a failed attack or save, this character takes 10 damage.)

Force Powers
Force 1: Force Renewal I
Jedi Mind Trick (Force 1, usable only on this character's turn; range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 11)
Lightsaber Block (Force 1; When hit by a melee attack, this character takes no damage with a save of 11)



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ZUCKUSS 22

Hit Points 40
Defense 15
Attack +8
Damage 20

Special Abilities
Unique
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter +4 (+4 Attack against Unique enemies)
Intuition (Once per round, after initiative is determined, this character can immediately move up to 6 squares before any other character activates)
Rapport (A character whose name contains 4-LDM costs 1 less when in the same squad as this character)

Zuckuss, a Gand hindsman, wears a respirator to protect him from hostile oxygen environments.



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Zuckuss, Bounty Hunter **35**

Hit Points 90
Defense 20
Attack 9
Damage 20

Special Abilities
Unique. Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter +4 (+4 Attack against Unique enemies)
Intuition (Once per round, after initiative is determined, this character can immediately move up to 6 squares before any other character activates)
Rapport (A character whose name contains A-LUM costs 1 less when in the same squad as this character)
Snare Rifle (A character hit by this character's attacks cannot move until the end of the round)
Force Powers
Force 2
Anticipation (Force 1: Reroll initiative once per round)
Force Sense (Force 1, usable only on this character's turn: Enemies lose Stealth for the rest of the round)



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ABYSSIN BLACK SUN THUG **8**

Hit Points 20
Defense 11
Attack +4
Damage 10

Special Abilities
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Violent and loyal, this Byss native serves as muscle for the Black Sun crime syndicate.

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AMANIN SCOUT **13**

Hit Points 40
Defense 15
Attack +7
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall)
Wheel Form (This character can move up to 18 squares if he does not attack)



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AQUALISH ASSASSIN **7**

Hit Points 20
Defense 15
Attack +7
Damage 10

Special Abilities
Black Sun (If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1))
Melee Attack (Can attack only adjacent enemies)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

"The best strike is the one they never see coming."



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AQUALISH SPY **11**

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)



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AQUALISH TECHNICIAN **8**

Hit Points 10
Defense 13
Attack 3
Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Bloodthirsty (+10 Damage on melee attacks against enemies at half Hit Points or less)
It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)
Rangefinder (Replaces attacks: Adjacent allies who do not move get +4 Attack against nonadjacent enemies this round)

"Just bang on it with the hydrospanner!"



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AQUALISH WARRIOR 12

Hit Points 40
 Defense 15
 Attack 6
 Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Bloodthirsty (+10 Damage on melee attacks against enemies at half Hit Points or less)

Aggressive and violent, Aqualish were among the few species to enjoy the onset of the Clone Wars.

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ARCONA SMUGGLER 7

Hit Points 10
 Defense 13
 Attack +2
 Damage 10

Special Abilities
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

This reptilian smuggler from the hot world of Cona has a reputation for cheating his clients.

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BESPIN GUARD 5

Hit Points 10
 Defense 12
 Attack +3
 Damage 10

Special Abilities
Advantageous Cover (This character gets +8 Defense from cover instead of +4)

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CLOUD CAR PILOT 8

Hit Points 10
 Defense 13
 Attack +5
 Damage 20

Special Abilities
 Pilot

Cloud City's security force, the Bespin Wing Guards, patrol in twin-pod cloud cars.

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LANDO CALRISSIAN 16

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.

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LANDO CALRISSIAN, DASHING SCOUNDREL 18

Hit Points 50
 Defense 17
 Attack +8
 Damage 20

Special Abilities
 Unique
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)
Mobile Attack (Can move both before and after attacking)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

No rogue is more charismatic than this gambler and soldier of fortune.

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LANDO CALRISSIAN, HERO OF TAANAB 23

Hit Points 60
Defense 18
Attack +9
Damage 10

Special Abilities
 Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Mobile Attack (Can move both before and after attacking)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

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

"Oh, well, someone must have told them about my little maneuver at the battle of Taanab."

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LOBOT 27

Hit Points 20
Defense 11
Attack +0
Damage 0

Special Abilities
 Unique
Cyborg (Counts as both a Droid and a non-Droid; 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 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 this character's next turn, or until he is defeated)

Cloud City's cyborg liaison officer became a trusted friend of Lando Calrissian.

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Robot, Computer Liaison Officer 15

Hit Points 30
Defense 12
Attack 0
Damage 0

Special Abilities
 Unique
Cyborg (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)
Fringe Reserves 30 (If you roll exactly 11 for initiative, you can add up to 30 points of Fringe characters to your squad immediately before your first activation of the round)
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 this character's next turn, or until he is defeated)
Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Lobot serves as a link between the central computer of Cloud City and Baron Administrator Calrissian.

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BITH BLACK SUN VIGO 20

Hit Points 50
Defense 19
Attack +6
Damage 10

Special Abilities
Advantageous Attack (+10 Damage against an enemy who has not activated this round)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
Micro-Vision (+4 Attack against targets within 6 squares)
Mobile Attack (Can move both before and after attacking)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect
 Followers with Stealth within 6 squares gain Evade.

"Here's the Syndicate's offer: I recommend that you don't refuse it."

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BITH REBEL 5

Hit Points 10
Defense 13
Attack +3
Damage 10

Special Abilities
Micro-Vision (+4 Attack against targets within 6 squares)

This Bith joined the Rebellion after his band was outlawed by Imperial decree.

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CHADRA-FAN PICKPOCKET 7

Hit Points 10
Defense 14
Attack +4
Damage 10

Special Abilities
Gregarious (+4 Attack if an ally is within 6 squares)
Melee Attack (Can attack only adjacent enemies)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

These bethlike humanoid possess seven senses and enjoy tinkering with technology.

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CHAGRIAN MERCENARY COMMANDER 13

Hit Points 40
 Defense 16
 Attack +8
 Damage 10

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

This Chagrian leads a band of blasters-for-hire, selling his services to the highest bidder.

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Chiss Mercenary 14

Hit Points 40
 Defense 15
 Attack 6
 Damage 30

Special Abilities
 Mercenary (This character can move only if he cannot make an attack from his starting space)

Exiles from their clans whose names have been stricken from the records of Chiss society, these mercenaries struggle to survive in a galaxy where nearly everything has been taken from them.

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Chiss Trooper 16

Hit Points 30
 Defense 16
 Attack 7
 Damage 20

Special Abilities
 Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)
 Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

The dispassionate Chiss are forbidden by strict codes to attack first, but once battle is engaged, they fight until one side or the other is destroyed.

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DEFEL SPY 14

Hit Points 30
 Defense 14
 Attack +6
 Damage 10

Special Abilities
 Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
 Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)
 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)

This Defel puts his shadowy appearance to good use as a spy-for-hire.

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DEVARONIAN BOUNTY HUNTER 12

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)

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DEVARONIAN SOLDIER 9

Hit Points 10
 Defense 15
 Attack +4
 Damage 20

This soldier of fortune favors his own skin above either Republic or Separatist ideals.

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ASP-7 10

Hit Points 10
Defense 15
Attack +0
Damage 10

Special Abilities
Heavy Weapon (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.)

This general-purpose labor droid is dependable, reliable, and always polite.

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Bacta Tank 15

Hit Points 40
Defense 8
Attack 0
Damage 0

Special Abilities
Augment Healing (Adjacent allies that use Heal or Force Heal double the amount of damage removed)
Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)
Emergency Life Support (Adjacent living allies gain **Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing 1; if both succeed, this character has 10 Hit Points instead of being defeated))
Emplacement (Cannot move or be moved. Set up anywhere on your half of the battle map.)
Machinery (Industrial Repair removes damage from this character)

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E522 ASSASSIN DROID 32

Hit Points 100
Defense 16
Attack +8
Damage 20

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Double Attack (On its turn, this character can make 1 extra attack instead of moving)
Programmed Target (After setup, choose any 1 enemy. This character gets +4 Attack and **Accurate Shot** (Can attack an enemy in cover even if it's not the nearest enemy) against the chosen enemy.)

"Go ahead, life-form—make my operation cycle."

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GONK POWER DROID 12

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 its turn, this character can choose 1 adjacent Small or Medium ally who does not have Melee Attack. That ally gains **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving) until the end of this 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)

The Gonk droid operates as a walking power generator.

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GUARD DROID 30

Hit Points 80
Defense 17
Attack +7
Damage 20

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

Brugar uses these modified police droids as bouncers for his cantina/safe house on the planet Lok.

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HK-50 Assassin Droid 27

Hit Points 70
Defense 18
Attack 10
Damage 30

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

"Statement: I do not understand what you hope to gain by fighting us. You have no chance of victory."

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IG-86 Assassin Droid 17

Hit Points 60
Defense 18
Attack 9
Damage 20

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Assassin droids are frequently used during times of war to eliminate enemy commanders, sending their forces into disarray.

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JUNK GOLEM 23

Hit Points 80
Defense 14
Attack +8
Damage 20

Special Abilities
Droid
Ambush (This character can move and then make all its attacks against 1 enemy who has not activated this round)
Melee Attack; Double Attack Rapport (Costs 1 less when in the same squad as a character named Kazdan Paratus)
Shields I (When this character takes damage, it reduces the damage dealt by 10 with a save of 1)
Speed 8
Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 1. If the attack misses, the target and all adjacent characters take 10 damage; save 1.)

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MEDICAL DROID 12

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 1; 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)

The FX-series medical droid diagnoses and treats all types of injuries.

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Mouse Droid 3

Hit Points 10
Defense 20
Attack 0
Damage 0

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Relay Orders (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects)

Small, unobtrusive, and easily frightened, mouse droids provide basic maintenance on space stations and starships throughout the galaxy.

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PROXY 41

Hit Points 120
Defense 12
Attack +1
Damage 10

Special Abilities
Unique
Droid (Immune to critical hits; not subject to commander effects)
Melee Attack; Double Attack
Mimetic Combat Processor (This character uses the Defense, Attack, and Damage ratings of itself or any 1 Medium character with **Melee Attack** within 6 squares, whichever are higher)

Force Powers
Force I
Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 1)

With its ability to mimic any foe, PROXY serves Vader's Apprentice in martial training.

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R4 Astromech Droid 8

Hit Points 20
Defense 15
Attack 0
Damage 0

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Targeting (Until the end of the round, target enemy has -4 Defense)

The Industrial Automaton R-series astromech droids are ubiquitous throughout the galaxy, performing in-flight starship repairs and assisting with hyperspace navigation.

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R5 ASTROMECH DROID 8

Hit Points 20
Defense 16
Attack +0
Damage 0

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Repair 10 (Replaces attacks: touch; remove 10 damage from 1 other Droid character)

One such astromech called Red malfunctioned purposely so that R2-D2 would end up with the Skywalkers.

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R7 Astromech Droid 8

Hit Points 40
Defense 16
Attack 0
Damage 0

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Ion Shielding (Can ignore special abilities that affect only nonliving targets)
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)

Plo Koon and Ahsoka Tano both used prototype R7 droids during the Clone Wars.

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T1 SERIES BULK LOADER DROID 21

Hit Points 140
Defense 15
Attack +8
Damage 40

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Melee Attack (Can attack only adjacent enemies)
Heavy Lift (Replaces attacks: touch; move 1 adjacent Small, Medium, or Large ally to any space adjacent to this character. This move does not provoke attacks of opportunity.)
Heavy Weapon (Can't attack and move in the same turn)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Tired of heavy lifting? Get a T1 to do it.

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TELOSIAN TANK DROID 38

Hit Points 90
Defense 15
Attack +9
Damage 20

Special Abilities
Droid
Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)
Rigid (Can't squeeze)
Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

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Treadwell Droid 10

Hit Points 30
Defense 16
Attack 0
Damage 0

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)
Targeting (Until the end of the round, target enemy has -4 Defense)

This modified WED Treadwell droid is outfitted for long-range detection.

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X-1 VIPER DROID 46

Hit Points 130
Defense 16
Attack +8
Damage 30

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)
Molecular Shielding (When hit by an attack from a nonadjacent enemy, this character takes no damage and the attacker takes damage equal to the prevented damage; the attacker can avoid this effect with a save of 11)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)
Rigid (Can't squeeze)

Built for speed and packed with a lethal arsenal of advanced weaponry, this battle droid adds power to any squad.

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DUG FRINGER 11

Hit Points 30
 Defense 15
 Attack +5
 Damage 10

Special Abilities
 Close-Quarters Fighting (+4 Attack against adjacent enemies)
 Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
 Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall)

With a reputation as a short-tempered and nasty species, many Dugs never make it far from their homeworld before getting into trouble.

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DUROS EXPLORER 7

Hit Points 10
 Defense 14
 Attack +4
 Damage 10

Special Abilities
 Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
 Spotter +10 (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target)

Beings from the planet Duro have been compelled to explore the space lanes since before the birth of the Republic.

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DUROS MERCENARY 6

Hit Points 10
 Defense 14
 Attack +6
 Damage 10

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DUROS SCOUNDREL 12

Hit Points 10
 Defense 14
 Attack +6
 Damage 10

Special Abilities
 Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)

Not everyone on the space lanes operates inside the law.

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Duros Scout 7

Hit Points 10
 Defense 15
 Attack 4
 Damage 10

Special Abilities
 Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Of all the species in the galaxy, the Duros are among the most well-known star pilots and navigators, thanks to their ability to plot elaborate hyperspace routes without the aid of a navicomputer.

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ECHANI HANDMAIDEN 23

Hit Points 40
 Defense 15
 Attack +7
 Damage 10

Special Abilities
 Double Attack (On her 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)
 Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if she moves this turn, but she must make them all before resuming movement.)
 Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Never underestimate those trained by the Echani.

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EWOK 3

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)



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EWOK HANG GLIDER 7

Hit Points 10
 Defense 13
 Attack +2
 Damage 10

Special Abilities
Flight (Ignores difficult terrain, enemy characters, low objects, 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 space it has just left)
Swarm +1 (+1 Attack against a target for each other allied Ewok adjacent to that target)



A daring Ewok uses a crude hang glider to attack from above.

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Ewok Scout 6

Hit Points 10
 Defense 16
 Attack 4
 Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Swarm +1 (+1 Attack against a target for each allied Ewok adjacent to that target)



The forest moon of Endor can be a dangerous place for the uninitiated. Ewok scouts helped the Rebels reach the shield generator without incident.

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EWOK WARRIOR 5

Hit Points 10
 Defense 12
 Attack +2
 Damage 10

Special Abilities
Swarm +1 (+1 Attack against a target for each other allied Ewok adjacent to that target)



Brave and alert, Ewoks can be fierce warriors when the need arises.

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Logray, Ewok Shaman 12

Hit Points 30
 Defense 15
 Attack 5
 Damage 10

Special Abilities
Unique
Melee Attack (Can attack only adjacent enemies)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Force Powers
Force 2
Force Corruption 1 (Force 1, replaces attacks: range 6, non-Droids only; 10 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 10 damage. On a success, that character is no longer corrupted.)



As shaman for Chief Chirpa, Logray advised sacrificing Luke Skywalker and his allies, and he was eventually banished from the village.

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WICKET 8

Hit Points 20
 Defense 16
 Attack +6
 Damage 10

Special Abilities
Unique. Ewok
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Swarm +1 (+1 Attack against a target for each other allied Ewok adjacent to that target)
Traps (Enemy characters within 6 squares get -4 Defense)



The Ewok hero Wicket befriends Princess Leia during the Battle of Endor.

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Felucian 7

Hit Points 10

Defense 15

Attack 7

Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Parry (When hit by a melee attack, this character takes no damage with a save of 11)
Force Powers
Force 1
Force Blast (Force 1, replaces attacks; range 6; 20 damage; save 11)

Shaak Ti trained these Force-sensitive people to fight against the Sith following the Great Jedi Purge.

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FELUCIAN WARRIOR ON RANCOR 52

Hit Points 140

Defense 20

Attack +11

Damage 20

Special Abilities
Melee Attack: Triple Attack
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Parry (When hit by a melee attack, this character takes no damage with a save of 11)
Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)
Regeneration 10 (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)
Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Force Powers
 Force 2

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GOTAL FRINGER 9

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 (Can't attack and move in the same turn)

Usually operating beyond civilized space, this Gotal was attracted by the opportunities of the Clone Wars.

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GOTAL MERCENARY 13

Hit Points 30

Defense 14

Attack +7

Damage 20

Special Abilities
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
Intuition (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)
Mercenary (This character can move only if he cannot make an attack from his starting space)

Never try to outdraw a Gotal; he knows when you're going to pull your blaster before you do.

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GRAN RAIDER 4

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)

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Gungan Bounty Hunter 9

Hit Points 40

Defense 16

Attack 6

Damage 10

Special Abilities
Bounty Hunter +4 (+4 Attack against Unique enemies)

Gungans' strong warrior tradition makes them prized as mercenaries. Those with the drive to travel the galaxy sometimes become independent operatives.

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CORELLIAN PIRATE 10

Hit Points 10
 Defense 14
 Attack +5
 Damage 10

Special Abilities
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Advantageous Attack (+10 Damage against an enemy who has not activated this round)

"It's a widely known fact that Corellians make the best spacers, smugglers, and pirates."

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CZERKA SCIENTIST 13

Hit Points 10
 Defense 13
 Attack +1
 Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Blaster Rifle Upgrade (Allies within 6 squares with nonmelee attacks that deal exactly 20 Damage gain Jolt [An enemy hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect.])
Blaster Upgrade (Allies within 6 squares with nonmelee attacks that deal exactly 10 Damage gain **Twin Attack** [Whenever this character attacks, it makes 1 extra attack against the same target])

Czerka Corporation: Always keep our sidearms by your side.

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DARK HELLION MARAUDER ON SWOOP BIKE 10

Hit Points 30
 Defense 14
 Attack +5
 Damage 10

Special Abilities
Fight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Gang +1 (+1 Attack against a target for each other ally whose name contains Dark Hellion within 6 squares of that target)
Mobile Attack (Can move both before and after attacking)
Speed 12 (Can move up to 12 squares and attack, or 24 squares without attacking)

The Dark Star Hellions swoop gang is the most infamous and feared outlaw band in the galaxy.

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DARK HELLION SWOOP GANG MEMBER 5

Hit Points 10
 Defense 13
 Attack +3
 Damage 10

Special Abilities
Gang +1 (+1 Attack against a target for each other ally whose name contains Dark Hellion within 6 squares of that target)

Swoop gangs such as the Dark Star Hellions run spice, smuggle weapons, and serve as muscle for various underworld factions.

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GENOHARADAN ASSASSIN 21

Hit Points 60
 Defense 20
 Attack +8
 Damage 10

Special Abilities
Cloaked (If this character has cover, he cannot be targeted by nonadjacent enemies)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Loner (+4 Attack if no allies are within 6 squares)
Mobile Attack (Can move both before and after attacking)
Poisoned Blade (+10 Damage to 1 adjacent target; this counts as a melee attack. This attack deals an extra 20 Damage to a living enemy; save II.)

The Genoharadan Assassins Guild manipulates events through assassination, secretly pulling the strings of the galaxy while most believe the group is only a myth.

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HUMAN BLASTER-FOR-HIRE 5

Hit Points 10
 Defense 12
 Attack +4
 Damage 10

Special Abilities
Black Sun (If a character whose name contains Zizor or Vigo is in the same squad, this character gains **Grenades 10** [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II])

"Aim and shoot. Sound easy? Then you wouldn't need to hire me."

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HUMAN BODYGUARD 11

Hit Points 40
 Defense 14
 Attack +3
 Damage 10

Special Abilities
Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

With danger around every corner, many politicians and famous personalities rely on bodyguards for safety in public.



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Human Engineer 13

Hit Points 10
 Defense 14
 Attack 2
 Damage 10

Special Abilities
Industrial Repair 20 (Replaces attacks: touch; remove 20 damage from 1 character with Mounted Weapon)
Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)
Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

Those with technical skills were called into service on both sides of the Clone Wars; many were forced to abandon their old jobs to work for the military.



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HUMAN FORCE ADEPT 10

Hit Points 40
 Defense 15
 Attack +4
 Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)

Force Powers
Force 3
Force Alter (Force 1; range 6; any 1 enemy rerolls its last attack)
Force Weapon (Force 1, replaces attacks: +10 Damage until the end of the skirmish)

An adept, while strong in the Force, follows a different path from that of a Jedi.



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HUMAN MERCENARY 11

Hit Points 30
 Defense 14
 Attack +6
 Damage 20

Special Abilities
Mercenary (This character can move only if he cannot make an attack from his starting space)

All species provide soldiers willing to profit from the Clone Wars.



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HUMAN SCOUNDREL 12

Hit Points 10
 Defense 13
 Attack +5
 Damage 10

Special Abilities
Opportunist +20 (+4 Attack and +20 Damage against an enemy who has activated this round)

From the cantinas on Tatooine to the depths of Nar Shaddaa, for the right price you can find someone with the right talents.



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HUMAN SCOUT 8

Hit Points 10
 Defense 14
 Attack +4
 Damage 10

Special Abilities
Flanking Support (If this character combines fire against an enemy within 6 squares and the attack hits, that enemy has -4 Defense until the end of the round against allies that do not have Mounted Weapon)
Stable Footing (Not slowed by difficult terrain or low objects)

Some people are more at home in the wilderness on the edge of known space than in the towers of Coruscant.



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Human Soldier of Fortune 14

Hit Points 40
Defense 17
Attack 8
Damage 20

Special Abilities
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Mercenary (This character can move only if he cannot make an attack from his starting space)

During wartime, blasters-for-hire can make a healthy living as long as they stay alive.

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Mercenary Commander 24

Hit Points 50
Defense 16
Attack 7
Damage 20

Special Abilities
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Furious Assault (Replaces turn: Can move up to double speed, but at least 1 square, then attack each legal target once)
Mercenary (This character can move only if he cannot make an attack from his starting space)
Commander Effect
 Followers with Mercenary within 6 squares gain **Deadeye** and **Furious Assault**.

Kaminoans aren't the only ones who can produce an army for the right amount of credits.

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MISTRYL SHADOW GUARD 24

Hit Points 60
Defense 18
Attack +12
Damage 20

Special Abilities
Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
Loner (+4 Attack if no allies are within 6 squares)
Melee Attack (Can attack only adjacent enemies)
Melee Reach 2 (Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack)
Paralysis (A living enemy hit by this character's attack is considered activated this round; save 11)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

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Peace Brigade Thug 4

Hit Points 10
Defense 10
Attack 2
Damage 10

Special Abilities
Yuuzhan Vong Collaborator (Yuuzhan Vong get +1 Attack for each character with Yuuzhan Vong Collaborator within 4 squares of their target)

Believing that the New Republic was doomed to fall to the Yuuzhan Vong, the Peace Brigade sided with the invaders.

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IKTOTCHI TECH SPECIALIST 14

Hit Points 20
Defense 12
Attack +4
Damage 20

Special Abilities
Door Gimmick (At the end of her turn, this character can designate 1 door that she can see as open; it remains open until the end of this character's next turn, or until she is defeated)
Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)
Industrial Repair 10 (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)

The Iktotchi are renowned as mechanics, engineers, and tech specialists of all kinds.

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ISHI TIB SCOUT 14

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)

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ITHORIAN COMMANDER 11

Hit Points 30
 Defense 12
 Attack +6
 Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)

Commander Effect
 Followers in your squad with Damage 10 and Melee Attack get +4 Attack and +10 Damage.

Native to the jungle world of Ithor, this species is sometimes referred to as "Hammerheads."

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ITHORIAN SCOUT 6

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)

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BIB FORTUNA 8

Hit Points 20
 Defense 12
 Attack +4
 Damage 10

Special Abilities
 Unique
 Melee Attack (Can attack only adjacent enemies)
 Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
 Poison +20 (+20 Damage to living enemy; save II)
 Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)

Jabba the Hutt's majordomo, Bib Fortuna is a sly and ambitious Iwi'lek who often has his own schemes in play while he ministers to Jabba's whims.

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B'OMARR MONK 32

Hit Points 40
 Defense 15
 Attack +4
 Damage 20

Special Abilities
 Cyborg (Counts as both a Droid and a non-Droid; subject to critical hits and commander effects)
 Dominate (Replaces turn: Target non-Droid character takes an immediate turn under your control, which does not count as one of your 2 activations this phase, even if it has already been activated this round; save II. The target character cannot move this turn.)
 Melee Attack (Can attack only adjacent enemies)

The mysterious B'omarr monks of Tatooine haunt the lowest levels of Jabba's palace.

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15/60 ★

EPHANT MON 11

Hit Points 40
 Defense 14
 Attack +5
 Damage 20

Special Abilities
 Unique
 Melee Attack (Can attack only adjacent enemies)
 Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)
 Speed 4 (Can move only 4 squares and attack, or 8 squares without attacking)

Commander Effect
 Enemies with Accurate Shot who have cover can be targeted by Fringe followers within 6 squares of this character, even if those enemies are not the nearest.

This Chevin weapons runner is the closest thing Jabba the Hutt has to a friend.

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Gamorrean Bodyguard 13

Hit Points 50
 Defense 13
 Attack 4
 Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)
 Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)
 Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Brutish but proud warriors, Gamorreans are prized enforcers for crime lords. They consider using ranged weapons to be the mark of a coward.

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GAMORREAN GUARD 9

Hit Points 30
 Defense 12
 Attack +4
 Damage 20

Special Abilities
 Melee Attack (This character can attack only adjacent enemies)
 Mighty Swing (On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies)



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GAMORREAN THUG 14

Hit Points 30
 Defense 12
 Attack +2
 Damage 30

Special Abilities
 Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)

When you need muscle for a job, a Gamorrean makes a good choice.



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JABBA, CRIME LORD 15

Hit Points 80
 Defense 17
 Attack +7
 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)
 Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)
 Speed 2 (Can move only 2 squares and attack, or 4 squares without attacking)

Commander Effect
 Non-Unique Fringe followers within 6 squares gain Cunning Attack.

The notorious crime lord runs his vast illegal empire from the desert world of Tatooine.



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JABBA THE HUTT 50

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 squad, 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.



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JAWA 5

Hit Points 10
 Defense 11
 Attack +4
 Damage 10

Special Abilities
 Ion Gun +20 (This character gets +20 Damage against Droid characters)



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JAWA ON RONTO 11

Hit Points 50
 Defense 14
 Attack +4
 Damage 10

Special Abilities
 Ion Gun +20 (+20 Damage against Droid enemies)
 Mighty Swing (On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies)

Jawa traders often use these beasts of burden to move their goods across the desert sands.



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Jawa Scavenger 13

Hit Points 10
Defense 15
Attack 4
Damage 10

Special Abilities
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)
Ion Gun +20 (+20 Damage against Droid 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)

Jawas will take anything not tied down, even their sandcrawler's are scavenged from their original owners.

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STAR WARS III

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JAWA SCOUT 10

Hit Points 30
Defense 16
Attack +6
Damage 10

Special Abilities
Ion Gun +20 (+20 Damage against nonliving enemies)
Spotter +20 (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

*"Utta nye usabia atoooyaba?"
 ("Wanna buy a used droid?")*

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STAR WARS

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JAWA TRADER 9

Hit Points 10
Defense 12
Attack +4
Damage 10

Special Abilities
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)
Ion Gun +20 (+20 Damage against Droid enemies)

A Jawa trader makes a living by scavenging technology from the desert and selling it to moisture farmers and city folk.

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STAR WARS

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Jensaarai Defender 45

Hit Points 90
Defense 21
Attack 12
Damage 20

Special Abilities
Melee Attack; Double Attack
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 1)
Force-Attuned Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 1)
Force Powers
Force 3
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1)
Lightsaber Precision (Force 1: +10 Damage on next attack)

Jensaarai, "the hidden followers of truth," blend Jedi and Sith traditions.

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KAMINOAN ASCETIC 6

Hit Points 20
Defense 13
Attack +6
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)

Some Kaminoan clones take their intolerance of physical imperfection to an extreme and become monklike ascetics.

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Kaminoan Medic 12

Hit Points 10
Defense 12
Attack 0
Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Heal 20 (Replaces attacks: touch; remove 20 damage from a living character)

Few know as much about biology and medicine as the Kaminoans, though they jealously guard their knowledge and cater only to the highest bidder.

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STAR WARS III

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KEL DOR BOUNTY HUNTER 13

Hit Points 40
 Defense 15
 Attack +12
 Damage 10

Special Abilities
 Bounty Hunter +4 (+4 Attack against Unique enemies)
 Self-Destruct 40 (When this character is defeated, each adjacent character takes 40 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)

"Nothing personal, it's just business."

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KLATOOINIAN ENFORCER 7

Hit Points 20
 Defense 13
 Attack +1
 Damage 10

Special Abilities
 Advantageous Attack (+10 Damage against an enemy who has not activated this round)

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KLATOOINIAN HUNTER 11

Hit Points 10
 Defense 12
 Attack +3
 Damage 30

Special Abilities
 Black Sun (If a character whose name contains Xizor or Vigo is in the same squad, this character gains Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target: save 1))
 Heavy Weapon (Can't attack and move in the same turn)

Jabba the Hutt holds the contracts on Klatooinian bounty hunters, guards, and thugs of all descriptions.

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MON CALAMARI MERCENARY 10

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)

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ACKLAY 49

Hit Points 130
 Defense 15
 Attack +8
 Damage 20

Special Abilities
 Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)
 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 (Can attack only adjacent enemies)
 Melee Reach 2 (Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack)
 Triple Attack (On its turn, this character can make 2 extra attacks instead of moving)

A nightmarish predator, the terrible acklay attacks with razor-sharp claws.

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BOMA 22

Hit Points 100
 Defense 13
 Attack +10
 Damage 20

Special Abilities
 Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)
 Melee Attack (Can attack only adjacent enemies)
 Charging Assault +10 (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)

Though most boma are compactly built, they are exceptionally ravenous and can easily overwhelm the unprepared traveler.

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Kintan Strider **19**

Hit Points 80
Defense 13
Attack 6
Damage 30

Special Abilities
Dejarik
Savage (This character must end its move adjacent to an enemy if it can and does not benefit from commander effects)
Melee Attack (Can attack only adjacent enemies)
Regeneration 10 (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Charging Assault +10 (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)

With their extraordinary healing ability, Kintan Striders are favored by the Hutts as guardian creatures.



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Ghhhk **17**

Hit Points 60
Defense 18
Attack 8
Damage 20

Special Abilities
Dejarik
Melee Attack (Can attack only adjacent enemies)
Enraging Screech (Dejarik allies within 6 squares get +4 Attack)
Painful Screech (Replaces attacks: 10 damage to each character within 3 squares)

The tree-dwelling Ghhhk are known for their screeched mating calls and for their oily skin, which is used to produce a healing salve.



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GUNDARK **22**

Hit Points 90
Defense 18
Attack +12
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)
Melee Attack (Can attack only adjacent enemies)
Quadruple Attack (On its turn, this character can make 3 extra attacks instead of moving)

"You look like you could pull the ears off a gundark."



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Houjix **21**

Hit Points 90
Defense 15
Attack 11
Damage 20

Special Abilities
Dejarik
Melee Attack (Can attack only adjacent enemies)
Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Although fierce in appearance, these natives of Kinyen often served the pacifist Gran as pets and guardians.



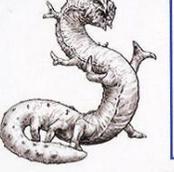
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K'lor'slug **20**

Hit Points 70
Defense 16
Attack 8
Damage 20

Special Abilities
Dejarik
Savage (This character must end its move adjacent to an enemy if it can and does not benefit from commander effects)
Speed 8
Melee Attack (Can attack only adjacent enemies)
Defensive Plates (If this character does not move, until the end of its next turn it gains **Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.))
Poison 20 (+20 Damage to living enemy; save 1)

These deadly predators are ferocious and ravenous, attacking anything they perceive to be prey.



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KNOBBY WHITE SPIDER **38**

Hit Points 110
Defense 18
Attack +8
Damage 20

Special Abilities
Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)
Melee Attack (Can attack only adjacent enemies)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Quadruple Attack (On its turn, this character can make 3 extra attacks instead of moving)
Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

This Dagobah predator is actually the offspring of the gnarltree, roaming the swamps in search of nourishment before anchoring its leg-roots.



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Mantellian Savrip 17

Hit Points 80
 Defense 16
 Attack 5
 Damage 20

Special Abilities
Dejarik
Melee Attack (Can attack only adjacent enemies)
Double Attack (On its turn, this character can make 1 extra attack instead of moving)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Immobilizing Rend (If both of this character's attacks hit the same enemy, that enemy cannot move this round)

Cunning and dangerous in battle, Mantellian Savrips are more intelligent than their bestial appearance suggests.

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Molator 22

Hit Points 80
 Defense 16
 Attack 8
 Damage 20

Special Abilities
Dejarik
Melee Attack (Can attack only adjacent enemies)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Protective Aura (Adjacent Dejarik 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))

Grimtaash, a Molator guardian, is said to protect Alderaanian royalty.

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Monnok 19

Hit Points 80
 Defense 19
 Attack 10
 Damage 20

Special Abilities
Dejarik
Melee Attack (Can attack only adjacent enemies)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Smuggler's Luck (If this character is adjacent to a Dejarik ally at the start of a round, roll twice for initiative)

Galactic smugglers consider these solitary hunters of Sacorro to be omens of a successful venture.

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MYNOCK 5

Hit Points 10
 Defense 13
 Attack +0
 Damage 10

Special Abilities
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Absorb Minerals (+10 Damage against Droid enemies and enemies with Mounted Weapon)
Demolish (Ignores Damage Reduction of adjacent targets)
Melee Attack (Can attack only adjacent enemies)
Swarm +1 (+1 Attack against a target for each other allied character named Mynock adjacent to that target)

These space parasites attach themselves to starships and chew on power cables.

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NEXU 15

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)
Ambush (Can move and then make all its attacks against 1 enemy who has not activated this round)
Double Attack (On its turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)
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)

All teeth and claws, the nexu is a fierce and deadly opponent.

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Ng'ok 18

Hit Points 90
 Defense 14
 Attack 9
 Damage 10

Special Abilities
Dejarik
Melee Attack (Can attack only adjacent enemies)
Double Attack (On its turn, this character can make 1 extra attack instead of moving)
Clamp (An enemy hit by this character's attack takes +10 Damage and cannot move this round; save 11 negates)

The foul-smelling and vicious Ng'ok use their barbed, retractable claws to grab and tear prey.

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RAKGHOUL 16

Hit Points 30
 Defense 17
 Attack +5
 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)
Melee Attack (Can attack only adjacent enemies)
Ambush (Can move and then make all its attacks against 1 enemy who has not activated this round)
Rakghoul Disease (+10 Damage to living enemy; save II. Whenever this character defeats a living enemy, you can immediately add a character named Rakghoul to your squad. The new character sets up in a square that enemy formerly occupied.)
Triple Attack (On its turn, this character can make 2 extra attacks instead of moving)
Rakghouls terrorize the undercity of Taris, feeding on the flesh of others and spreading their disease to any they come into contact with.



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RAMPAGING WAMPA 22

Hit Points 70
 Defense 14
 Attack +11
 Damage 20

Special Abilities
Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)
Ambush (Can move and then make all its attacks against 1 enemy who has not activated this round)
Double Attack (On its turn, this character can make 1 extra attack instead of moving)
Melee Attack (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)
When the fierce wampa explodes from the ice, no living creature is safe.



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RANCOR 33

Hit Points 100
 Defense 18
 Attack +8
 Damage 20

Special Abilities
Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)
Melee Attack (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)
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)
With its sheer size and strength, sharp claws, ferocity, and thick hide, a rancor is among the most dangerous creatures in the galaxy.



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REEK 51

Hit Points 200
 Defense 17
 Attack +12
 Damage 20

Special Abilities
Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)
Charging Assault +20 (Replaces turn: Can move up to 12 squares, then make an attack at +20 Damage against an adjacent enemy)
Melee Attack (Can attack only adjacent enemies)
The powerful and glodding reek was one of the terrifying beasts set loose in the Geonosian arena.



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SHYRACK 19

Hit Points 70
 Defense 16
 Attack +6
 Damage 20

Special Abilities
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Melee Attack (Can attack only adjacent enemies)
Swarm +4 (+4 Attack against a target for each allied character named Shyrack adjacent to that target)
One of many twisted creatures native to Korriban, the shyrack is clumsy but extremely dangerous when confronted in packs.



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VOANSKA 27

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 (Can attack only adjacent enemies)
Paralysis (If this character hits, target is considered activated this round; save II)
Poison +10 (+10 Damage; save II)
Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
A nocturnal hunter, this creature displays an unnatural hatred of Jedi.



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WAMPA 13

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)



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YOUNG KRAYT DRAGON 50

Hit Points 140
Defense 17
Attack +12
Damage 30

Special Abilities
Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)
Charging Assault +20 (Replaces turn: Can move up to 16 squares, then make an attack at +20 Damage against an adjacent enemy)
Melee Attack (Can attack only adjacent enemies)
Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

Carnivorous krayt dragons roam the Jundland Wastes of Iataome, eating whatever crosses their paths.



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MUSTAFARIAN FLEA RIDER 22

Hit Points 70
Defense 16
Attack +6
Damage 20

Special Abilities
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 he doesn't move, he gets +4 Attack)
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)

The agile lava flea mount easily leaps across the fiery surface of this Mustafarian's molten homeworld.



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MUSTAFARIAN SOLDIER 12

Hit Points 10
Defense 12
Attack +4
Damage 20

Special Abilities
Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Sniper (Other characters do not provide cover against this character's attack)

This soldier guards the Separatists' smelting facilities on fiery Mustafar.



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MUUN TACTICS BROKER 8

Hit Points 10
Defense 11
Attack +3
Damage 10

Special Abilities
Tactics Broker (Once per round, before initiative is determined, choose 1 other character in your squad. Remove that character from play; that character is defeated. An opponent's initiative check result automatically becomes 1.)

The bankers of Muunilast trade in every conceivable commodity—including battle plans.



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NAUTOLAN SOLDIER 8

Hit Points 10
Defense 12
Attack +4
Damage 10

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

Some of the amphibious Nautolans sell their military expertise to whichever side offers the most credits.



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Nelvaanian Warrior 9

Hit Points 20
Defense 18
Attack 5
Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



Nelvaanian warriors were captured, tortured, and mutated by the Techno Union to produce brutish troops for their own evil purposes.

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NIKTO GUNNER ON DESERT SKIFF 23

Hit Points 60
Defense 13
Attack +5
Damage 20

Special Abilities
Fight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Desert Skiff (This character can transport up to 1 Large ally or 2 Small or Medium allies that end their moves adjacent to it. Remove these allies from the battle grid; they move simultaneously with this character as though they had Flight, have cover, and are considered adjacent to it. They can make attacks, counting distance from this character and adding 1 square. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, all transported allies are also defeated; save 11.)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)
Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)
Rigid (Can't squeeze)
Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)



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NIKTO SOLDIER 5

Hit Points 10
Defense 14
Attack +2
Damage 10

Special Abilities
Sniper (Other characters do not provide cover against this character's attack)



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SLY MOORE 28

Hit Points 40
Defense 13
Attack +0
Damage 0

Special Abilities
Unique
Dominiate (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.)



Staff Aide to Supreme Chancellor Palpatine. Sly Moore comes from Umbara.

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50/60 ★

QUARREN ASSASSIN 12

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)



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54/60 ♦

QUARREN BOUNTY HUNTER 11

Hit Points 20
Defense 14
Attack +5
Damage 20

Special Abilities
Black Sun (If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11))
Bounty Hunter +2 (+2 Attack against Unique enemies)
Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)



Practical and conservative, a Quarren bounty hunter prefers to kill from the shadows rather than risk losing a fair fight.

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45/60 ●

Quarren Isolationist 9

Hit Points 30
Defense 14
Attack 6
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Long at odds with the Mon Calamari, many Quarren leaders sided with the Confederacy during the Clone Wars, embroiling their planet in civil war.

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30/40 ♦

QUARREN RAIDER 13

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)

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56/60 ♦

RODIAN BLACK SUN VIGO 24

Hit Points 40
Defense 18
Attack +5
Damage 10

Special Abilities
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Fringe Reserves 20 (If you roll exactly 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, he 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.

This Rodian is a lieutenant in Xizer's Black Sun crime syndicate.

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28/60 ♦

RODIAN BLASTER-FOR-HIRE 13

Hit Points 10
Defense 15
Attack +5
Damage 20

Special Abilities
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

For a fistful of credits, some Rodians will lend the service of their blasters to anyone.

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51/60 ♦

Rodian Brute 3

Hit Points 10
Defense 14
Attack 4
Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Stable Footing (Not slowed by difficult terrain)

A long history of hunting turned the Rodians into ferocious combatants who warred against themselves as much as they did others.

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31/40 ♦

RODIAN HUNT MASTER 22

Hit Points 40
Defense 16
Attack +7
Damage 20

Special Abilities
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)

Commander Effect
 Non-Unique followers within 6 squares gain Deadeye.

Rodians excel as hunters, and the best of the best earn the title of Hunt Master.

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46/60 ♦

RODIAN MERCENARY 9

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)



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Rodian Raider 10

Hit Points 20
Defense 14
Attack 5
Damage 10

Special Abilities
Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)
Stable Footing (Not slowed by difficult terrain)



On the junk world of Raxus Prime, Rodian scavengers competed with transplanted Jawas and Imperial shipbuilders for valuable salvage.

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RODIAN SCOUNDREL 14

Hit Points 20
Defense 15
Attack +3
Damage 10

Special Abilities
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)



The concept of law and order means little to many Rodians.

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Rodian Trader 10

Hit Points 10
Defense 14
Attack 4
Damage 10

Special Abilities
Medical Supplies (Replaces turn: Choose 1 adjacent ally to gain **Heal 10** (Replaces attacks: touch; remove 10 damage from a living character) for the rest of the skirmish)
Munitions Supplies (Replaces turn: Choose 1 adjacent ally to gain **Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1) for the rest of the skirmish)



Traders and merchants who are willing to risk their necks to travel into war zones can usually make a tidy profit during times of conflict.

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SHISTAVANEN PILOT 12

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)
Loner (+4 Attack if no allies are within 6 squares)



With superior speed and reflexes, this Shistavanen naturally became a starship pilot.

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SNIVVIAN FRINGER 6

Hit Points 10
Defense 15
Attack +4
Damage 10

Special Abilities
Bounty Hunter +4 (+4 Attack against Unique enemies)



Snivvians can be found throughout known space, and many find their way into criminal and Rebel organizations.

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Sullustan Scout 10

Hit Points 20
 Defense 14
 Attack 5
 Damage 10

Special Abilities
Cunning Attack +10 (+4 Attack and +10 Damage against an enemy who has not activated this round)
Spotter +10 (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

In their native environment of labyrinthine caves, Sullustans depend on perfect direction sense and memory to find their way. These qualities also make them excellent explorers and navigators.

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Talz Chieftain 16

Hit Points 60
 Defense 17
 Attack 9
 Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Advantageous Attack (+10 Damage against an enemy who has not activated this round)
Commander Effect
 Non-Unique Fringe followers within 6 squares get +4 Attack and +10 Damage against non-Unique enemies.

Talz clan chiefs led devastating attacks against both Separatist and Republic forces that intruded on their isolated world.

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TALZ SPY 12

Hit Points 40
 Defense 14
 Attack +5
 Damage 10

Special Abilities
Advantageous Attack (+10 Damage against an enemy who has not activated this round)
Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)
Sabotage (Replaces attacks: Adjacent enemy characters with Mounted Weapon cannot move more than their speed during a phase for the rest of the skirmish)

This spy operates throughout the Outer Rim, selling information to anyone with credits.

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Talz Warrior 7

Hit Points 20
 Defense 14
 Attack 6
 Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Advantageous Attack (+10 Damage against an enemy who has not activated this round)

The hulking, primitive Talz are admirably adapted to harsh conditions on the icy world of Orto Plutonia.

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Togorian Soldier 12

Hit Points 30
 Defense 15
 Attack 5
 Damage 10

Special Abilities
Bravado (+4 Attack and +20 Damage against an adjacent enemy with a higher point cost)

These massive carnivores live for battle, and Togorian pirate fleets are the scourge of the galaxy.

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Toydarian Soldier 5

Hit Points 10
 Defense 15
 Attack 3
 Damage 10

Special Abilities
Fight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Strong-Willed (Cannot be targeted by Jedi Mind Trick Force power)

The unique structure of Toydarians' brains protects them from mental attacks through the Force.

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Gha Nachkt 12

Hit Points 30
Defense 13
Attack 3
Damage 10

Special Abilities
Unique
Trandoshan Rapport (Non-Unique Droids cost 1 less when in the same squad as this character)
Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)
Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)

A corpulent and unscrupulous Trandoshan junk dealer, Gha Nachkt scours the galaxy in his rust-bucket scow, collecting and then reselling the profitable wastes of war.



35/40 ★

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Trandoshan Elite Mercenary 17

Hit Points 50
Defense 17
Attack 7
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)
Mercenary (This character can move only if he cannot make an attack from his starting space)
Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)
Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)
Rend +10 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)

The powerful Trandoshans are superbly fitted to the profession of bounty hunter.



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TRANDOSHAN MERCENARY 9

Hit Points 20
Defense 15
Attack +4
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)
Mercenary (This character can move only if he cannot make an attack from his starting space)
Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)
Rend +10 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)

Like all of his kind, this Trandoshan is strong and war-like, eager to fight for any side that meets his price.



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Trandoshan Scavenger 11

Hit Points 30
Defense 16
Attack 7
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)
Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

Ownership is often determined by who is holding the weapon.



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Trianii Scout 14

Hit Points 40
Defense 16
Attack 6
Damage 20

Special Abilities
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)
Flurry Attack (When this character scores a critical hit, he can make 1 immediate extra attack)
Quick Reactions (+6 Attack when making attacks of opportunity)

The feline Trianii are fiercely independent and deeply spiritual.



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T'surr 8

Hit Points 20
Defense 14
Attack 2
Damage 30

Special Abilities
Melee Attack (Can attack only adjacent enemies)

Native to a cold desert world, the T'surr are consummate survivors who rely on brute strength and ruthless cunning to enslave weaker species.



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MASSIFF 10

Hit Points 40
 Defense 16
 Attack +9
 Damage 20

Special Abilities
 Speed 8
 Melee Attack (Can attack only adjacent enemies)
 Vicious Attack (Triple damage instead of double on a critical hit)

Common on Outer Rim worlds, the massiff is often domesticated to serve as a companion and guardian.

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TUSKEN RAIDER 4

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)

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TUSKEN RAIDER ON BANTHA 22

Hit Points 90
 Defense 18
 Attack +5
 Damage 20

Special Abilities
 Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)
 Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)
 Sniper (Other characters do not provide cover against this character's attack)

This nomadic marauder prowls the deserts of Iataoine atop his trusted bantha.

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TUSKEN RAIDER SCOUT 11

Hit Points 30
 Defense 15
 Attack +8
 Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)
 Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 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)

Masters of the desert sands, Tusken Raiders move through the Dune Sea as easily as most beings navigate a city street.

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TUSKEN RAIDER SNIPER 8

Hit Points 10
 Defense 13
 Attack +3
 Damage 20

Special Abilities
 Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)
 Sniper (Other characters do not provide cover against this character's attack)

Some of the nomadic Tusken Raiders take up the blaster rifle to provide a ranged attack option for their tribes.

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Twii'lek Black Sun Vigo 18

Hit Points 40
 Defense 18
 Attack 9
 Damage 10

Special Abilities
 Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
 Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)
 Jolt (An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.)
 Opportunist +20 (+4 Attack and +20 Damage against an enemy who has activated this round)

Commander Effect
 Followers with Evade within 6 squares gain Greater Mobile Attack.

Many Black Sun Vigos wield as much power as the Moifs, though it is debatable which are more dangerous.

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37/40

TWI'LEK BODYGUARD 10

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 the damage instead)
Melee Attack (This character can attack only adjacent enemies)



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TWI'LEK REBEL AGENT 9

Hit Points 10
 Defense 15
 Attack +2
 Damage 10

Special Abilities
Spotter +20 (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Members of all species find a place in the Rebel Alliance.

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TWI'LEK SCOUNDREL 7

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)



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 58/60 ●

TWI'LEK SCOUT 7

Hit Points 20
 Defense 16
 Attack +5
 Damage 10

Special Abilities
Rangefinder (Replaces attacks: Adjacent allies who do not move get +4 Attack against nonadjacent enemies this round)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



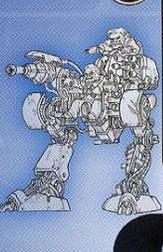
Surviving in harsh environments is a simple matter for Twi'lek scouts, whose homeworld Ryloth is a dangerous wasteland.

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 17/60 ●

UGGERNAUT 34

Hit Points 100
 Defense 16
 Attack +6
 Damage 20

Special Abilities
Ugnaught
Furious Assault (Replaces turn: Can move up to 12 squares, then attack each legal target once)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)
Rigid (Can't squeeze)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



Ugnaught engineers craft deadly war machines from modified industrial equipment.

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 58/60 ★

UGNAUGHT BOSS 15

Hit Points 30
 Defense 14
 Attack +2
 Damage 10

Special Abilities
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 1])
Melee Attack (Can attack only adjacent enemies)

Commander Effect
 Allies whose name contains Ugnaught gain **Self-Destruct 10** (When this character is defeated, each adjacent character takes 10 damage).

The Ugnaughts who are most accomplished in their profession lead groups of laborers in mines and factories.



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 58/60 ♦

UGNAUGHT DEMOLITIONIST 3

Hit Points 10
 Defense 12
 Attack +0
 Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

This Ugnought left his job on Cloud City to blow up things for the highest bidder.

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Ugnought Droid Destroyer 7

Hit Points 20
 Defense 16
 Attack 8
 Damage 10

Special Abilities
Ion Gun +20 (+20 Damage against Droid enemies)
Jolt (An enemy hit by this character's attack is considered activated this round, save II. Huge and larger characters ignore this effect.)

The Ugnoughts of Cloud City have little patience for troublesome droids who wander where they should not.

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UGNAUGHT TECH 7

Hit Points 10
 Defense 12
 Attack +0
 Damage 10

Special Abilities
Industrial Repair 10 (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)
Melee Attack (Can attack only adjacent enemies)
Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)

Ugnoughts are hardy laborers who are especially prized as miners.

60/60

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TION MEDON 22

Hit Points 60
 Defense 14
 Attack +4
 Damage 10

Special Abilities
 Unique
Melee Attack (Can attack only adjacent enemies)

Commander Effect
 Utapaun followers within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).

This Utapaun administrator openly works with the Separatists but secretly aids the Republic.

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UTAPAUN ON DACTILLION 27

Hit Points 80
 Defense 16
 Attack +8
 Damage 30

Special Abilities
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Mobile Attack (Can move both before and after attacking)
Speed 10 (Can move up to 10 squares and attack, or 20 squares without attacking)

Utai tame the creatures of their fractured planet, such as the dactillion, which they use to conduct flying patrols of their sinkhole cities.

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UTAPAUN SOLDIER 10

Hit Points 20
 Defense 16
 Attack +5
 Damage 20

Caught between the Republic and the Separatists, these soldiers fight to protect their world.

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Utapaun Warrior 14

Hit Points 50
Defense 20
Attack 7
Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Once a peaceful world where the species worked together in harmony, Utapau was dragged into the Clone Wars against its people's wishes.

40/40 •

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VARACTYL WRANGLER 6

Hit Points 10
Defense 12
Attack +3
Damage 10

Special Abilities
Empathy (Allies with Savage within 6 squares lose Savage)
Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1)
Melee Attack (Can attack only adjacent enemies)

The Utai tames, trains, and cares for the varactyl dragon mounts used to navigate Utapau's sinkholes.

60/60 •

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WEEQUAY LEADER 13

Hit Points 40
Defense 14
Attack +7
Damage 20

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 (Can attack only adjacent enemies)
Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)
Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)

Commander Effect
 Non-Unique followers within 6 squares gain **Mighty Swing**.

Personal bravery and combat prowess are just two of the qualities of a Weequay gang leader.

50/60 ♦

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WEEQUAY MERCENARY 5

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)

40/40 •

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Weequay Pirate 10

Hit Points 10
Defense 15
Attack 8
Damage 10

Special Abilities
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

The devious Weequay take to a life of piracy with disturbing ease.

40/40 •

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WEEQUAY THUG 6

Hit Points 10
Defense 13
Attack +2
Damage 10

Special Abilities
Gunner (Can combine fire with adjacent allies who have Mounted Weapon)
Rapport (Costs 1 less when in the same squad as a character named Jabba the Hutt)

Tough and obedient, Weequay thugs provide services much in demand by crime lords such as Jabba the Hutt.

51/60 •

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Whiphid Tracker 15

Hit Points 40
 Defense 16
 Attack 7
 Damage 10

Special Abilities
Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)
Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)
Sniper (Other characters do not provide cover against this character's attack)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Native to a frigid, snow-covered world, many Whiphids use their knowledge of tracking and survival to make their living in a galaxy filled with harsh environments.



39/40 ♦

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CHEWBACCA OF KASHYYYK 25

Hit Points 80
 Defense 16
 Attack +6
 Damage 20

Special Abilities
 Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)



This young and noble Wookiee believes in honor and doing the right thing.

7/60 ♣

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Merumeru 38

Hit Points 140
 Defense 18
 Attack 8
 Damage 20

Special Abilities
 Unique
Wookiee; Double Attack
Close-Quarters Fighting (+4 Attack against adjacent enemies)
Demolish (Ignores Damage Reduction of adjacent targets)
Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Commander Effect
 Your squad may include Wookiee characters of any faction.
 Allied Wookiee characters gain **Close-Quarters Fighting**, **Demolish**, and **Mighty Swing**.

Under the leadership of Elder Merumeru, Wookiee warriors defended their homeworld against Separatist attacks.



8/40 ★

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TARFUL 26

Hit Points 90
 Defense 16
 Attack +7
 Damage 20

Special Abilities
 Unique
Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

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



A brave Wookiee warrior and friend to Jedi Master Yoda.

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WOOKEE BERSERKER 12

Hit Points 40
 Defense 10
 Attack +6
 Damage 20

Special Abilities
 Unique
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)



Though a generally peaceful species, Wookiees are known to fly into a violent rage when angered or threatened.

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WOOKEE COMMANDO 9

Hit Points 40
 Defense 14
 Attack +6
 Damage 10

Special Abilities
 Unique
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)



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WOOKIEE ELITE WARRIOR 19

Hit Points 50
 Defense 18
 Attack +9
 Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)
 Charging Assault +10 (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)
 Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
 Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Only those with the strongest resolve can stare down a Wookiee in combat.

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WOOKIEE FREEDOM FIGHTER 14

Hit Points 50
 Defense 14
 Attack +7
 Damage 10

Special Abilities
 Charging Assault +10 (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)
 Demolish (Ignores Damage Reduction of adjacent targets)
 Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

No fighter is more feared than an angry Wookiee.

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Wookiee Scoundrel 11

Hit Points 30
 Defense 14
 Attack 6
 Damage 20

Special Abilities
 Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
 Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

It's not wise to upset a Wookiee, especially by invading his planet.

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WOOKIEE SCOUT 10

Hit Points 30
 Defense 13
 Attack +5
 Damage 10

Special Abilities
 Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against 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)

The Wookiee tendency to wander and explore makes them ideally suited to be scouts.

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WOOKIEE SOLDIER 7

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)

Whenever the call for soldiers goes out to the member worlds of the Republic, the Wookiees are among the first to respond.

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WOOKIEE TROOPER 11

Hit Points 30
 Defense 15
 Attack +7
 Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)
 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 Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
 Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Whenever the call for soldiers goes out to the member worlds of the Republic, the Wookiees are among the first to respond.

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WOOKIEE WARRIOR 13

Hit Points 40
 Defense 13
 Attack +6
 Damage 20

Special Abilities
 Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 1)



Armed with grenade launchers and thermal detonators, Wookiee warriors are formidable Rebel soldiers.

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YUZZEM 18

Hit Points 40
 Defense 14
 Attack +6
 Damage 20

Special Abilities
 Double Claw Attack (On its 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)



Yuzzem are known for great strength and unpredictable tempers.

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ZABRAK FRINGER 11

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)



This Zabrak's loyalty can be bought for the right price.

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