

ANAKIN SKYWALKER, SITH APPRENTICE **39**

Hit Points 120
Defense 19
Attack +13
Damage 20

Special Abilities
 Unique (Counts as Darth Vader)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Loner (+4 Attack if no allies are within 6 squares)
Melee Attack (Can attack only adjacent enemies)
Force Powers
 Force 4
Force Grip (Force 1, replaces attacks: sight; 10 damage)
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)
Sith Rage (Force 1: +10 Damage on all attacks this turn)

Ambitious and headstrong, Anakin embraces the dark side and transforms into an agent of evil.

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DARTH VADER **47**

Hit Points 140
Defense 21
Attack +14
Damage 20

Special Abilities
 Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)
Force Powers
 Force 4
Force Burst (Force 2, replaces turn: 10 damage to all other characters within 6 squares)
Sith Grip (Force 2, replaces attacks: sight; 20 damage)
Sith Rage (Force 1: +10 Damage on all attacks this turn)

His fall to darkness complete, Anakin Skywalker becomes Darth Vader!

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DARTH VADER, CHAMPION OF THE SITH **50**

Hit Points 140
Defense 22
Attack +15
Damage 20

Special Abilities
 Unique
Melee Attack: Double Attack
Force Powers
 Force 4
Force Grip (Force 1, replaces attacks: sight; 10 damage)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)
Commander Effect
 Once per turn, each follower within 6 squares may reroll 1 attack at +4 Attack and +10 Damage. If the result of the rerolled attack is a miss, the attacking character is defeated.

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DARTH VADER, DARK JEDI **55**

Hit Points 140
Defense 22
Attack +14
Damage 20

Special Abilities
 Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Melee Attack (This character can attack only adjacent enemies)
Force Powers
 Force 5
Force Grip (Force 1, replaces attacks: sight; 10 damage)
Lightsaber Sweep (Force 1, replaces attacks: This character can attack every adjacent enemy once)
Commander Effect
 Whenever an allied character without a Force rating gets a natural 1 on any roll, that character is defeated and all other allies without a Force rating get +2 Attack. (These bonuses stack)

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DARTH VADER, IMPERIAL COMMANDER **53**

Hit Points 140
Defense 23
Attack +15
Damage 20

Special Abilities
 Unique
Melee Attack: Double Attack
Force Powers
 Force 5
Force Grip (Force 1, replaces attacks: sight; 10 damage)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)
Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)
Commander Effect
 Trooper followers get +6 Defense.

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DARTH VADER, JEDI HUNTER **75**

Hit Points 140
Defense 23
Attack +16
Damage 20

Special Abilities
 Unique
Dark Armor (When this character takes damage, he reduces the damage dealt by 10 with a save of 11. Adjacent enemies with lightsabers ignore this special ability.)
Jedi Hunter (+4 Attack and +10 Damage against enemies with force ratings)
Melee Attack: Triple Attack
Force Powers
 Force 2
Force Grip (Force 1, replaces attacks: sight; 10 damage)
Force Renewal I (This character gets Force 1 each time he activates)
Force Whirlwind (Force 2, replaces attacks: range 6; 20 damage to target and each character adjacent to that target; save 11)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)
Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)

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Darth Vader, Legacy of the Force 71

Hit Points 140
Defense 23
Attack 16
Damage 20

Special Abilities
 Unique, Pilot
Melee Attack; Triple Attack
Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of II. Attacks with lightsabers ignore this special ability.)
Djem So Style (Whenever this character is hit by a melee attack, make a save of II. On a success, this character can make an immediate attack against that attacker.)

Force Powers
Force 2, Force Renewal 1
Force Grip 2 (Force 2, replaces attacks: sight; 20 damage)
Lightsaber Reflect (Force 2; When hit by a nonmelee attack, this character takes no damage with a save of II and the attacker takes damage equal to the prevented damage; save II)

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



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DARTH VADER, SCOURGE OF THE JEDI 55

Hit Points 120
Defense 21
Attack +14
Damage 20

Special Abilities
 Unique, **Melee Attack; Double Attack**
Dark Armor (When this character takes damage, he reduces the damage dealt by 10 with a save of II. Adjacent enemies with lightsabers ignore this special ability.)
Djem So Style (Whenever this character is hit by a melee attack, make a save of II. On a success, this character can make an immediate attack against that attacker.)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Force Powers
 Force 4
Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)
Lightsaber Throw 2 (Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.)



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Darth Vader, Sith Apprentice 46

Hit Points 130
Defense 19
Attack 12
Damage 20

Special Abilities
 Unique, **Melee Attack; Double Attack**
Affinity (A character whose name contains 501st may be in your squad regardless of faction)
Djem So Style (Whenever this character is hit by a melee attack, make a save of II. On a success, this character can make an immediate attack against that attacker.)

Force Powers
Force 2, Force Renewal 1
Force Grip 1 (Force I, replaces attacks: sight; 10 damage)
Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)
Sith Rage (Force I: +10 Damage on all attacks this turn)

Commander Effect
 Non-Unique allies within 6 squares whose name contains 501st gain **Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round).



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DARTH VADER, SITH LORD 60

Hit Points 140
Defense 23
Attack +16
Damage 20

Special Abilities
 Unique
Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)
Melee Attack (This character can attack only adjacent enemies)

Force Powers
 Force 5
Lightsaber Sweep (Force I, replaces attacks: This character can attack every adjacent enemy once)



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DARTH VADER, UNLEASHED 50

Hit Points 140
Defense 23
Attack +15
Damage 20

Special Abilities
 Unique
Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of II. Attacks with lightsabers ignore this special ability.)
Melee Attack; Double Attack

Force Powers
Force 2; Force Renewal 1
Force Grip 4 (Force 4, replaces attacks: sight; 40 damage)
Force Sense (Force I, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)
Lightsaber Throw 5 (Force 5, replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make 2 attacks against the chosen enemy and against each character adjacent to that enemy.)



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ANTARES DRACO 33

Hit Points 100
Defense 20
Attack +10
Damage 20

Special Ability
 Unique
Imperial Knight; Pilot
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)
Melee Attack; Double Attack
Synergy (+4 Attack while an allied Imperial Knight is within 6 squares)

Force Powers
 Force 4
Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)
Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)



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Arden Lyn 18

Hit Points 70
Defense 17
Attack 10
Damage 10

Special Abilities
Unique
Melee Attack (Can attack only adjacent enemies)
Hand of the Emperor (This character can spend her own Force points once per turn and spend Force points from a character who name contains Emperor Palpatine once per turn)
Teräs Käsi Style (Whenever this character takes damage from a melee attack, reduce the damage dealt by 10)
Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers
Force 1

Born in the early days of the Republic but forced into a millennia-long trance, Arden Lyn awakened during the Jedi Purge. She was adopted by Palpatine as an Emperor's Hand and received a war droid prosthetic to replace her lost arm.



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Arica 31

Hit Points 70
Defense 18
Attack 9
Damage 10

Special Abilities
Unique (Counts as Mara Jade)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Hand of the Emperor (This character can spend her own Force points once per turn and spend Force points from a character named Emperor Palpatine once per turn)
Sniper (Other characters do not provide cover against this character's attack)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers
Force 3
Blaster Barrage (Force 1; replaces attacks: Can attack each legal target once)



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CORUSCANT GUARD 15

Hit Points 60
Defense 17
Attack +8
Damage 10

Special Abilities
Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)
Rapport (This character costs 1 less when in the same squad as a character whose name contains Vader)

Highly trained Coruscant Guards protect the Imperial capital planet from Rebels and other threats.



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DARK JEDI 16

Hit Points 60
Defense 17
Attack +7
Damage 10

Special Abilities
Lightsaber (+10 Damage to adjacent enemies)

Force Powers
Force 2

This fledgling student of the dark side still relies on mundane weapons as he works to master the Force.



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DARK JEDI MASTER 29

Hit Points 90
Defense 17
Attack +10
Damage 20

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

Force Powers
Force 3
Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)
Sith Lightning 30 (Force 2; replaces attacks: range 6; 30 damage)

A Dark Jedi can rise to become a true master of evil.



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DARK SIDE ACOLYTE 16

Hit Points 50
Defense 17
Attack +5
Damage 20

Special Abilities
Double Attack (On her turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)

Force Powers
Force 2



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DARK SIDE ADEPT 16

Hit Points 60
 Defense 17
 Attack +7
 Damage 10

Special Abilities
 Lightsaber (+10 Damage to adjacent enemies)

The Emperor has a use for those who demonstrate talent in the dark side of the Force.

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DARK SIDE ENFORCER 26

Hit Points 80
 Defense 16
 Attack +9
 Damage 20

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

Force Powers
 Force 1

This grizzled veteran of many battles has an affinity for the dark side of the Force, relying on experience and natural talent instead of formal training.

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DARK SIDE MARAUDER 22

Hit Points 90
 Defense 18
 Attack +10
 Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)

Force Powers
 Force 2
 Sith Rage (Force 1: +10 Damage on all attacks this turn)

This brutal warrior bends the Force to his own violent purposes.

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DARTH CAEDUS 60

Hit Points 110
 Defense 20
 Attack +13
 Damage 20

Special Abilities
 Unique, Melee Attack: Double Attack
 Virulent Poison Dart (Replaces turn: range 6; 40 damage to target living enemy; save 16)

Force Powers
 Force 2, Force Renewal I
 Aing-Tii Flow-Walking (Force 3: Once per round, after initiative is determined, this character can take an immediate turn. This does not count as activating the character this round.)
 Illusion (Force 1: When hit by an attack, this character takes no damage unless the attacker makes a save of 11)
 Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)
 Sith Rage (Force 1: +10 Damage on all attacks this turn)

Under the tutelage of Lumiya, Jacen Solo transforms himself into Darth Caedus and resurrects the Sith tradition.

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DARTH KRAYT 76

Hit Points 130
 Defense 21
 Attack +14
 Damage 20

Special Abilities
 Unique, Pilot
 Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20); Triple Attack
 Vondun Crab Armor 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

Force Powers
 Force 2, Force Renewal I
 Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)
 Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)

Commander Effect
 Followers within 6 squares gain Extra Attack (On his turn, this character can make 1 cumulative extra attack instead of moving).

Darth Krayt sits on the Imperial throne and rules the galaxy with the strength of the Sith.

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DARTH NIHL 42

Hit Points 120
 Defense 20
 Attack +12
 Damage 20

Special Abilities
 Unique
 Flurry Attack (When this character scores a critical hit, he can make 1 immediate extra attack)
 Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
 Melee Attack: Double Attack

Force Powers
 Force 4
 Force Lightning I (Force 1, replaces attacks: range 6; 20 damage)
 Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect
 Each follower within 6 squares gains Flurry Attack.

Darth Nihil's ghastly appearance and unorthodox fighting style make him a fearsome opponent on the battlefield and a trusted lieutenant of Darth Krayt.

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DARTH TALON 56

Hit Points 110
Defense 20
Attack +11
Damage 20

Special Abilities
Unique. Loner (+4 Attack if no allies are within 6 squares)
Melee Attack: 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)
Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers
Force 1. Force Renewal 1
Force Bubble (Force 1: When this character takes damage, reduce the damage dealt by 20)
Force Lightning 1 (Force 1, replaces attacks: range 6; 20 damage)
Beautiful and deadly, Darth Talon rivals Darth Krayt himself in cruelty.



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Disciple of Ragnos 20

Hit Points 50
Defense 17
Attack 5
Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)

Force Powers
Force 2. Force Renewal 1
Force Corruption 2 (Force 2, replaces attacks: range 6, non-Droids only; 20 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 20 damage. On a success, that character is no longer corrupted.)
Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)

These Sith cultists plan to resurrect the ancient Sith Lord Marka Ragnos.



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Elite Sith Assassin 23

Hit Points 80
Defense 18
Attack 9
Damage 20

Special Abilities
Melee Attack
Cunning Attack +10 (+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)
Steal Force (Replaces attacks: touch; 1 adjacent character with a Force rating loses 1 Force point and this character gains 1 Force point)
Force Powers
Force 1
Sith Rage (Force 1: +10 Damage on all attacks this turn)



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EMPEROR PALPATINE 40

Hit Points 130
Defense 20
Attack +0
Damage 0

Special Abilities
Unique

Force Powers
Force 4
Force Lightning (Force 2, replaces attacks: range 6; 30 damage to 1 target and up to 2 characters adjacent to that target)
Force Renewal 1 (This character gets Force 1 each time he activates)
Force Storm (Force 2, replaces attacks: 20 damage to all adjacent characters)

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



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Emperor Palpatine On Throne 33

Hit Points 130
Defense 21
Attack 0
Damage 0

Special Abilities
Unique
Emplacement (Cannot move or be moved. Set up anywhere on your half of the battle map.)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Force Powers
Force 3. Force Renewal 3
Force Lightning 3 (Force 3, replaces turn: range 6; 40 damage to target and 2 characters adjacent to that target. Huge or smaller characters are considered activated this round; save 11.)
Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

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



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EMPEROR PALPATINE, SITH LORD 62

Hit Points 130
Defense 20
Attack +15
Damage 20

Special Abilities
Unique
Betrayal (On an attack roll of 1 against this character, the attacking enemy joins this character's squad until the end of the skirmish)
Execute Order 66 (Cannot be targeted by characters with Order 66)
Melee Attack
Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Force Powers
Force 6
Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)
Sith Lightning 30 (Force 2, replaces attacks: range 6; 30 damage)

Commander Effect
 Your squad may include characters with Order 66.



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EMPEROR ROAN FEL 57

Hit Points 100
Defense 20
Attack +12
Damage 20

Special Abilities
 Unique. Imperial Knight
Cortosis Gauntlet I7 (Whenever this character rolls 17 or better on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish)
 It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)
Melee Attack: Triple Attack
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
Synergy (+4 Attack while an allied Imperial Knight is within 6 squares)

Force Powers
 Force 4
Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)

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



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EMPEROR'S SHADOW GUARD 23

Hit Points 90
Defense 19
Attack +8
Damage 20

Special Abilities
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)
Melee Attack (Can attack only adjacent enemies)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

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

With their distinctive black armor, the Shadow Guard served the Emperor during the Great Jedi Purge.



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Emperor's Hand 20

Hit Points 80
Defense 20
Attack 9
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Hand of the Emperor (This character can spend his own Force points once per turn and spend Force points from a character whose name contains Emperor Palpatine once per turn)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

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

These specialized assassins, in constant psychic contact with Emperor Palpatine, carry out his orders throughout the galaxy.



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Imperial Inquisitor 22

Hit Points 70
Defense 17
Attack 0
Damage 0

Special Abilities
Turn to the Dark Side (Replaces attacks: range 6; 20 damage to 1 target with a Force rating. The target can choose to negate this damage and instead make a save of II; if the save fails, the target joins this character's squad until the end of the skirmish.)

Force Powers
 Force 3
Force Push 1 (Force I, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller)

Commander Effect
 Allies with a Force rating within 6 squares get +4 Attack against enemies without a Force rating.

Imperial inquisitors force Jedi to embrace the dark side or die.



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IMPERIAL KNIGHT 22

Hit Points 70
Defense 18
Attack +9
Damage 20

Special Abilities
Cortosis Gauntlet I9 (Whenever this character rolls 19 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)
Melee Attack: Double Attack
Synergy (+4 Attack while an allied Imperial Knight is within 6 squares)

Force Powers
 Force 2
Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)

The line between light and dark is never too fine for the Imperial Knight to walk.



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Imperial Sentinel 51

Hit Points 160
Defense 20
Attack 12
Damage 40

Special Abilities
Speed 8
Melee Attack (Can attack only adjacent enemies)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)

Created through a dark mix of Sith alchemy and cloning technology, these mute giants are entirely under the control of their master.



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Imperial Sovereign Protector 25

Hit Points 100
Defense 20
Attack 12
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Palpatine's Bodyguard (If a character whose name contains Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Force Powers
Force 1
Force Sense (Force 1, usable only on this character's turn: Enemies lose Stealth for the rest of the round)

These exceptionally brutal warriors, trained in dark-side Force techniques, commanded the Imperial Royal Guard.

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Kir Kanos 34

Hit Points 110
Defense 21
Attack 13
Damage 20

Special Abilities
Unique. Melee Attack
Palpatine's Bodyguard (If a character whose name contains Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)
Loner (+4 Attack if no allies are within 6 squares)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers
Force 2
Force Sense (Force 1, usable only on this character's turn: Enemies lose Stealth for the rest of the round)

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LORD VADER 71

Hit Points 130
Defense 21
Attack +14
Damage 20

Special Abilities
Unique. Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability)
Melee Attack: Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers
Force 2: Force Renewal I
Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)
Lightsaber Assault (Force 1: replaces attacks: Make 2 attacks)
Lightsaber Sweep (Force 1: replaces attacks: Can attack each adjacent enemy once)
Master of the Force 2 (May spend Force points up to 2 times in a single turn)
Overwhelming Force (Force 1: This character's attacks cannot be prevented or redirected this turn)
Sith Rage (Force 1: +10 Damage on all attacks this turn)

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

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LUMIYA, THE DARK LADY 53

Hit Points 140
Defense 20
Attack +12
Damage 20

Special Abilities
Unique. Pilot Cyborg (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
Melee Attack: Double Attack; Melee Reach 3
Regeneration 10 (If this character doesn't move on her turn, remove 10 damage from her at the end of that turn)
Self-Destruct 40 (When this character is defeated, each adjacent character takes 40 damage)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers
Force 4; Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

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MARA JADE, EMPEROR'S HAND 20

Hit Points 60
Defense 18
Attack +9
Damage 10

Special Abilities
Unique
Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)
Hand of the Emperor (This character can spend her own Force points once per turn and spend Emperor Palpatine's Force points once per turn)

Force Powers
Force 3
Blaster Barrage (Force 1; replaces attacks: This character can attack every legal target once)

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MARASIAH FEL 22

Hit Points 70
Defense 16
Attack +7
Damage 20

Special Abilities
Unique. Melee Attack: Double Attack

Force Powers
Force 2: Force Renewal I
Force Alter (Force 1; range 6; any 1 enemy rerolls its last attack)
Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)
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)

Daughter of the Emperor-in-exile Roan Fel, Marasiah is both beautiful and cunning.

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NIGHTSISTER SITH WITCH 17

Hit Points 60
Defense 16
Attack +8
Damage 20

Special Abilities
 Empathy (Allies with Savage within 6 squares lose Savage)
 Melee Attack (Can attack only adjacent enemies)

Force Powers
 Force 3
 Force Lightning (Force 2, replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target)

The dark side of the Force burns fiercely within the heart of this Nightsister.



39/60 ♦

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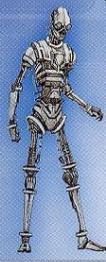
PROXY 41

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 1
 Lightsaber Black (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

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



56/60 ★

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Reborn 9

Hit Points 30
Defense 15
Attack 7
Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)

Force Powers
 Force 1
 Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

The Reborn were created by imbuing the power of the Force into those not born with it. They served as foot soldiers for the Dark Jedi of the Empire Reborn.



22/40 ●

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ROYAL GUARD 11

Hit Points 30
Defense 17
Attack +8
Damage 20

Special Abilities
 Emperor's Bodyguard (If Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)
 Melee Attack (This character can attack only adjacent enemies)



32/60 ♦

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Sith Apprentice 22

Hit Points 80
Defense 17
Attack 10
Damage 20

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

Force Powers
 Force 3
 Force Grip 1 (Force 1, replaces attacks: sight; 10 damage)
 Lightsaber Throw 2 (Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.)

Each Sith Master trained an apprentice, sometimes called a Shadow Hand.



10/40 ♦

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Sith Lord 23

Hit Points 90
Defense 18
Attack 9
Damage 20

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

Force Powers
 Force 4
 Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)
 Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Sith Lords are the undisputed masters of the dark side, ruling over worlds, commanding fleets, and plotting the overthrow of the Jedi.



11/40 ♦

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VADER'S APPRENTICE, UNLEASHED 48

Hit Points 130
Defense 20
Attack +13
Damage 20

Special Abilities
 Unique
 Melee Attack: Double Attack

Force Powers
 Force 2; Force Renewal I
 Force Lightning 4 (Force 4, replaces attacks: range 6; 50 damage to target. Huge or smaller characters are considered activated this round; save 16)
 Force Lightning 5 (Force 5, replaces turn: range 6; 60 damage to target and 2 characters adjacent to that target. Huge or smaller characters are considered activated this round; save 16)



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181st Imperial Pilot 12

Hit Points 20
Defense 16
Attack 7
Damage 10

Special Abilities
 Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
 Gunner +10 (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage)
 Rapport (Costs 1 less when in the same squad as a character named Baron Fel)
 Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)
 Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

The 181st Squadron is the Imperial analog of the Alliance's elite Rogue Squadron, consisting of some of the best pilots to ever grace the cockpit of a TIE fighter.



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501st Legion Stormtrooper 11

Hit Points 20
Defense 16
Attack 8
Damage 20

Special Abilities
 Rapport (Costs 1 less when in the same squad as a character whose name contains Vader)
 Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)
 Squad Firepower (+10 Damage while 3 allies with the same name as this character are within 6 squares)

After Anakin Skywalker turned to the dark side, his 501st Legion clone troopers remained loyal to him. For their brutality and efficiency, they became known as "Vader's Fist."



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17/40

ADMIRAL OZZEL 11

Hit Points 40
Defense 14
Attack +4
Damage 10

Special Abilities
 Unique
 Imperial Reserves 20 (If you roll exactly 6 for initiative, you can add up to 20 points of non-Unique Imperial characters to your squad immediately before your first activation of the round)

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

*"You have failed me for the last time, admiral."
 —Darth Vader*



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ADMIRAL PIETT 20

Hit Points 50
Defense 15
Attack +5
Damage 10

Special Abilities
 Unique
 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
 Trooper followers within 6 squares gain Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round).

*"You are in command now, Admiral Piett."
 —Darth Vader*



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24/60

AT-AT DRIVER 11

Hit Points 40
Defense 15
Attack +4
Damage 20

Special Abilities
 Gunner (Can combine fire with adjacent allies who have Mounted Weapon)

Teams of two specialized drivers operate the massive Imperial walkers.



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AT-AT IMPERIAL WALKER

200

Each time you activate the AT-AT in a round, place the appropriate counter on its space.

Hit Points

300

Defense

13

Attack

+0

Damage

0

Special Abilities

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

Colossal (Large and smaller characters may occupy squares on this character's base and are considered adjacent. Low objects and large and smaller characters do not provide cover against this character's attack. Ignores movement costs to enter squares containing difficult terrain, low objects, and trenches. Never has cover. Cannot benefit from Bodyguard or Draw Fire.)

Damage Reduction 20 (Whenever this character takes damage from a nonadjacent enemy, reduce the damage dealt by 20. Enemies with lightsabers ignore this special ability.)

Heavy Laser Cannon (I activation: Make 2 attacks. Attack +6. On a hit, 60 damage to target and 20 damage to each character adjacent to that target; save 11. On a miss, 20 damage to the target and to each character adjacent to that target; save 11.)

Limited Field of Fire (This character can target only enemies in its forward arc)

Medium Blasters (I activation: Make 2 attacks. Attack +10, Damage 20)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

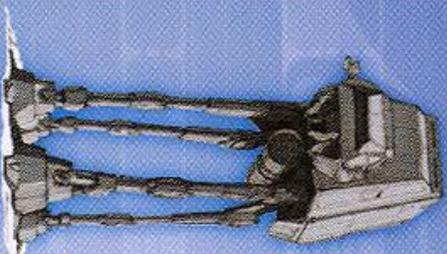
Relentless (Moves forward only) **Rigid** (Can't squeeze)

Staggered Activation 6 (Activates 6 times per round; each activation counts as 1 of your 2 activations in a phase. Each round, this character must use 4 activations to move or use move actions, 1 activation to use Heavy Laser Cannons, and 1 activation to use Medium Blasters. Not subject to commander effects.)

Stomp (Whenever this character moves, any characters occupying squares on its base or squares it moves into are immediately defeated. Characters can avoid this effect with a save of 6.)

Walk 2 (I activation: Move up to 2 squares)

Weak Spots 10 (This character's Damage Reduction is reduced to 0 against attacks from adjacent enemies)



Move

Move

Move

Move

Heavy
Laser
Cannon

Medium
Blaster

AT-ST 54

Hit Points 120
Defense 14
Attack +8
Damage 40

Special Abilities
Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.)
Double Attack (On its turn, this character can make 1 extra attack instead of moving.)
Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save II)
Mobile Attack (Can move both before and after attacking.)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character.)
Rigid (Can't squeeze)

The All-terrain Scout Transport adds speed and firepower to any Imperial assault.



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BARON FEL 18

Hit Points 50
Defense 16
Attack +9
Damage 10

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

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

A TIE fighter ace of unmatched skill and honor, Fel strikes fear in the Empire's enemies.



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BLIZZARD SCOUT I 54

Hit Points 120
Defense 15
Attack +10
Damage 40

Special Abilities
Unique
Charging Fire (Replaces turn: Can move up to 12 squares, then attack)
Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)
Flanking Attack (Until the end of the round, an enemy attacked by this character has -4 Defense against allies with Mounted Weapon)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character.)
Rapport (Characters whose name contains AT-ST cost 10 less when in the same squad as this character.)
Rigid (Can't squeeze)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)



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DARK TROOPER 14

Hit Points 20
Defense 16
Attack +8
Damage 20

Special Abilities
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving.)
Heavy Weapon (Can't attack and move in the same turn)
Splash 20 (If this character's attack hits, all characters adjacent to the target take 20 damage; save II. If the attack misses, the target and all adjacent characters take 20 damage; save II.)

Once the dark trooper is in position, its charged arc caster can scorch groups of enemies.



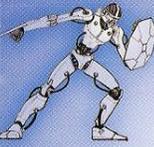
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DARK TROOPER PHASE I 12

Hit Points 30
Defense 16
Attack +10
Damage 20

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Melee Attack (Can attack only adjacent enemies)

The top-secret Dark Trooper project developed three battle droid models. Phase I, a primitive but relentless armored frame, is designed for close combat.



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DARK TROOPER PHASE II 20

Hit Points 50
Defense 16
Attack +7
Damage 30

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

The standard Dark Trooper combat unit comes equipped with repulsorlift flight jets and powerful ranged weapons.



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DARK TROOPER PHASE III 25

Hit Points **80**
 Defense **17**
 Attack **+10**
 Damage **20**

Special Abilities
 Droid (Immune to critical hits; not subject to commander effects)
 Missiles 20 (Replaces attacks: sight; 20 damage to target and to each character adjacent to that target; save II)

This ultimate battle droid represents the Empire's attempt to create a super stormtrooper.

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DEATH STAR GUNNER 11

Hit Points **30**
 Defense **14**
 Attack **+6**
 Damage **20**

Special Abilities
 Gunner (Can combine fire with adjacent allies who have Mounted Weapon)
 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.)

With a target-control helmet, the Death Star gunner is a formidable marksman.

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DEATH STAR TROOPER 6

Hit Points **10**
 Defense **14**
 Attack **+6**
 Damage **10**

Highly trained and extremely dangerous, troopers serving on the Death Star are among the Empire's best.

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ELITE SNOWTROOPER 12

Hit Points **30**
 Defense **17**
 Attack **+6**
 Damage **20**

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ELITE STORMTROOPER 11

Hit Points **20**
 Defense **16**
 Attack **+8**
 Damage **20**

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EVO TROOPER 13

Hit Points **30**
 Defense **16**
 Attack **+7**
 Damage **20**

Special Abilities
 Deceptive (+10 Damage against an enemy who has activated this round)

These troopers have specialized armor allowing them to operate efficiently in extremely hazardous or difficult environments.

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FELUCIAN STORMTROOPER OFFICER 16

Hit Points 30
 Defense 18
 Attack +8
 Damage 10

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

Commander Effect
 Trooper followers within 6 squares gain **Advantageous Cover** (+8 Defense from cover instead of +4).

The jungle world of Felucia, a key strategic location during the Clone Wars, was occupied by Imperial Forces after Palpatine's victory.

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GENERAL VEERS 21

Hit Points 70
 Defense 16
 Attack +6
 Damage 10

Special Abilities
 Unique

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

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26/60 ★

GENERAL VEERS, HOLOGRAM 17

Hit Points —
 Defense —
 Attack —
 Damage —

Special Abilities
 Unique
Hologram (Ignores all terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target. Does not provide cover. This character is defeated if it activates when no Trooper ally is within 2 squares.)

Commander Effect
 At the end of this character's turn, choose 1 non-Unique trooper follower within 2 squares. Until the end of the round, that follower gains **Fire Support Mission** (Replaces turn: Choose 1 enemy within line of sight, ignoring cover: 60 damage to target enemy and every character within 2 squares; save 6. A successful save reduces the damage to 10).

The brilliant General Veers rapidly deployed Blizzard Force against Echo Base and personally brought down the base's shield generator.

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GOTAL IMPERIAL ASSASSIN 21

Hit Points 40
 Defense 14
 Attack +7
 Damage 10

Special Abilities
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Careful Shot +6 (On this character's turn, if he doesn't move, he gets +6 Attack)
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)

With their extreme sensitivity to electromagnetic and bioelectric radiation, Gotals can strike their targets unerringly.

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GRAND ADMIRAL THRAWN 37

Hit Points 80
 Defense 18
 Attack +12
 Damage 10

Special Abilities
 Unique
Master Tactician (You automatically choose who goes first except on a roll of 1)
Ysalamiri (Characters within 6 squares cannot spend Force points. This character and characters within 6 squares cannot be targeted by Force powers.)

Commander Effect
 Non-Unique followers within 6 squares get +3 Attack and +3 Defense.
 At the end of this character's turn, 2 allies within 6 squares of this character may switch position.

The only nonhuman awarded this Imperial command, Thrawn uses military genius and Force-inhibiting ysalamiri to battle the New Republic.

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GRAND MOFF TARKIN 11

Hit Points 40
 Defense 14
 Attack +3
 Damage 10

Special Abilities
 Unique

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

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HEAVY STORMTROOPER 12

Hit Points 20
 Defense 16
 Attack +6
 Damage 30

Special Abilities
Heavy Weapon (This character can't attack and move in the same turn)



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Imperial Dignitary 5

Hit Points 10
 Defense 12
 Attack 0
 Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Diplomat (If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)



The power wielded by Emperor Palpatine attracts many sycophants seeking to gain from supporting the galactic leader.

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14/40 ♦

Imperial Engineer 9

Hit Points 10
 Defense 14
 Attack 3
 Damage 10

Special Abilities
Blast Cannon (+10 Damage against targets within 6 squares)
Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)
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.)



"If it moves, shoot it. If it doesn't, blow it up."

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IMPERIAL GOVERNOR TARKIN 22

Hit Points 50
 Defense 14
 Attack +5
 Damage 10

Special Abilities
Unique
Doctrine of Fear (Enemy characters within 6 squares get -4 Attack)

Commander Effect
 Allied commanders within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).



"Fear will keep the local systems in line."

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IMPERIAL NAVY TROOPER 6

Hit Points 10
 Defense 13
 Attack +6
 Damage 10

Special Abilities
Synchronized Fire (Characters named Imperial Navy Trooper who combine fire with this character grant +6 Attack instead of +4)



These black-uniformed soldiers staff the mighty vessels of the Imperial starfleet.

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IMPERIAL OFFICER 14

Hit Points 30
 Defense 14
 Attack +5
 Damage 10

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



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IMPERIAL PILOT 8

Hit Points 10
 Defense 14
 Attack +3
 Damage 10

Special Abilities
 Pilot
 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)

The Imperial Navy draws the most promising recruits from the Academy to join its pilot corps.



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IMPERIAL SECURITY OFFICER 20

Hit Points 50
 Defense 18
 Attack +8
 Damage 20

Special Abilities
 Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
 Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)
 It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)

Members of the Imperial Intelligence Bureau, Imperial Security Officers make it their business to know who you are, what you do, and what you're thinking.



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JAGGED FEL 10

Hit Points 60
 Defense 17
 Attack +8
 Damage 10

Special Abilities
 Unique
 Pilot
 Affinity (This character may be in a New Republic squad)
 Gregarious (+4 Attack if an ally is within 6 squares)

Commander Effect
 Pilot followers gain Gregarious.

Son of Baron Saotir Fel, Jagged Fel follows in his father's footsteps to become one of the most talented starfighter pilots in the galaxy.



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Major Maximilian Veers 12

Hit Points 50
 Defense 15
 Attack 5
 Damage 10

Special Abilities
 Unique
 Crack Gunner +10 (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage. The attack cannot be prevented or redirected.)

Commander Effect
 Whenever a non-Unique follower within 6 squares is missed by an attack, it can immediately move 2 squares.

Veers' quick thinking on Culron III saved a legion of stormtroopers and rewarded him with a promotion to major.



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Moff Jerjerrod 12

Hit Points 50
 Defense 15
 Attack 8
 Damage 10

Special Abilities
 Unique
 Rapport (A character whose name contains Death Star costs 1 less when in the same squad as this character)

Commander Effect
 Followers within 6 squares who combine fire grant an additional +4 Attack.

Despite the Emperor's displeasure at his lack of progress, Moff Jerjerrod managed to motivate his crew to get the second Death Star operational by the Battle of Endor.



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MOFF MORLISH VEED 11

Hit Points 50
 Defense 14
 Attack +4
 Damage 10

Special Abilities
 Unique

Commander Effect
 If this character has line of sight to an enemy at the start of a phase, you can choose to activate only 1 character in that phase. (This includes Droid and Savage characters.)

Ambitious and treacherous, Moff Veed bides his time until he can find a way to overthrow Darth Krayt and seize the galaxy for himself.



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MOFF NYNA CALIXTE 18

Hit Points 40
Defense 14
Attack +5
Damage 10

Special Abilities
Unique
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)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect
 Characters in your squad (including this character) get +10 Damage against enemies with Stealth.
 Characters in your squad with Stealth (including this character) and who have cover cannot be targeted by nonadjacent enemies.

Dangerous and cruel, Moff Calixte rose through the ranks of the Empire through careful planning and political acumen.



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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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NOGHRI 16

Hit Points 40
Defense 16
Attack +7
Damage 10

Special Abilities
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)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Thrawn's Bodyguard (If Grand Admiral Thrawn is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Grand Admiral Thrawn's personal Death Commandos, the Noghri are compact killing machines.



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NOGHRI COMMANDO 23

Hit Points 60
Defense 17
Attack +8
Damage 20

Special Abilities
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)
Melee Attack (Can attack only adjacent enemies)
Poison +10 (+10 Damage to living enemy; save !!)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Noghri commandos are indebted to the Empire through the deception of Darth Vader, and they use their combat prowess to dispose of enemies quickly and silently.



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PROBE DROID 8

Hit Points 30
Defense 14
Attack +1
Damage 10

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Flight (This character ignores enemy characters, low obstacles, and pits when moving)
Recon (Roll twice for initiative, choosing either roll, once per round if any allied character with Recon has line of sight to an enemy)
Self-Destruct 10 (When this character is defeated, each adjacent character takes 10 damage)



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RA-7 DEATH STAR PROTOCOL DROID 6

Hit Points 30
Defense 15
Attack +3
Damage 10

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Melee Attack (Can attack only adjacent enemies)
It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)

RA-7 Protocol Droids are part of a plot by the Imperial Security Bureau to plant droid spies in the ranks of the Empire's enemies.



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RAXUS PRIME TROOPER 5

Hit Points 10
 Defense 15
 Attack +5
 Damage 10

Special Abilities
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)

The junkyard planet of Raxus Prime was Count Dooku's base during the Clone Wars and continues to be strategically important to the Empire.



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Sandtrooper 8

Hit Points 10
 Defense 16
 Attack 4
 Damage 20

"Look, sir—droids."



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Sandtrooper Officer 20

Hit Points 50
 Defense 18
 Attack 8
 Damage 30

Commander Effect
 Followers whose names contain Sandtrooper gain **Deadeye** (On this character's turn, if it doesn't move, it gets +10 Damage) and **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).

The officers of the Empire stationed on Tatooine received special training and equipment to handle the harsh desert environment.



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SANDTROOPER ON DEWBACK 15

Hit Points 60
 Defense 17
 Attack +4
 Damage 10

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



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SCOUT TROOPER 8

Hit Points 20
 Defense 15
 Attack +5
 Damage 10

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



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SCOUT TROOPER ON SPEEDER BIKE 21

Hit Points 30
 Defense 17
 Attack +5
 Damage 20

Special Abilities
Flight (This character ignores enemy characters, low obstacles, and pits when moving)
Accelerate (This character can move up to 24 squares if he does not attack)
Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)



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SHADOW STORMTROOPER 13

Hit Points 20
 Defense 16
 Attack +8
 Damage 20

Special Abilities
Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 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)

Personal agents of the Emperor's Hand known as Blackhole, Shadow Stormtroopers employ stygian-triprismatic polymer armor for enhanced sensor-stealth.



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Shock Trooper 13

Hit Points 20
 Defense 16
 Attack 6
 Damage 10

Special Abilities
Missiles 30 (Replaces attacks: sight: 30 damage to target and to each character adjacent to that target: save 1)
Squad Cover (+4 Defense while 3 allies with the same name as this character are within 6 squares)

Armed with personal missile launchers, Imperial shock troopers can scatter enemy forces and keep their commanders reeling.



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SNOWTROOPER 7

Hit Points 20
 Defense 16
 Attack +4
 Damage 10



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Snowtrooper Commander 14

Hit Points 40
 Defense 18
 Attack 8
 Damage 20

Commander Effect
 Followers within 6 squares whose names contain Snowtrooper get +4 Attack and gain **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).

The invasion and destruction of Echo Base was coordinated on the ground by the skilled officers of the Empire's snowtrooper corps.



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SNOWTROOPER WITH E-WEB BLASTER 18

Hit Points 60
 Defense 11
 Attack +4
 Damage 30

Special Abilities
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Heavy Weapon (Can't attack and move in the same turn)
 Speed 2

This mounted repeating blaster requires a power generator but provides good fire support for Imperial infantry.



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STAR DESTROYER OFFICER 12

Hit Points 30
 Defense 13
 Attack +4
 Damage 10

Commander Effect
 Characters named Imperial Navy Trooper within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).

The disciplined crews of the Imperial capital ships operate as efficiently as machines under the leadership of their officers.



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STAR WARS **STORM COMMANDO** **17**

Hit Points **40**
 Defense **17**
 Attack **+6**
 Damage **10**

Special Abilities
Cunning Attack (+4 Attack and +10 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)
Double Attack
Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 1)
Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Specially trained Imperial commandos wear sensor-reflecting armor that augments their stealth.

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STAR WARS **STORMTROOPER** **5**

Hit Points **10**
 Defense **16**
 Attack **+4**
 Damage **10**

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STAR WARS **STORMTROOPER COMMANDER** **15**

Hit Points **40**
 Defense **18**
 Attack **+8**
 Damage **10**

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

Commander Effect
 At the end of his turn, this character can choose 1 adjacent non-Unique follower. That follower gets +10 Damage until the end of this character's next turn, or until this character is defeated.

This officer leads the Empire's stormtroopers into battle.

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STAR WARS **STORMTROOPER OFFICER** **14**

Hit Points **30**
 Defense **18**
 Attack **+8**
 Damage **10**

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

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

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STAR WARS **STORMTROOPER ON REPULSOR SLED** **14**

Hit Points **20**
 Defense **18**
 Attack **+5**
 Damage **20**

Special Abilities
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
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 11 negates. Huge and larger characters and characters with Mounted Weapon ignore this effect.)
Speed 12 (Can move up to 12 squares and attack, or 24 squares without attacking)

The repulsor sled serves as a patrol craft on Imperial-controlled worlds.

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STAR WARS **Thravn (Mitth'raw'nuruodo)** **32**

Hit Points **70**
 Defense **18**
 Attack **11**
 Damage **10**

Special Abilities
Unique
Master Tactician (You automatically choose who goes first except on a roll of 1)

Commander Effect
 Allies gain **Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)

At the end of this character's turn, 2 allies within 6 squares of this character may switch position.

Thravn was considered a brilliant strategist among his own people but was exiled for breaking the Chiss policy of isolationism.

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TIE CRAWLER

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Hit Points 80

Defense 16

Attack +10

Damage 20

Special Abilities

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

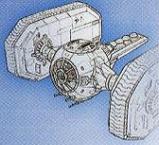
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)

Rigid (Can't squeeze)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

A TIE fighter cockpit suspended between two massive tank treads, the "century tank" is an inexpensive and compact assault vehicle.



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WOOKIEE HUNTER AT-ST

58

Hit Points 120

Defense 14

Attack +8

Damage 40

Special Abilities

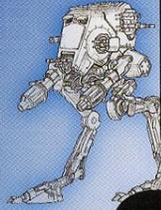
Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Double Attack; Mobile Attack (Can move both before and after attacking)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Net Gun 16 (Replaces attacks: range 6; target enemy and each character adjacent to that target are considered activated this round; save 16 negates. Huge and larger characters and characters with Mounted Weapon ignore this effect.)

Rigid (Can't squeeze)



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