

BASTILA SHAN 46

Hit Points 110
Defense 19
Attack +13
Damage 20

Special Abilities
 Unique
 Melee Attack: Triple Attack

Force Powers
 Force 4
Battle Meditation (Force 2, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Allies who combine fire grant an additional +2 Attack, and enemy characters cannot combine fire)
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)
Lightsaber Sweep (Force I, replaces attacks: Can attack every adjacent enemy once)



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Cay Qel-Droma 28

Hit Points 90
Defense 18
Attack 10
Damage 20

Special Abilities
 Unique
Melee Attack; Double Attack
Ataru Style (+4 Attack if exactly 1 enemy is within 6 squares)
Cay's Legacy (If this character is defeated by a Unique enemy, that enemy must make a save of II; if the save fails, the enemy joins this character's squad for the rest of the skirmish)
Repair 20 (Replaces attacks: touch; remove 20 damage from 1 Droid character)

Force Powers
 Force 1, **Force Renewal 1**
Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)
Lightsaber Precision (Force I: +10 Damage on next attack)



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Exceptional Jedi Apprentice 24

Hit Points 60
Defense 17
Attack 8
Damage 20

Special Abilities
Melee Attack; Double Attack
Impulsive Jedi Hunter (If a Unique allied character is defeated, for the remainder of the skirmish this character has **Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings))

Force Powers
 Force 2, **Force Renewal 1**
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)
Master Speed (Force I: This character can move 6 extra squares on his turn as part of his move)



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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 II)
Parry (When hit by a melee attack, this character takes no damage with a save of II)
Shockstaff +10 (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save II.)

Force Powers
 Force 2

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



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Jedi Battlemaster 27

Hit Points 110
Defense 19
Attack 11
Damage 20

Special Abilities
Melee Attack; Double Attack
Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Force Powers
 Force 4
Force Leap (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity)
Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)
Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)



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JEDI CONSULAR 16

Hit Points 60
Defense 18
Attack +9
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)

Force Powers
 Force 3
Force Alter (Force I; range 6; any 1 enemy rerolls its last attack)
Force Stun (Force I, usable only on this character's turn; range 6; target living enemy is considered activated this round; save II)

A Jedi consular uses the Force for knowledge and negotiation.



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Jedi Crusader 23

Hit Points 80
Defense 18
Attack 10
Damage 20

Special Abilities
Melee Attack; Double Attack Affinity (A character whose name contains Malak or Revan may be in your squad regardless of faction)

Force Powers
Force 3
Force Push 2 (Force 2, replaces attacks; range 6; 20 damage; push back target 2 squares if Huge or smaller)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

When Revan and Malak ignored the mandates of the Council and called for war against the Mandalorians, many impulsive young Jedi joined their crusade.

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JEDI GUARDIAN 11

Hit Points 40
Defense 15
Attack +6
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)

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

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JEDI GUARDIAN 23

Hit Points 80
Defense 18
Attack +12
Damage 20

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

Force Powers
Force 2
Lightsaber Sweep (Force 1, replaces attacks: Can attack every adjacent enemy once)

Trained in the Jedi tradition, a Jedi guardian combines physical training with mastery of the Force.

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Jedi Healer 18

Hit Points 40
Defense 17
Attack 9
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)

Force Powers
Force 2, Force Renewal 1
Force Heal 30 (Force 2, replaces attacks; touch; remove 30 damage from a living character)

The cerebral Bith have focused all their efforts on art and technology. Adopting the Jedi tradition grants even deeper insights into both.

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Jedi Instructor 22

Hit Points 50
Defense 17
Attack 8
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Affinity (May be in a Republic squad)
Mobile Attack (Can move both before and after attacking)
Soresu Style (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Force Powers
Force 3
Lightsaber Assault (Force 1, replaces attacks; Make 2 attacks)
Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

Commander Effect
 Allies with a Force rating within 6 squares gain **Mobile Attack**.

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JEDI KNIGHT 13

Hit Points 50
Defense 17
Attack +5
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)

Force Powers
Force 2

A Jedi never acts from hatred or aggression...

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JEDI PADAWAN 13

Hit Points 50
 Defense 16
 Attack +6
 Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)

Force Powers
 Force 2

During the final days of the Clone Wars, even Jedi Knights-in-training were called upon to defend the fading Republic.

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JEDI SENTINEL 17

Hit Points 70
 Defense 18
 Attack +8
 Damage 10

Special Abilities
 Lightsaber (+10 Damage to adjacent enemies)
 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)
 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 2

This Jedi sentinel, a Miraluka, was born blind but can "see" through her natural connection to the Force.

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Jedi Sith Hunter 15

Hit Points 60
 Defense 17
 Attack 8
 Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)
 Sith Hunter (+4 Attack and +10 Damage against Sith 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 3
 Force Alter (Force I; range 6; any 1 enemy rerolls its last attack)

The Jedi Council appointed special agents to infiltrate and expose threats to the Republic. They also sometimes aided in criminal investigations.

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Jedi Watchman 24

Hit Points 70
 Defense 17
 Attack 9
 Damage 20

Special Abilities
 Melee Attack; Double Attack
 Cloaked (If this character has cover, he cannot be targeted by nonadjacent enemies)
 Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

Force Powers
 Force 2
 Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

Jedi Watchmen are the highest authorities on the worlds to which they are assigned and are responsible for identifying candidates for the Jedi Order.

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JEDI WEAPON MASTER 26

Hit Points 90
 Defense 19
 Attack +12
 Damage 20

Special Abilities
 Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a force rating)
 Melee Attack; Double Attack

Force Powers
 Force 3
 Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)
 Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)
 Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)
 Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)
 Lightsaber Sweep (Force I, replaces attacks: Can attack every adjacent enemy once)

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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 11; 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 11)
 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 11)

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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 1: When hit by a melee attack, this character takes no damage with a save of 11)
Sith Rage (Force 1: +10 Damage on all attacks this turn)



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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 11. 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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Lord Hoth 44

Hit Points 130
Defense 19
Attack 10
Damage 20

Special Abilities
Unique. Melee Attack: Double Attack
Impulsive Twin Attack (If a Unique allied character is defeated, for the rest of the skirmish this character has **Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target))

Force Powers
Force 2. Force Renewal 1
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)
Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

Commander Effect
 At the end of this character's turn, 1 follower within 6 squares can immediately move 2 squares.



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MASTER LUCIEN DRAAY 48

Hit Points 130
Defense 20
Attack +15
Damage 20

Special Abilities
Unique. Melee Attack: Double Attack
Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

Force Powers
Force 1. Force Renewal
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 Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)
Master of the Force 2 (May spend Force points up to 2 times in a single turn)



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NOMI SUNRIDER 41

Hit Points 100
Defense 19
Attack +12
Damage 20

Special Abilities
Unique
Melee Attack: Double Attack
Mettle (If this character spends 1 Force point to reroll, add +4 to the result)

Force Powers
Force 2. Force Renewal 1
Battle Meditation (Force 2, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Allies who combine fire grant an additional +2 Attack, and enemy characters cannot combine fire)
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)
Saver Force (Force 3, replaces turn: Target adjacent character cannot spend Force points for the rest of the skirmish)

Commander Effect
 Allied characters gain **Mettle**.



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SQUINT 20

Hit Points 70
Defense 16
Attack +9
Damage 20

Special Abilities
Unique
Melee Attack: Double Attack
Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)
Mandalorian Hunter (+4 Attack and +10 Damage against Mandalorian 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 3
Force Thrust (Force 1, replaces attacks: 6 squares; 20 damage; save 11 for 10 damage)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Some Jedi believe actions speak louder than words.



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The Jedi Exile 49

Hit Points 120
Defense 20
Attack 14
Damage 20

Special Abilities
Unique, Melee Attack; Double Attack Empathy (Allies with Savage within 6 squares lose Savage)
Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)
Force Powers
Force 2, Force Renewal 1
Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)
Force Repulse 3 (Force 3, replaces turn: 30 damage to all characters within 3 squares; push back Huge or smaller characters to 4 squares from this character. Huge or smaller characters are considered activated this round; 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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VISAS MARR 29

Hit Points 90
Defense 19
Attack +10
Damage 20

Special Abilities
Unique
Melee Attack; Double Attack
Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)
Flurry Attack (When 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 3
Force Sense (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)
Lightsaber Black (Force 1: When hit by a melee attack, this character takes no damage with a save of II)



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Vodo-Siosk Baas 44

Hit Points 120
Defense 22
Attack 15
Damage 20

Special Abilities
Unique
Melee Attack; Double Attack
Parry (When hit by a melee attack, this character takes no damage with a save of II)
Force Powers
Force 5
Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)
Force Spirit 4 (If this character is defeated, immediately add 4 Force points to an ally with a Force rating; that ally can spend Force points 1 extra time per turn for the rest of the skirmish)
Master of the Force 2 (May spend Force points up to 2 times in a single turn)

Master Vodo trained several notable Jedi, including Momi Sunnicider and the fallen Exar Kun.



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YOUNG JEDI KNIGHT 21

Hit Points 60
Defense 18
Attack +11
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Force Powers
Force 2
Knight Speed (Force 1: This character can move 4 extra squares on her turn as part of her move)

Students at Luka Skywalker's Jedi Academy learn the ways of the Force.



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Youngling 5

Hit Points 10
Defense 15
Attack 2
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Affinity (This character may be in an Old Republic squad)
Force Powers
Force 1
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of II)

New recruits to the Jedi Order are known as younglings until chosen by a Jedi Knight or Master for apprenticeship.



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



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ATTON RAND 26

Hit Points 60
 Defense 16
 Attack +8
 Damage 10

Special Abilities
 Unique
Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)
Door Gimmick (At the end of his turn, this character can designate 1 door that he can see as open; it remains open until the end of this character's next turn, or until he is defeated)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Force Powers
 Force I

Also called Jax, Atton Rand is a skilled pilot and loyal soldier of the Old Republic.



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BAO-DUR 33

Hit Points 90
 Defense 17
 Attack +7
 Damage 20

Special Abilities
 Unique
Demolish (Ignores Damage Reduction of adjacent targets)
Destabilize Shields (Suppresses Shields abilities of adjacent enemies)
Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)
Repair 30 (Replaces attacks: touch; remove 30 damage from 1 Droid character)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

The skilled inventor Bao-Dur created the Mass Shadow Generator, the super-weapon that ended the Mandalorian Wars.



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CANDEROUS ORDO 48

Hit Points 120
 Defense 17
 Attack +10
 Damage 30

Special Abilities
 Unique
Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)
Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Veteran soldier and Mandalorian leader, Canderous Ordo is a pragmatic fighter who gets the job done right the first time.



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CARTH ONASI 37

Hit Points 70
 Defense 16
 Attack +7
 Damage 10

Special Abilities
 Unique. Pilot
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Double Attack
Industrial Repair 10 (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)
Intuition (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Devastated by the loss of his family on Telos IV, Carth Onasi remains a loyal soldier of the Republic while harboring a desire for revenge against his one-time mentor, Saul Karath.



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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)
Famethrower 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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JUGGERNAUT WAR DROID 16

Hit Points 60
 Defense 17
 Attack +7
 Damage 20

Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Fight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Mobile Attack (Can move both before and after attacking)
Shatter Beam (Replaces attacks: sight; designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed)
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.)

In time of war, every mechanical soldier counts.



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MIRA 47

Hit Points 80
 Defense 18
 Attack +12
 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)
Demolition Charge (Replaces turn: 1 adjacent Huge or larger enemy with Mounted Weapon is defeated; save 5)
Mobile Attack (Can move both before and after attacking)
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, she makes 1 extra attack against the same target)

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



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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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OLD REPUBLIC CAPTAIN 19

Hit Points 40
 Defense 16
 Attack +8
 Damage 20

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

Commander Effect
 Old Republic followers within 6 squares get +3 Defense and gain **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).

Following the Great Sith War, the Republic recruited and trained officers from planets across the galaxy to strengthen its forces.



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OLD REPUBLIC COMMANDER 18

Hit Points 40
 Defense 14
 Attack +10
 Damage 10

Commander Effect
 Allies named Old Republic Soldier within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).

Four thousand years before the Empire, stalwart commanders led Old Republic soldiers against threats such as the Sith and the Mandalorians.



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OLD REPUBLIC GUARD 5

Hit Points 10
 Defense 14
 Attack +5
 Damage 10

Special Abilities
Soldier (Counts as a character named Old Republic Soldier)

Ravaged by war, the Old Republic employs numerous sentinels to safeguard peace and prosperity in the wake of devastation.



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OLD REPUBLIC RECRUIT 5

Hit Points 10
 Defense 13
 Attack +5
 Damage 10

During the Mandalorian Wars and the Jedi Civil War, many planetary militias were drafted into the service of the Old Republic.



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OLD REPUBLIC SCOUT 10

Hit Points 10
 Defense 12
 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)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

In the days of the Old Republic, the Navigators' Guild paid scouts handsome bounties for the discovery of new hyperspace lanes.

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OLD REPUBLIC SOLDIER 8

Hit Points 10
 Defense 13
 Attack +6
 Damage 20

Special Abilities

Courageous soldiers defended the Old Republic at the side of Jedi Knights.

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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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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 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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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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