

**Anakin Skywalker, Force Spirit** 12

**Hit Points** —

**Defense** —

**Attack** —

**Damage** —

**Special Abilities**  
 Unique  
**Speed 4**  
**Light Spirit** (Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains **Force Renewal 1** and **Mettle** (If this character spends 1 Force point to reroll, add +4 to the result) while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save II. This effect replaces that enemy's attacks.)

**Commander Effect**  
 Allies within 6 squares gain **Mettle**.  
*Redeemed at the last by his son Luke, Anakin's spirit rejoined the light side of the Force.*

14/40 ★

**STAR WARS** III

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**Anakin Solo** 23

**Hit Points** 50

**Defense** 18

**Attack** 8

**Damage** 20

**Special Abilities**  
 Unique. Pilot  
**Melee Attack; Double Attack**  
**Industrial Repair 30** (Replaces attacks: touch; remove 30 damage from 1 character with Mounted Weapon)  
**Synergy** (+4 Attack for each ally whose name contains Solo within 6 squares)

**Force Powers**  
**Force 3. 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)  
**Unleash the Force 60** (Force 4, replaces attacks; usable only after an ally with a Force rating is defeated; 60 damage to all other characters within 6 squares; save II for half damage)

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**STAR WARS** III

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**Cade Skywalker, Padawan** 20

**Hit Points** 60

**Defense** 16

**Attack** 8

**Damage** 20

**Special Abilities**  
 Unique  
**Melee Attack; Double Attack**

**Force Powers**  
**Force 2. Force Renewal 1**  
**Essence of Life** (Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of II. On a success, that ally has 10 Hit Points instead of being defeated.)  
**Force Heal 20** (Force 2, replaces attacks: touch; remove 20 damage from a living character)  
**Force Leap** (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity)

*"You're a Skywalker, Cade! Act like one!"  
 —Koi Skywalker*

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**STAR WARS** III

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**CORRAN HORN** 39

**Hit Points** 120

**Defense** 20

**Attack** +13

**Damage** 20

**Special Abilities**  
 Unique  
**Double Attack** (In his turn, this character can make 1 extra attack instead of moving)  
**Melee Attack** (Can attack only adjacent enemies)  
**Melee Reach 2** (Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack)

**Force Powers**  
**Force 3**  
**Absorb Energy** (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of II. Remove damage from this character equal to the prevented damage.)  
**Jedi Mind Trick** (Force I, 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)

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**STAR WARS** III

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**Dass Jennir** 32

**Hit Points** 80

**Defense** 18

**Attack** 9

**Damage** 10

**Special Abilities**  
 Unique. Double Attack  
**Affinity** (May be in a Republic squad)  
**Lightsaber** (+10 Damage against adjacent enemies)

**Force Powers**  
**Force 2. Force Renewal 1**  
**Dispassionate Killer** (Force I: +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of II. If the save fails, this character is immediately defeated.)  
**Force Leap** (Force I: This turn, this character can move through enemies without provoking attacks of opportunity)  
**Jedi Mind Trick** (Force I, 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)

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**STAR WARS** III

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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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**STAR WARS** III

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**Ferus Olin** 27

Hit Points 100  
 Defense 19  
 Attack 11  
 Damage 20

**Special Abilities**  
 Unique  
**Melee Attack: Double Attack**  
**Affinity** (May be in a Republic squad)  
**Jedi Bodyguard** (If an adjacent ally with a Force rating would take damage from an attack, this character can take the damage instead)  
**Force Powers**  
**Force 2, Force Renewal 1**  
**Lightsaber Block** (For **Dark Temptation** (Force I: +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of II; if the save fails, this character joins the opponent's squad until the end of the skirmish.)  
**Lightsaber Precision** (Force I: This character gets +10 Damage on his next attack)  
*"If the Jedi ever need me, I will be there."*

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**STAR WARS** III

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**Ganner Rhysode** 29

Hit Points 100  
 Defense 19  
 Attack 9  
 Damage 20

**Special Abilities**  
 Unique, **Melee Attack: Double Attack**  
**Loner** (+4 Attack if no allies are within 6 squares)  
**Quick Reactions** (+6 Attack when making attacks of opportunity)  
**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 2, Force Renewal 1**  
**Force Push 2** (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)  
**Levitation 1** (Force I, replaces attacks: Move 1 Small or Medium ally within 6 squares to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity.)  
**Lightsaber Sweep** (Force I, replaces attacks: Can attack each adjacent enemy once)

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**STAR WARS** III

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**Grand Master Luke Skywalker** 115

Hit Points 150  
 Defense 23  
 Attack 19  
 Damage 20

**Special Abilities**  
 Unique, **Melee Attack: Triple Attack**  
**Djem So Style Mastery** (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 with +10 Damage.)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)  
**Force Powers**  
**Force 2, Force Renewal 2**  
**Master of the Force 2**  
**Force Defense** (Force 3: Cancel a Force power used by a character within 6 squares)  
**Lightsaber Defense** (Force I: When hit by an 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)  
**Commander Effect**  
 Each ally with a Force rating gains **Force Renewal 1**

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**STAR WARS** III

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**JACEN SOLO** 25

Hit Points 60  
 Defense 18  
 Attack +12  
 Damage 20

**Special Abilities**  
 Unique  
**Affinity** (A character whose name contains Leia may be in your squad regardless of faction)  
**Melee Attack: Double Attack**  
**Force Ascetic** (Cannot spend Force points to reroll or move faster)  
**Force Empathic 10** (Takes 10 damage whenever an ally with a Force rating is defeated)  
**Protective +20** (+20 Damage while a wounded ally whose name contains Leia is within 6 squares)  
**Synergy** (+4 Attack while an allied character named Jaina Solo is within 6 squares)  
**Force Powers**  
**Force 4**  
**Unleash the Force 60** (Force 4, replaces attacks, usable only after an ally with a Force rating is defeated; 60 damage to all other characters within 6 squares; save II to reduce damage to 30)

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**STAR WARS** III

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**JAINA SOLO** 25

Hit Points 70  
 Defense 19  
 Attack +10  
 Damage 20

**Special Abilities**  
 Unique  
**Affinity** (A character whose name contains Han Solo may be in your squad regardless of faction)  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**Melee Attack: Double Attack**  
**Synergy** (+4 Attack while an allied character named Jacen Solo is within 6 squares)  
**Force Powers**  
**Force 3**  
**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

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**STAR WARS** III

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**Jax Pavan** 16

Hit Points 70  
 Defense 17  
 Attack 10  
 Damage 10

**Special Abilities**  
 Unique  
**Affinity** (May be in a Republic squad)  
**Lightsaber** (+10 Damage against adjacent enemies)  
**Mettle** (If this character spends 1 Force point to reroll, add +4 to the result)  
**Force Powers**  
**Force 2**  
**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)  
*As a private investigator on the mean streets of Coruscant, the refugee Jedi Jax Pavan continues to fight for the downtrodden and the desperate.*

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**STAR WARS** III

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



**STAR WARS** 1/40

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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 11)

*A Jedi consular uses the Force for knowledge and negotiation.*



**STAR WARS** 2/60

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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 I: 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.*



**STAR WARS** 2/40

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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 I, replaces attacks: This character can attack each adjacent enemy once)



**STAR WARS** 15/60

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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 I, replaces attacks: Can attack every adjacent enemy once)

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



**STAR WARS** 3/60

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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.*



**STAR WARS** 2/40

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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...*



**STAR WARS** 12/60  
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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 fledgling 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 1: 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 1: 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 1, replaces attacks: Make 2 attacks)  
**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of II)  
**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of II)  
**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 every adjacent enemy once)



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**Kol Skywalker** 38

**Hit Points** 130  
**Defense** 21  
**Attack** 14  
**Damage** 20

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

**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 1: When hit by a melee attack, this character takes no damage with a save of II)  
**Lightsaber Precision** (Force 1: +10 Damage on next attack)  
**Master of the Force 2** (May spend Force points up to 2 times in a single turn)



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**Kota's Elite Militia** 14

**Hit Points** 40  
**Defense** 17  
**Attack** 9  
**Damage** 20

**Special Abilities**  
**Affinity** (May be in a Republic squad that does not contain any characters with Order 66)  
**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II)  
**Independent Outfit** (Also counts as a Fringe character for the purpose of commander effects)  
**Rapport** (Costs 1 less when in the same squad as a character named Master Kota)

*Elite soldiers of Kotal's militia wield computer-controlled larvarks that fire a spray of metal disks at deadly velocities.*



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**Kota's Militia** 9

**Hit Points** 20  
**Defense** 14  
**Attack** 6  
**Damage** 10

**Special Abilities**  
**Affinity** (May be in a Republic squad that does not contain any characters with Order 66)  
**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II)  
**Independent Outfit** (Also counts as a Fringe character for the purpose of commander effects)  
**Rapport** (Costs 1 less when in the same squad as a character named Master Kota)

*As a Republic general during the Clone Wars, Master Kota did not trust the clone troopers, instead forming his own unit of hardened veterans.*



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**KYLE KATARN** 31

**Hit Points** 120  
**Defense** 18  
**Attack** +12  
**Damage** 10

**Special Abilities**  
**Unique**  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Lightsaber** (+10 Damage to 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 2**

*Strong in the Force, this New Republic operative is a one-man wrecking crew.*



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**Kyle Katarn, Combat Instructor** 46

**Hit Points** 140  
**Defense** 19  
**Attack** 13  
**Damage** 20

**Special Abilities**  
**Unique. Melee Attack: Double Attack**  
**Disruptive** (Suppresses enemy commander effects within 6 squares)  
**Lightsaber Duelist** (+4 Defense when attacked by an adjacent character with a Force rating)

**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 II)  
**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)

**Commander Effect**  
 Allies within 6 squares gain **Lightsaber Duelist**.



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**KYLE KATARN, JEDI BATTLEMASTER** 54

**Hit Points** 140  
**Defense** 20  
**Attack** +14  
**Damage** 20

**Special Abilities**  
 Unique  
 Disruptive (Suppresses enemy commander effects within 6 squares)  
 Grenades 40 (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)  
 Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)  
 Melee Attack: Triple Attack

**Force Powers**  
 Force 4  
 Force Grip I (Force I, replaces attacks: sight; 10 damage)  
 Force Lightning I (Force I, replaces attacks: range 6; 20 damage)  
 Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)  
 Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)



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**Kyp Durrón** 26

**Hit Points** 90  
**Defense** 17  
**Attack** 10  
**Damage** 20

**Special Abilities**  
 Unique, Melee Attack  
 Impulsive Force Renewal (If a Unique allied character is defeated, for the remainder of the skirmish this character has Force Renewal I)  
 Impulsive Savagery (If a Unique allied character is defeated, for the remainder of the skirmish this character has Savage)  
 Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

**Commander Effect**  
 Force 4  
 Force Lightning I (Force I, replaces attacks: range 6; 20 damage)  
 Force Push 5 (Force 5, replaces turn: range 6; 50 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 5 squares if Huge or smaller. Huge or smaller characters are considered activated this round; save II)  
 Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)



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**LEIA ORGANA SOLO, JEDI KNIGHT** 40

**Hit Points** 100  
**Defense** 19  
**Attack** +10  
**Damage** 20

**Special Abilities**  
 Unique  
 Melee Attack; Double Attack

**Force Powers**  
 Force 2, Force Renewal I  
 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)  
 Jedi Mind Trick (Force I, 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 Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)



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**Leia Skywalker, Jedi Knight** 25

**Hit Points** 90  
**Defense** 18  
**Attack** 9  
**Damage** 20

**Special Abilities**  
 Unique  
 Melee Attack; Double Attack

**Force Powers**  
 Force 2, Force Renewal 1  
 Force Absorb (Force 2: Cancel a Force power used by an adjacent character)  
 Force Sense (Force I, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)  
 Lightsaber Throw 2 (Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.)

**Commander Effect**  
 Each ally within 6 squares can reroll each failed save once.

*"Keep fighting, I promise you, we will prevail."*



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**LUKE SKYWALKER AND YODA** 70

**Hit Points** 150  
**Defense** 20  
**Attack** +13  
**Damage** 20

**Special Abilities**  
 Unique (Counts as both Luke Skywalker and Yoda)  
 Melee Attack  
 Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

**Force Powers**  
 Force 3, Force Renewal 3; Master of the Force 3  
 Force Alter (Force I: range 6; any 1 enemy rerolls its last attack)  
 Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)  
 Force Push 3 (Force 3, replaces turn: range 6; 30 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 3 squares if Huge or smaller)  
 Force Sun (Force I, usable only on this character's turn: range 6; target living enemy is considered activated this round; save II)  
 Lightsaber Reflect (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of II and the attacker takes 10 damage, save II)



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**LUKE SKYWALKER, CHAMPION OF THE FORCE** 49

**Hit Points** 110  
**Defense** 20  
**Attack** +13  
**Damage** 20

**Special Abilities**  
 Unique, Melee Attack; Double Attack  
 Flurry Attack (When this character scores a critical hit, he may make 1 immediate extra attack)

**Force Powers**  
 Force 2, Force Renewal I  
 Force Alter (Force I: range 6; any 1 enemy rerolls its last attack)  
 Force Leap (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity)  
 Jedi Mind Trick (Force I, 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)  
 Knight Speed (Force I: This character can move 4 extra squares on his turn as part of his move)  
 Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)  
 Use the Force (Force 3: This character's next attack is a critical hit)



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**LUKE SKYWALKER, FORCE SPIRIT** 10

Hit Points —  
 Defense —  
 Attack —  
 Damage —

**Special Abilities**  
 Unique  
**Light Spirit** (Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains Force Renewal I and **Mettle** (If this character spends 1 Force point to reroll, add +4 to the result) while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save II. This effect replaces that enemy's attacks.)  
**Speed 4**

*One with the Force, Luke Skywalker returns to convince his descendant Cade to embrace his destiny.*

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**LUKE SKYWALKER, HERO OF YAVIN** 35

Hit Points 60  
 Defense 16  
 Attack +8  
 Damage 20

**Special Abilities**  
 Unique. Pilot  
**Deadly Attack** (Scores a critical hit on an attack roll of natural 19 or 20)  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)  
**Flurry Attack** (When this character scores a critical hit, he may make 1 immediate extra attack)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

**Force Powers**  
 Force 3  
**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)  
*"I used to bull's-eye wump rats in my T-16 back home."*

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**LUKE SKYWALKER, HOTH PILOT UNLEASHED** 28

Hit Points 80  
 Defense 19  
 Attack +11  
 Damage 20

**Special Abilities**  
 Unique. Pilot  
**Demolition Charge** (Replaces turn: 1 adjacent Huge or larger enemy with Mounted Weapon is defeated; save 6)

**Force Powers**  
 Force 2  
**Force Renewal I** (This character gets 1 Force point each time he activates)  
**Force Push 4** (Force 4, replaces attacks: sight; 40 damage; push back target 4 squares if Huge or smaller)  
**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)  
*"I'm not such a bad pilot myself."*

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**LUKE SKYWALKER, JEDI** 29

Hit Points 90  
 Defense 18  
 Attack +10  
 Damage 20

**Special Abilities**  
 Unique  
**Melee Attack; Double Attack**  
**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.)  
**Flurry Attack** (Whenever this character scores a critical hit, he can make 1 immediate extra attack)

**Force Powers**  
 Force 2. Force Renewal I  
**Knight Speed** (Force I: This character can move 4 extra squares on his turn as part of his move)  
**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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**LUKE SKYWALKER, JEDI KNIGHT** 27

Hit Points 90  
 Defense 18  
 Attack +10  
 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 3  
**Force Leap** (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity)  
**Lightsaber Sweep** (Force I, replaces attacks: This character can attack every adjacent enemy once)

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**LUKE SKYWALKER, JEDI MASTER** 74

Hit Points 130  
 Defense 22  
 Attack +16  
 Damage 20

**Special Abilities**  
 Unique  
**Melee Attack; Triple Attack**

**Force Powers**  
 Force 2  
**Force Leap** (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity)  
**Force Renewal I** (This character gets Force 1 each time he activates)  
**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)  
**Lightsaber Sweep** (Force I, replaces attacks: Can attack every adjacent enemy once)  
**Lightsaber Throw** (Force I, replaces attacks: Attack 1 enemy within 6 squares)  
**Master Speed** (Force I: This character can move 6 extra squares on his turn as part of his move)

**Commander Effect**  
 Each ally with a Force rating starts with +1 Force.

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**LUKE SKYWALKER, LEGACY OF THE LIGHT SIDE** **39**

**Hit Points** 70  
**Defense** 19  
**Attack** +9  
**Damage** 20

**Special Abilities**  
**Unique, Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Careful Shot +4** (On this character's turn, if he doesn't move, he gets +4 Attack); **Double Attack**  
**Greater Mobile Attack** (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement)  
**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 2, Force Renewal I**  
**Jedi Mind Trick** (Force I, 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 Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)



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**LUKE SKYWALKER OF DAGOBAH** **28**

**Hit Points** 60  
**Defense** 17  
**Attack** +9  
**Damage** 20

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

**Force Powers**  
**Force 3**  
**Blaster Barrage** (Force I, replaces attacks: Can attack each legal target once)  
**Lightsaber Sweep** (Force I, replaces attacks: Can attack each adjacent enemy once)

*Luke Skywalker abandons his training on Dagobah to return to the fight against the Empire, promising Yoda he will return to complete his studies.*



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**LUKE SKYWALKER ON TAUNTAUN** **16**

**Hit Points** 60  
**Defense** 17  
**Attack** +8  
**Damage** 10

**Special Abilities**  
**Unique**  
**Lightsaber** (+10 Damage to adjacent enemies)  
**Speed 8** (Can move up to 8 squares and attack, or 16 squares without attacking)

**Force Powers**  
**Force 3**  
**Use the Force** (Force 3: This character's next attack is a critical hit)

*Luke patrols the frozen wastes of Hoth atop his swift and sure-footed tauntaun.*



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**LUKE SKYWALKER, REBEL** **17**

**Hit Points** 40  
**Defense** 17  
**Attack** +7  
**Damage** 20

**Special Abilities**  
**Unique**  
**Impulsive Shot** (If a Unique allied character is defeated, this character can make 1 immediate attack)

**Force Powers**  
**Force 2**



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**Luke Skywalker, Rebel Commando** **27**

**Hit Points** 70  
**Defense** 18  
**Attack** 8  
**Damage** 20

**Special Abilities**  
**Unique, Melee Attack; Double Attack**  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**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.)  
**Greater Mobile Attack** (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Force Powers**  
**Force 4**  
**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)  
**Levitation I** (Force I, replaces attacks: Move 1 Small or Medium ally within 6 squares to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity.)



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**LUKE SKYWALKER, YOUNG JEDI** **21**

**Hit Points** 80  
**Defense** 18  
**Attack** +9  
**Damage** 20

**Special Abilities**  
**Unique**  
**Melee Attack; Double Attack**

**Force Powers**  
**Force 3**  
**Force Alter** (Force I: range 6; any 1 enemy rerolls its last attack)  
**Jedi Mind Trick** (Force I, 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 Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

*Fresh from his training with Yoda on Dagobah, Luke Skywalker sets out to fulfill his destiny.*



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**LUKE'S LANDSPEEDER** 47

Hit Points 140  
 Defense 18  
 Attack +12  
 Damage 20

**Special Abilities**  
 Unique (Counts as both Luke Skywalker and Obi-Wan Kenobi)  
 Mobile Attack (Can move both before and after attacking)  
 Speed 10 (Can move up to 10 squares and attack, or 20 squares without attacking)  
 Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

**Force Powers**  
 Force 6  
 Force Alter (Force 1; range 6; any 1 enemy rerolls its last attack)  
 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 Deflect (Force 1; When hit by a nonmelee attack, this character takes no damage with a save of 11)



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**LUKE'S SNOWSPEEDER** 45

Hit Points 90  
 Defense 20  
 Attack +12  
 Damage 20

**Special Abilities**  
 Unique (Counts as Luke Skywalker). Flight  
 Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)  
 Harpoon Gun (Replaces attacks; range 6; target enemy with Mounted Weapon cannot move this round; save 11)  
 Mobile Attack (Can move both before and after attacking); Speed 16  
 Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)  
 Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

**Force Powers**  
 Force 4



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**MARA JADE, JEDI** 45

Hit Points 110  
 Defense 20  
 Attack +12  
 Damage 10

**Special Abilities**  
 Unique  
 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)  
 Lightsaber (+10 Damage against adjacent enemies)  
 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 4  
 Lightsaber Assault (Force 1, replaces attacks; Make 2 attacks)  
 Lightsaber Block (Force 1; When hit by a melee attack, this character takes no damage with a save of 11)



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**MARA JADE SKYWALKER** 49

Hit Points 120  
 Defense 20  
 Attack +13  
 Damage 20

**Special Abilities**  
 Unique  
 Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)  
 Melee Attack; Double Attack  
 Mettle (If this character spends 1 Force point to reroll, add +4 to the result)  
 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 1, Force Renewal 1  
 Lightsaber Deflect (Force 1; When hit by a nonmelee attack, this character takes no damage with a save of 11)  
 Force Push 2 (Force 2, replaces attacks; range 6; 20 damage; push back target 2 squares if Huge or smaller)



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**MASTER KOTA** 55

Hit Points 130  
 Defense 23  
 Attack +12  
 Damage 20

**Special Abilities**  
 Unique  
 Melee Attack; Double Attack  
 Affinity (May be in a Republic squad that does not contain any characters with Order 66)

**Special Abilities**  
 Force 2, Force Renewal 1  
 Force Repulse 5 (Force 5, replaces turn; 50 damage to all characters within 5 squares; push back Huge or smaller characters to 6 squares from this character. Huge or smaller characters are considered activated this round; save 16.)

**Commander Effect**  
 Fringe followers within 6 squares get +3 Attack and +3 Defense.



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**Obi-WAN KENOBI** 38

Hit Points 100  
 Defense 19  
 Attack +14  
 Damage 20

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

**Force Powers**  
 Force 5  
 Force Spirit 8 (If this character is defeated, immediately add 8 Force points to an allied character with a Force rating; that allied character can spend Force points one extra time per turn for the rest of the skirmish)  
 Heal 20 (Force 2, replaces attacks; touch; remove 20 damage from a non-Droid character)  
 Lightsaber Sweep (Force 1, replaces attacks; This character can attack every adjacent enemy once)



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**OBI-WAN KENOBI, JEDI SPIRIT**

Hit Points —

Defense —

Attack —

Damage —

**Special Abilities**  
 Unique  
 Speed 2  
 Light Spirit (Ignores all terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains Force Renewal I and Mettle (If this character spends 1 Force point to reroll, add +4 to the result) while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save II. This effect replaces that enemy's attacks.)

*"The Force will be with you. Always."*

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**OBI-WAN KENOBI, UNLEASHED**

Hit Points 110

Defense 20

Attack +15

Damage 20

**Special Ability**  
 Unique  
 Melee Attack: Double Attack

**Force Powers**  
 Force 2: Force Renewal I  
 Force Heal 20  
 Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)  
 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.)  
 Force Spirit 8 (If this character is defeated, immediately add 8 Force points to an allied character with a Force rating; that allied character can spend Force points one extra time per turn for the rest of the skirmish)

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**PROXY**

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 II)

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

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**SHADO VAO**

Hit Points 100

Defense 22

Attack +13

Damage 20

**Special Abilities**  
 Unique  
 Melee Attack: Double Attack  
 Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

**Force Powers**  
 Force 2: Force Renewal I  
 Lightsaber Black (Force 1: When hit by a melee attack, this character takes no damage with a save of II)  
 Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of II)  
 Lightsaber Precision (Force 1: +10 Damage on next attack)  
 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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**VADER'S APPRENTICE, REDEEMED**

Hit Points 130

Defense 22

Attack +11

Damage 20

**Special Abilities**  
 Unique  
 Melee Attack: Double Attack

**Force Powers**  
 Force 2: Force Renewal I  
 Force Push 4 (Force 4, replaces attacks: sight; 40 damage; push back target 4 squares if Huge or smaller)  
 Force Push 5 (Force 5, replaces turn: range 6; 50 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 5 squares if Huge or smaller. Huge or smaller characters are considered activated this round; save 16)

*During his meditations, Vader's Apprentice sees many paths before him, and many possible futures...*

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**WOLF SAZEN**

Hit Points 100

Defense 21

Attack +10

Damage 20

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

**Force Powers**  
 Force 4  
 Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)  
 Surprise Move (Force 1: Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)

*One of the few Jedi to survive extermination, Wolf Sazen struggles to keep Cade on the path to salvation, even at the cost of his own body.*

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**Yoda, Force Spirit** 20

**Hit Points** —

**Defense** —

**Attack** —

**Damage** —

**Special Abilities**  
**Unique, Speed 4**  
**Affinity** (May be in a New Republic squad)  
**Light Spirit** (Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains **Force Renewal 1** and **Mettle** (If this character spends 1 Force point to reroll, add +4 to the result.) while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save II. This effect replaces that enemy's attacks.)

**Force Powers**  
**Force 1, Force Renewal 1**  
**Commander Effect**  
 Characters in your squad within 6 squares with a Force rating can spend Yoda, Force Spirit'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 Yoda's.)



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**YODA OF DAGOBAH** 36

**Hit Points** 120

**Defense** 20

**Attack** +0

**Damage** 0

**Special Abilities**  
**Unique, Light Saber** (At the start of the skirmish, choose an allied Rebel character. If that ally does not have a Force rating, it gains Force 1 and can spend this Force point normally; it is considered to have a Force rating for the rest of the skirmish. If that ally already has a Force rating, it gets 1 Force point.)  
**Force Powers**  
**Force 2, Force Renewal 2**  
**Force Alter** (Force 1; range 6; 1 enemy rerolls its last attack)  
**Force Defense** (Force 3; Cancel a Force power used by a character within 6 squares)  
**Force Spirit 6** (If this character is defeated, immediately add 6 Force points to an allied character with a Force rating; that allied character can spend Force points 1 extra time per turn for the rest of the skirmish)  
**Force Stun** (Force 1, usable only on this character's turn; range 6; target living enemy is considered activated this round; save II)  
**Master of the Force 3** (May spend Force points up to 3 times in a single turn)  
**Commander Effect**  
 Characters in your squad with a Force rating can spend Yoda of Dagobah'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 Yoda's.)



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**YOUNG JEDI KNIGHT** 21

**Hit Points** 60

**Defense** 18

**Attack** +II

**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 Luke 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 I: 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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**2-1B** 17

**Hit Points** 30

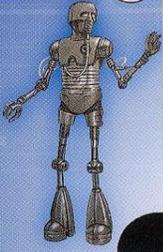
**Defense** 15

**Attack** +2

**Damage** 10

**Special Abilities**  
**Unique, Droid**  
**Emergency Life Support** (Adjacent living allies gain **Avoid Defeat** [Whenever this character would be defeated, make 2 saves, each needing II; if both succeed, this character has 10 Hit Points instead of being defeated])  
**Heal 30** (Replaces attacks; touch; remove 30 damage from a living character)  
**Melee Attack** (Can attack only adjacent enemies)

*A medical and surgeon droid serving the Alliance, 2-1B revived the frozen Luke on Hoth and later affixed his cybernetic hand.*



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**ADMIRAL ACKBAR** 21

**Hit Points** 70

**Defense** 14

**Attack** +4

**Damage** 10

**Special Abilities**  
**Unique**  
**It's a Trap!** (Enemies with Stealth within 6 squares lose Stealth)  
**Recon** (Roll twice for initiative once per round, choosing either roll, if any allied character with Recon has line of sight to an enemy)

**Commander Effect**  
 Followers within 6 squares gain +4 Attack against an enemy who has activated this round.

*This Mon Calamari's understanding of Imperial tactics leads to Rebel victories.*



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**Bacta Tank** 15

Hit Points 40  
 Defense 8  
 Attack 0  
 Damage 0

**Special Abilities**  
**Augment Healing** (Adjacent allies that use Heal or Force Heal double the amount of damage removed)  
**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)  
**Emergency Life Support** (Adjacent living allies gain **Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated))  
**Emplacement** (Cannot move or be moved. Set up anywhere on your half of the battle map.)  
**Machinery** (Industrial Repair removes damage from this character)



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**BIGGS DARKLIGHTER** 26

Hit Points 50  
 Defense 15  
 Attack +12  
 Damage 10

**Special Abilities**  
**Unique Pilot**  
**Careful Shot +4** (On this character's turn, if he doesn't move, he gets +4 Attack)  
**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)  
**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)



*A childhood friend of Luke Skywalker, Biggs defected to the Rebel Alliance after graduating from the Imperial Academy.*

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**BITH REBEL** 5

Hit Points 10  
 Defense 13  
 Attack +3  
 Damage 10

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



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

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**Bothan Commando** 16

Hit Points 40  
 Defense 16  
 Attack 6  
 Damage 20

**Special Abilities**  
**Careful Shot +4** (On this character's turn, if he doesn't move, he gets +4 Attack)  
**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)  
**Intuition** (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)



*Bothan commandos were instrumental in obtaining the plans for the Death Star II from the Imperial freighter Suprosa.*

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**STAR WARS** III

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**BOTHAN NOBLE** 17

Hit Points 30  
 Defense 15  
 Attack +5  
 Damage 10

**Special Abilities**  
**Heal 10** (Replaces attacks: touch; remove 10 damage from a living character)  
**Commander Effect**  
 At the end of this character's turn, 1 follower within 6 squares can make an immediate attack.



*Surviving in Bothan society requires quick wits and a silver tongue; two things nobles never have in short supply.*

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**BOTHAN SPY** 7

Hit Points 10  
 Defense 11  
 Attack +4  
 Damage 10

**Special Abilities**  
**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)



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**C-3PO** 6

Hit Points **30**  
 Defense **15**  
 Attack **+0**  
 Damage **0**

**Special Abilities**  
 Unique  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save II)



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 02/60 ★

**C-3PO AND R2-D2** 18

Hit Points **60**  
 Defense **17**  
 Attack **+0**  
 Damage **0**

**Special Abilities**  
 Unique (Counts as both C-3PO and R2-D2)  
**Droid**  
**Disruptive** (Suppresses enemy commander effects within 6 squares)  
**Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save II)  
**Override** (At the end of its turn, this character can designate 1 door that it can see as open or closed; that door remains open or closed until the end of this character's next turn, or until it is defeated)  
**Regeneration 10** (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)

*"I am See-Threepio, human-cyborg relations, and this is my counterpart, Artoo-Detoo."*



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 5/60 ★

**C-3PO, Ewok Deity** 5

Hit Points **30**  
 Defense **16**  
 Attack **0**  
 Damage **0**

**Special Abilities**  
 Unique  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Speed 0**  
**Disruptive** (Suppresses enemy commander effects within 6 squares)  
**Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save II)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of II)

*"It's against my programming to impersonate a deity."*



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 2/40 ★

**CAAMASI NOBLE** 5

Hit Points **10**  
 Defense **12**  
 Attack **+0**  
 Damage **0**

**Special Abilities**  
 Unique  
**Diplomat** (This character is not a legal target, and does not count as the nearest enemy, if an enemy without Diplomat is in line of sight. These restrictions apply even to adjacent attackers.)

*The pacifistic Caamasi are known throughout the galaxy as philosophers and diplomats.*



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 48/60 ★

**CHEWBACCA** 24

Hit Points **100**  
 Defense **17**  
 Attack **+8**  
 Damage **20**

**Special Abilities**  
 Unique  
**Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)  
**Momentum** (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)



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 03/60 ★

**CHEWBACCA, ENRAGED WOOKIEE** 34

Hit Points **160**  
 Defense **13**  
 Attack **+10**  
 Damage **30**

**Special Abilities**  
 Unique  
**Savage** (This character must end his move next to an enemy if he can and does not benefit from commander effects)  
**Charging Assault +10** (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)  
**Demolish** (Ignores Damage Reduction of adjacent targets)

*"Let the Wookiee win."*



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 4/60 ★

**Chewbacca, Fearless Scout** 23

**Hit Points** 110  
**Defense** 17  
**Attack** 9  
**Damage** 20

**Special Abilities**  
**Unique**  
**Wookiee**  
**Artillerist** (+4 Attack against enemies with Flight)  
**Breath Mask** (Not affected by abilities or Force powers whose name contains Poison)  
**Stable Footing** (Not slowed by difficult terrain)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

*Chewbacca donned breathing gear to hunt and remove mynocks that had attached themselves to the Millennium Falcon.*

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**CHEWBACCA OF HOTH** 22

**Hit Points** 100  
**Defense** 17  
**Attack** +8  
**Damage** 20

**Special Abilities**  
**Unique**  
**Wookiee**  
**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)  
**Gunner** +10 (Can combine fire with adjacent allies who have Mounted Weapon, granting +10 Damage)  
**Industrial Repair** 20 (Replaces attacks: touch; remove 20 damage from 1 character with Mounted Weapon)

*Chewbacca defies both the harsh environment and Imperial invaders in the defense of Echo Base.*

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**CHEWBACCA, REBEL HERO** 30

**Hit Points** 120  
**Defense** 17  
**Attack** +9  
**Damage** 20

**Special Abilities**  
**Unique**  
**Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)  
**Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)  
**Demolish** (Ignores Damage Reduction of adjacent targets)  
**Gunner** (Can combine fire with adjacent allies who have Mounted Weapon)  
**Industrial Repair** 10 (Replaces attacks: touch; remove 10 damage from 1 character with Mounted Weapon)  
**Momentum** (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)  
**Repair** 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)

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**CHEWBACCA WITH C-3PO** 31

**Hit Points** 110  
**Defense** 17  
**Attack** +8  
**Damage** 20

**Special Abilities**  
**Unique** (Counts as both Chewbacca and C-3PO)  
**Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)  
**Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 1)  
**Momentum** (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

*A half-repaired C-3PO, slung across Chewbacca's back, provides the Wookiee with another set of eyes.*

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**COMMANDO ON SPEEDER BIKE** 21

**Hit Points** 30  
**Defense** 15  
**Attack** +6  
**Damage** 20

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

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**CORELLIAN SECURITY OFFICER** 22

**Hit Points** 40  
**Defense** 16  
**Attack** +6  
**Damage** 10

**Special Abilities**  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)  
**It's a Trap!** (Enemies with Stealth within 6 squares lose Stealth)  
**Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Commander Effect**  
 Non-Unique allies within 6 squares gain **It's a Trap!** and **Deceptive** (+10 Damage against an enemy who has activated this round).

*CorSec agents are renowned throughout the galaxy for their integrity and their relentless dedication to preserving the peace.*

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**DEENA SHAN** 12

Hit Points 30  
 Defense 18  
 Attack +5  
 Damage 10

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

*A young Rebel supply officer, Deena Shan fought alongside Luke Skywalker to rescue the "defector" Janek Sunber from Imperial Forces.*

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**DRESSELLIAN COMMANDO** 14

Hit Points 50  
 Defense 15  
 Attack +5  
 Damage 10

**Special Abilities**  
 Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)  
 Loner (+4 Attack if no allies are within 6 squares)  
 Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

*This Dressel native fought the Empire on his homeworld before joining the Rebel Alliance.*

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**ELITE HOTH TROOPER** 12

Hit Points 30  
 Defense 16  
 Attack +6  
 Damage 20

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05/60 ◆

**ELITE REBEL COMMANDO** 16

Hit Points 50  
 Defense 16  
 Attack +7  
 Damage 10

**Special Abilities**  
 Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1)  
 Ion Gun +20 (+20 Damage against Droid characters)  
 Override (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)  
 Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)  
 Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

*Guerrilla warfare is key to the Rebellion's success, and the Rebel commando makes it his specialty.*

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**ELITE REBEL TROOPER** 7

Hit Points 20  
 Defense 13  
 Attack +7  
 Damage 10

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06/60 ●

**GALACTIC ALLIANCE SCOUT** 13

Hit Points 10  
 Defense 13  
 Attack +5  
 Damage 10

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

*Determined not to be caught unawares again, the Galactic Alliance employs many scouts who delve into the Unknown Regions in search of the next great threat to the galaxy.*

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**GALACTIC ALLIANCE TROOPER** 11

Hit Points 10  
 Defense 17  
 Attack +7  
 Damage 10

**Special Abilities**  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)  
**Penetration 10** (Enemies' Damage Reduction is reduced by 10 against this character's attacks)

*Following the Yuuzhan Vong invasion, the Galactic Alliance has united the galaxy and consolidated its military forces into one cohesive organization.*

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**GARM BEL IBLIS** 45

Hit Points 70  
 Defense 16  
 Attack +9  
 Damage 10

**Special Abilities**  
**Unique**  
**Affinity** (May be in a Rebel squad)  
**New Republic/Rebel Reinforcements 30** (During setup, after seeing your opponent's squad, you can add up to 30 points of non-Unique New Republic or Rebel characters to your squad)  
**Commander Effect**  
 Each follower can move up to half its Speed and still use Force powers and special abilities that grant extra attacks.

*This Corellian senator helped form the early Rebel Alliance. He later split with the Rebels to lead his own private army, but during the Thrawn crisis, he committed his forces to the New Republic cause.*

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**General Crix Madine** 16

Hit Points 50  
 Defense 15  
 Attack 6  
 Damage 10

**Special Abilities**  
**Unique**  
**Cunning Attack +20** (+4 Attack and +20 Damage against an enemy who has not activated this round)  
**Disruptive** (Suppresses enemy commander effects within 6 squares)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)  
**Commander Effect**  
 Commandos in your squad gain **Cunning Attack +20**.

*A former Imperial officer responsible for the creation of storm commandos, Crix Madine is a Rebel general in charge of the Alliance Special Forces.*

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3/40 ★

**GENERAL DODONNA** 9

Hit Points 30  
 Defense 13  
 Attack +3  
 Damage 10

**Special Abilities**  
**Unique**  
**Affinity** (This character may be in a New Republic squad)  
**Commander Effect**  
 You can choose to activate only 1 character in each phase. (This includes Droid and Savage characters.)

*A former Imperial officer, General Jan Dodonna is one of the Alliance's most valued military strategists.*

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14/60 ★

**General Rieekan** 14

Hit Points 50  
 Defense 15  
 Attack 9  
 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**  
 Allies gain **Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11) and **Mobile Attack** (Can move both before and after attacking).

*A respected Rebel general who has vowed to fight the Empire on all fronts, Carlist Rieekan commanded the base at Hoth.*

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**General Solo** 49

Hit Points 80  
 Defense 18  
 Attack 9  
 Damage 20

**Special Abilities**  
**Unique** (Counts as Han Solo)  
**Double Attack**  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)  
**Long Shot 20** (+4 Attack and +20 Damage when this character is at half Hit Points or less)  
**Never Tell Me The Odds** (Suppresses enemy special abilities that modify initiative)  
**Commander Effect**  
 Unique allies within 6 squares gain **Long Shot 10** (+4 Attack and +10 Damage when this character is at half Hit Points or less).

*"You know, sometimes I amaze even myself."*

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15/40 ★

**GENERAL WEDGE ANTILLES** 23

Hit Points 80  
 Defense 18  
 Attack +8  
 Damage 10

**Special Abilities**  
 Unique  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)  
**Mobile Attack** (Can move both before and after attacking)

**Commander Effect**  
 Followers gain Evade and Mobile Attack.



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**GOLAN ARMS DF.9 ANTI-INFANTRY BATTERY** 26

Hit Points 120  
 Defense 12  
 Attack +10  
 Damage 20

**Special Abilities**  
 Unique  
**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)  
**Emplacement** (Cannot move or be moved. Set up anywhere on your half of the battle map.)  
**Mounted Weapon** (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)  
**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.)



*A 360-degree firing arc and a rapid rate of fire, as well as explosive energy bolts, make this weapon emplacement unsurpassed against infantry assault.*

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**HAN SOLO** 28

Hit Points 80  
 Defense 17  
 Attack +8  
 Damage 20

**Special Abilities**  
 Unique  
**Accurate Shot** (This character can attack an enemy with cover even if it's not the nearest enemy)  
**Cunning Attack** (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

**Force Powers**  
 Force I



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**HAN SOLO, GALACTIC HERO** 50

Hit Points 90  
 Defense 19  
 Attack +10  
 Damage 20

**Special Abilities**  
 Unique  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**Disruptive** (Suppresses enemy commander effects within 6 squares)  
**Double Attack**  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)  
**Greater Mobile Attack** (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement)  
**Never Tell Me The Odds** (Suppresses enemy special abilities that modify initiative)



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**HAN SOLO IN CARBONITE** X

Hit Points —  
 Defense —  
 Attack —  
 Damage —

**Special Abilities**  
 Unique  
**Frozen in Carbonite** (During setup, choose another character whose name contains Han Solo. This character's point cost [X] is 1/2 the printed cost of the chosen character. An opponent sets up this character along with his or her squad. This character cannot be activated, cannot move, and does not count as a legal target. Its space cannot be entered, but it provides cover. If an ally ends its turn adjacent to this character, you may immediately remove this character from play and place the chosen character in its space. The newly placed character cannot activate this round.)



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**HAN SOLO IN STORMTROOPER ARMOR** 25

Hit Points 80  
 Defense 19  
 Attack +8  
 Damage 20

**Special Abilities**  
 Unique  
**Furious Assault** (Replaces turn: Can move up to 12 squares, then attack each legal target once)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Commander Effect**  
 Followers gain Charging Fire (Replaces turn: Can move up to double speed, then attack).

*Han will go to any lengths to finish a mission.*



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**HAN SOLO OF HOTH** 33

Hit Points **80**  
 Defense **18**  
 Attack **+8**  
 Damage **20**

**Special Abilities**  
 Unique  
**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)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

*"Well, Your Worship, looks like you managed to keep me around for a little while longer."*

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**HAN SOLO ON TAUNTAUN** 27

Hit Points **90**  
 Defense **16**  
 Attack **+9**  
 Damage **20**

**Special Abilities**  
 Unique  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**Heal 10** (Replaces attacks: touch; remove 10 damage from a living character)  
**Mobile Attack** (Can move both before and after attacking)  
**Speed 8** (Can move up to 8 squares and attack, or 16 squares without attacking)

**Force Powers**  
 Force I

*"I thought they smelled bad on the outside!"*

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**HAN SOLO, REBEL HERO** 35

Hit Points **90**  
 Defense **19**  
 Attack **+11**  
 Damage **20**

**Special Abilities**  
 Unique  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**Mobile Attack** (Can move both before and after attacking)

**Force Powers**  
 Force I

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

*"Never tell me the odds!"*

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**HAN SOLO, ROGUE** 30

Hit Points **70**  
 Defense **16**  
 Attack **+7**  
 Damage **20**

**Special Abilities**  
 Unique  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)  
**Never Tell Me the Odds** (Suppresses enemy special abilities that modify initiative)

*"Scoundrel? Scoundrel! I like the sound of that."*

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**HAN SOLO, SCOUNDREL** 46

Hit Points **80**  
 Defense **17**  
 Attack **+9**  
 Damage **20**

**Special Abilities**  
 Unique  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)  
**Mobile Attack** (Can move both before and after attacking)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

**Force Powers**  
 Force I

*Han Solo uses his skills as a scoundrel and smuggler to help the Rebel Alliance battle the Empire.*

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**HAN SOLO, SMUGGLER** 27

Hit Points **70**  
 Defense **16**  
 Attack **+10**  
 Damage **20**

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

*"Look, I ain't in this for your revolution, and I'm not in it for you, Princess. I expect to be well paid. I'm in it for the money."*

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**HOTH TROOPER** 7

Hit Points: 20  
 Defense: 15  
 Attack: +5  
 Damage: 10



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**HOTH TROOPER OFFICER** 17

Hit Points: 40  
 Defense: 17  
 Attack: +7  
 Damage: 10

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

**Commander Effect**  
 Rebel trooper followers within 6 squares gain Deadeye.

*Under the command of the battle-toughened General Rieekan, Rebel Alliance officers direct the defense of Echo Base.*



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**HOTH TROOPER WITH ATGEAR CANNON** 15

Hit Points: 80  
 Defense: 8  
 Attack: +3  
 Damage: 30

**Special Abilities**  
 Fragile 40 (This character can't attack as long as his Hit Points total is less than 40)  
 Heavy Weapon (Can't attack and move in the same turn)  
 Machinery (Industrial Repair removes damage from this character)  
 Speed 2  
 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)

*This antivehicle artillery piece helps defend Rebel troops from Imperial forces. It saw extensive use at the Battle of Hoth.*



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**HOTH TROOPER WITH REPEATING BLASTER CANNON** 21

Hit Points: 60  
 Defense: 14  
 Attack: +8  
 Damage: 20

**Special Abilities**  
 Heavy Weapon (Can't attack and move in the same turn)  
 Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)  
 Speed 1 (Can move only 2 squares without attacking)  
 Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

*The Merr-Sonn Mark II repeating blaster cannon saw heavy use against Imperial infantry at the Battle of Hoth.*



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**ITHORIAN COMMANDER** 11

Hit Points: 30  
 Defense: 12  
 Attack: +6  
 Damage: 20

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

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

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



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10/60

**JUNO ECLIPSE** 8

Hit Points: 40  
 Defense: 13  
 Attack: +5  
 Damage: 10

**Special Abilities**  
 Unique  
 Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)  
 Disruptive (Suppresses enemy commander effects within 6 squares)

*An Imperial commander who secretly regrets her role in the brutal Imperial assault on Cellos, Juno Eclipse was hand-picked by Darth Vader to pilot the Rogue Shadow. But fate intervenes, and she finds herself hunted by the very Empire she once served.*



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**K-3PO** 20

**Hit Points** 60  
**Defense** 17  
**Attack** +0  
**Damage** 0

**Special Abilities**  
 Unique  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Droid Coordinator** (Non-Unique Droid allies gain Speed 8)

**Commander Effect**  
 At the end of this character's turn, 2 allies within 6 squares of this character who are the same size may switch positions.

*Commander Nerra, a veteran Alliance starfighter pilot, used K-3PO to record his memoirs. The protocol droid absorbed this information and became a tactical expert, coordinating droids at Echo Base.*



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12/60 ★

**Lando Calrissian, Rebel Leader** 34

**Hit Points** 70  
**Defense** 17  
**Attack** 8  
**Damage** 20

**Special Abilities**  
 Unique  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)  
**Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)

**Commander Effect**  
 Non-Unique followers gain **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).

*"Admiral, we're in position. All fighters accounted for."*



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16/40 ★

**Leia, Bounty Hunter** 26

**Hit Points** 70  
**Defense** 17  
**Attack** 9  
**Damage** 20

**Special Abilities**  
 Unique  
**Melee Attack; Double Attack**  
**Electrostaff +20** (+20 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)  
**Stealth** (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**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)

*Leia masqueraded as Boush to infiltrate Coruscant, but her deception was exposed in the palace of Jabba the Hutt.*



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**LEIA ORGANA, SENATOR** 7

**Hit Points** 40  
**Defense** 15  
**Attack** +7  
**Damage** 10

**Special Abilities**  
 Unique  
**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)

**Force Powers**  
 Force 1

*"I am a member of the Imperial Senate on a diplomatic mission to Alderaan!"*



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**MON CALAMARI MEDIC** 8

**Hit Points** 10  
**Defense** 12  
**Attack** +0  
**Damage** 10

**Special Abilities**  
**Heal 10** (Replaces attacks; touch; remove 10 damage from a living character)  
**Melee Attack** (Can attack only adjacent enemies)

*Soft-spoken but firm, and gifted with analytical minds, Mon Calamari make excellent medical techs.*



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17/60

**MON CALAMARI TECH SPECIALIST** 4

**Hit Points** 10  
**Defense** 13  
**Attack** +3  
**Damage** 10

**Special Abilities**  
**Scramble** (A Droid enemy or an enemy with Mounted Weapon hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.)

*The Mon Calamari have an artistic flair for technology.*



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**NEW REPUBLIC COMMANDER** 19

**Hit Points** 40  
**Defense** 15  
**Attack** +10  
**Damage** 20

**Special Abilities**  
**Careful Shot** +4 (On this character's turn, if he doesn't move, he gets +4 Attack)  
**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)

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

*This officer leads the forces of the New Republic into battle.*

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**NEW REPUBLIC TROOPER** 10

**Hit Points** 10  
**Defense** 13  
**Attack** +7  
**Damage** 20

**Special Abilities**  
**Advantageous Cover** (+8 Defense from cover instead of +4)

*Better trained and better equipped than they were during the Rebellion, these troopers defend the ideals of the newly re-formed Republic after the Battle of Endor.*

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55/60 ●

**NIEN NUNB** 17

**Hit Points** 50  
**Defense** 15  
**Attack** +8  
**Damage** 20

**Special Abilities**  
Unique

*This Sullustan Rebel pilot flew the copilot chair of the Millennium Falcon at the Battle of Endor.*

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**PRINCESS LEIA** 20

**Hit Points** 50  
**Defense** 14  
**Attack** +7  
**Damage** 20

**Special Abilities**  
Unique

**Force Powers**  
Force 2

**Commander Effect**  
At the end of this character's turn, 1 Rebel follower within 6 squares can make 1 immediate attack at +4 Attack and +10 Damage.

*"I am not a committee!"*

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16/60 ★

**PRINCESS LEIA, CAPTIVE** 13

**Hit Points** 60  
**Defense** 13  
**Attack** +7  
**Damage** 10

**Special Abilities**  
Unique  
**Melee Attack** (This character can attack only adjacent enemies)

**Force Powers**  
Force 2

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12/60 ●

**PRINCESS LEIA, HOTH COMMANDER** 19

**Hit Points** 50  
**Defense** 14  
**Attack** +7  
**Damage** 20

**Special Abilities**  
Unique  
**Advantageous Attack** (+10 Damage against an enemy who has not activated this round)  
**Mobile Attack** (Can move both before and after attacking)

**Force Powers**  
Force 2

**Commander Effect**  
Whenever a non-Unique ally would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points.

*Princess Leia leads the Rebel soldiers of Echo Base during the Battle of Hoth.*

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9/60 ★

**PRINCESS LEIA OF CLOUD CITY** 14

Hit Points 60  
 Defense 16  
 Attack +8  
 Damage 20

**Special Abilities**  
 Unique  
**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)

*"I know where Luke is."*

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**PRINCESS LEIA, REBEL HERO** 14

Hit Points 60  
 Defense 15  
 Attack +8  
 Damage 10

**Special Abilities**  
 Unique  
**Force Powers**  
 Force 2  
**Commander Effect**  
 Whenever a follower within 6 squares defeats an enemy, it may immediately move 2 squares. This move does not provoke attacks of opportunity and does not prevent the use of extra attacks.

*"The main entrance to the control bunker's on the far side of that landing platform. This isn't gonna be easy."*

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**PRINCESS LEIA, SENATOR** 13

Hit Points 40  
 Defense 15  
 Attack +7  
 Damage 10

**Special Abilities**  
 Unique  
**Force Powers**  
 Force 1  
**Commander Effect**  
 Each follower that ends its move within 6 squares of this character can move 2 extra squares at the end of its turn.

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**R2-D2** 8

Hit Points 30  
 Defense 17  
 Attack +0  
 Damage 0

**Special Abilities**  
 Unique  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Override** (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)  
**Repair 10** (Replaces attacks; touch; remove 10 damage from 1 other Droid character)

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**R2-D2 with Extended Sensor** 9

Hit Points 30  
 Defense 15  
 Attack 0  
 Damage 0

**Special Abilities**  
 Unique  
**Droid** (Immune to critical hits; not subject to commander effects)  
**It's a Trap!** (Enemies with Stealth within 6 squares lose Stealth)  
**Override** (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)  
**Recon** (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

*"Artoo says he's been quite unable to pick up any signals, although he does admit that his own range is far too weak to abandon all hope." —C-3PO*

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**REBEL CAPTAIN** 21

Hit Points 40  
 Defense 15  
 Attack +8  
 Damage 10

**Special Abilities**  
**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)  
**Commander Effect**  
 Rebel trooper followers within 6 squares gain Twin Attack.

*A Rebel captain inspires his troops to victory with every act of bravery he performs.*

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**REBEL COMMANDO** 14

Hit Points 40  
 Defense 15  
 Attack +5  
 Damage 10

**Special Abilities**  
**Grenades 10** (Replaces attacks; range 6; 10 damage to target and to each character adjacent to that target; save 1)  
**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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**Rebel Commando Pathfinder** 11

Hit Points 50  
 Defense 16  
 Attack 7  
 Damage 10

**Special Abilities**  
**Stable Footing** (Not slowed by difficult terrain)  
**Mobile Attack** (Can move both before and after attacking)  
**Pathfinder** (Allies are not slowed by difficult terrain within 6 squares of this character)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

*Rebel pathfinders specialize in making sure their commando unit reaches the target safely and swiftly.*



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**REBEL COMMANDO STRIKE LEADER** 18

Hit Points 50  
 Defense 15  
 Attack +7  
 Damage 20

**Special Abilities**  
**Grenades 20** (Replaces attacks; range 6; 20 damage to target and to each character adjacent to that target; save 1)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Commander Effect**  
 Commandos in your squad with **Stealth** (including this character) and who have cover cannot be targeted by nonadjacent enemies.  
 Commando followers with **Grenades 10** instead gain **Grenades 20**.

*"Follow me!"*



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**REBEL HEAVY TROOPER** 11

Hit Points 10  
 Defense 12  
 Attack +6  
 Damage 30

**Special Abilities**  
**Heavy Weapon** (Can't attack and move in the same turn)

*When there's a need for infantry with firepower, Rebel officers call upon the heavy trooper.*



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**REBEL HONOR GUARD** 10

Hit Points 20  
 Defense 14  
 Attack +6  
 Damage 10

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

*Many Rebel Honor Guards are former members of the Senate Guard who refused to join Emperor Palpatine's Royal Guard.*



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**REBEL LEADER** 18

Hit Points 50  
 Defense 16  
 Attack +10  
 Damage 10

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

**Commander Effect**  
 Followers within 6 squares who combine fire grant +5 Attack instead of +4.  
 Rebel allies gain **Spotter +20** (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target).

*"Long live the Alliance! Down with the Empire!"*



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**REBEL MARKSMAN** 15

Hit Points 10  
 Defense 12  
 Attack +6  
 Damage 20

**Special Abilities**  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Deadeye** (On this character's turn, if she doesn't move, she gets +10 Damage)

*These deadly accurate snipers can pick off Imperial stormtroopers long before they get close to a Rebel base.*

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**REBEL OFFICER** 13

Hit Points 30  
 Defense 15  
 Attack +7  
 Damage 10

**Commander Effect**  
 Non-Unique followers within 6 squares of this character get +2 Attack.

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**REBEL PILOT** 10

Hit Points 20  
 Defense 14  
 Attack +7  
 Damage 10

**Special Abilities**  
**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1)

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**REBEL SNOWSPEDER** 38

Hit Points 60  
 Defense 16  
 Attack +8  
 Damage 20

**Special Abilities**  
**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)  
**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)  
**Harpoon Gun** (Replaces attacks: range 6; target enemy with Mounted Weapon cannot move this round; save 1)  
**Mobile Attack** (Can move both before and after attacking)  
**Mounted Weapon** (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)  
**Speed 16** (Can move up to 16 squares and attack, or 32 squares without attacking)  
**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)

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**Rebel Soldier** 13

Hit Points 30  
 Defense 14  
 Attack 6  
 Damage 20

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

*Rebel soldiers do not rely on standard methods of warfare but disrupt Imperial forces through guerrilla strikes and effective squad tactics.*

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**REBEL TROOP CART** 15

Hit Points 50  
 Defense 18  
 Attack +0  
 Damage 0

**Special Abilities**  
**Speed 8** (Can move up to 8 squares and attack, or 16 squares without attacking)  
**Troop Cart** (This character can transport up to 1 Large ally or 2 Small or Medium allies who end their moves adjacent to it. Remove those allies from the battle grid; they move simultaneously with this character, have cover, and are considered adjacent to it. They can make attacks, counting distance from this character. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, all transported allies are also defeated; save 6.)

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**REBEL TROOPER** 5

Hit Points 10  
 Defense 13  
 Attack +5  
 Damage 10



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**REBEL TROOPER ON TAUNTAUN** 13

Hit Points 40  
 Defense 13  
 Attack +6  
 Damage 10

**Special Abilities**  
**Mobile Attack** (Can move both before and after attacking)  
**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)  
**Speed 8** (Can move up to 8 squares and attack, or 16 squares without attacking)  
**Spotter +20** (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)

*The swift and sure-footed tauntauns were invaluable for Hoth patrols.*



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**REBEL VANGUARD** 11

Hit Points 10  
 Defense 12  
 Attack +4  
 Damage 10

**Special Abilities**  
**Missiles 30** (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save 1!)

*These specialized soldiers are tasked with destroying Imperial air and ground vehicles.*



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**Red Hand Trooper** 15

Hit Points 50  
 Defense 16  
 Attack 9  
 Damage 10

**Special Abilities**  
**Merciless 20** (+20 Damage against enemies at half Hit Points or less)  
**Squad Firepower** (+10 Damage while 3 allies with the same name as this character are within 6 squares)

*Founded by the Corellian Bria Tharen, the ruthless Red Hand Squadron targeted Imperial operations, especially slavers. The Red Hands received the Death Star schematics and passed them on to Princess Leia.*



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**TALON KARRDE** 24

Hit Points 60  
 Defense 16  
 Attack +8  
 Damage 10

**Special Abilities**  
**Unique**  
**Disruptive** (Suppress enemy commander effects within 6 squares)  
**Fringe Reserves 20** (If you roll exactly 11 for initiative, you can add up to 20 points of Fringe characters to your squad immediately before your first activation of the round)  
**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)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

*Smuggler chief and information broker; Talon Karrde is a man of honor who often provides aid to the New Republic.*



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**TAMTEL SKREEJ (LANDO CALRISSIAN)** 23

Hit Points 50  
 Defense 18  
 Attack +8  
 Damage 20

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

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



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**TWI'LEK REBEL AGENT** 9

**Hit Points** 10  
**Defense** 15  
**Attack** +2  
**Damage** 10

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

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

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**TWI'LEK SCOUT** 7

**Hit Points** 20  
**Defense** 16  
**Attack** +5  
**Damage** 10

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

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

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**VERPINE TECH** 12

**Hit Points** 20  
**Defense** 15  
**Attack** +3  
**Damage** 10

**Special Abilities**  
**Jolt** (An enemy hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect.)  
**Droid Defender** (If an enemy targets an allied Droid within 6 squares of this character, you may force that enemy to target this character instead if it can; save II)  
**Rig Blaster** (Allies within 6 squares with nonmelee attacks that deal exactly 10 damage gain Jolt)

*The insectoid Verpine are natural tinkerers who compulsively disassemble and improve technology that falls into their hands.*

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**Veteran Rebel Commando** 14

**Hit Points** 50  
**Defense** 16  
**Attack** 6  
**Damage** 20

**Special Abilities**  
**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II)  
**Mobile Attack** (Can move both before and after attacking)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

*A Rebel commando never lets his enemies see him coming.*

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**WEDGE ANTILLES** 22

**Hit Points** 70  
**Defense** 18  
**Attack** +9  
**Damage** 10

**Special Abilities**  
**Unique Pilot**  
**Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing II; if both succeed, this character has 10 Hit Points instead of being defeated)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of II)  
**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II)

**Commander Effect**  
 Pilot followers gain **Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of II).

*This veteran pilot survived encounters with two Death Stars and leads the Rogue Squadron starfighter unit.*

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**WEDGE ANTILLES, RED TWO** 13

**Hit Points** 50  
**Defense** 17  
**Attack** +8  
**Damage** 10

**Special Abilities**  
**Unique Pilot**  
**Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing II; if both succeed, this character has 10 Hit Points instead of being defeated)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of II)  
**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II)  
**Mobile Attack** (Can move both before and after attacking)

*At the Battle of Yavin, Wedge was wingman to Luke Skywalker on his final attack run against the Death Star. He went on to serve as Rogue Two in the Battle of Hoth.*

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**WOOKIEE FREEDOM FIGHTER** 14

Hit Points 50  
 Defense 14  
 Attack +7  
 Damage 10

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

*No fighter is more feared than an angry Wookiee.*

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**WOOKIEE SOLDIER** 7

Hit Points 30  
 Defense 12  
 Attack +6  
 Damage 10

**Special Abilities**  
**Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)  
**Melee Attack** (This character can attack only adjacent enemies)

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**WOOKIEE WARRIOR** 13

Hit Points 40  
 Defense 13  
 Attack +6  
 Damage 20

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

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

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