

ALDERAAN TROOPER 6

Hit Points 10
 Defense 13
 Attack +5
 Damage 10

Special Abilities
Synchronized Fire (Alderaan Troopers who combine fire with this character grant +6 Attack instead of +4)

Alderaan troopers are fiercely loyal to their world and the Republic.

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BAIL ORGANA 29

Hit Points 70
 Defense 17
 Attack +6
 Damage 10

Special Abilities
Unique
Alderaan Senator (Counts as an Alderaan Trooper)
Synchronized Fire (Alderaan Troopers who combine fire with this character grant +6 Attack instead of +4)

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

A senator from Alderaan, noble Bail Organa strives to keep the Republic from falling.

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CAPTAIN ANTILLES 20

Hit Points 60
 Defense 15
 Attack +6
 Damage 10

Special Abilities
Unique

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

Captain of the Tantive IV, Antilles remains a loyal confidant of Senator Organa.

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501st Clone Trooper 13

Hit Points 20
 Defense 14
 Attack 8
 Damage 20

Special Abilities
Order 66
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)

The elite 501st Legion, led by Captain Rex, served under Anakin Skywalker in the early battles of the Clone Wars.

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501st Legion Clone Commander 15

Hit Points 50
 Defense 16
 Attack 10
 Damage 10

Special Abilities
Order 66 Trooper (Counts as a character named 501st Clone Trooper)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect
 Followers whose name contains 501st get +10 Damage against enemies with Force ratings.

The 501st Legion was distinguished by exceptional discipline and coordination.

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501st Legion Clone Trooper 8

Hit Points 10
 Defense 14
 Attack 5
 Damage 20

Special Abilities
Order 66 Trooper (Counts as a character named 501st Clone Trooper)
Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)

Troopers of the 501st Legion received special training at a secret base on Coruscant, overseen by Chancellor Palpatine's command staff.

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AERIAL CLONE TROOPER CAPTAIN 23

Hit Points 40
 Defense 14
 Attack +10
 Damage 20

Special Abilities
Flight (Ignores enemy characters, low obstacles, and pits when moving)
Spotter 20 (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)

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



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ARC TROOPER 18

Hit Points 40
 Defense 16
 Attack +10
 Damage 20

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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ARC Trooper Sniper 16

Hit Points 30
 Defense 17
 Attack 10
 Damage 20

Special Abilities
Order 66
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Sniper (Other characters do not provide cover against this character's attack)

Personally trained by Jango Fett, ARC troopers were more independent than normal clones and often possessed specialized skills.



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ARF Trooper 11

Hit Points 10
 Defense 15
 Attack 8
 Damage 20

Special Abilities
Order 66
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)
Squad Cover (+4 Defense while 3 allies with the same name as this character 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)

The Advanced Reconnaissance Fighter (ARF) Trooper is trained for a variety of roles, including forward scouting and piloting AF-RT units.



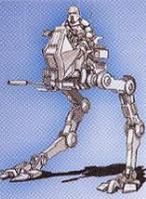
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AT-RT 35

Hit Points 60
 Defense 18
 Attack +10
 Damage 40

Special Abilities
Order 66
Rigid (Can't squeeze)
Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

This personal walker is the latest in clone trooper armaments.



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AT-TE Driver 9

Hit Points 10
 Defense 16
 Attack 6
 Damage 20

Special Abilities
Order 66
Ground Pilot +2 (Allies with Mounted Weapon who start their moves adjacent to this character get +2 Speed)

Specially trained clone troopers pilot the massive, six-legged AT-TE walkers in combat.



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Captain Rex 33

Hit Points 70
Defense 16
Attack 12
Damage 20

Special Abilities
 Unique
Order 66
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
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.)
Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)
Commander Effect
 Allied characters with Order 66 within 6 squares gain **Greater Mobile Attack**.



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Captain Rex, 501st Commander 41

Hit Points 80
Defense 16
Attack 13
Damage 30

Special Abilities
 Unique
Order 66
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
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.)
Commander Effect
 Allies with Order 66 that end their moves within 6 squares of this character can move 2 extra squares at the end of their turns.



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CLONE COMMANDER BACARA 23

Hit Points 40
Defense 14
Attack +10
Damage 20

Special Abilities
 Unique
Order 66
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Commander Effect
 Troopers in your squad with Order 66 get +10 Damage against adjacent enemies.
 Characters in your squad named Elite Clone Trooper gain **Stealth**.
 Characters in your squad with Order 66 and **Stealth** (including Clone Commander Bacara) who have cover cannot be targeted by nonadjacent enemies.
CC 1138 adopted the name Bacara while fighting alongside General Kix-Aul-Mund.



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CLONE COMMANDER CODY 20

Hit Points 40
Defense 14
Attack +10
Damage 20

Special Abilities
 Unique
Order 66
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Rapport (Characters named Clone Trooper cost 1 less when in the same squad as this character)
Sniper (Other characters do not provide cover against this character's attack)
Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he is moving into are bordered by a wall)
Commander Effect
 Characters in your squad with Order 66 gain **Wall Climber**.
 Characters in your squad with Order 66 and **Sniper** gain **Accurate Shot**.
CC 2224, better known as Commander Cody, saw a lot of action in the Rendili system.



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CLONE COMMANDER GREE 18

Hit Points 40
Defense 13
Attack +10
Damage 20

Special Abilities
 Unique
Order 66
Mobile Attack (Can move both before and after attacking)
Rapport (Non-Unique Wookiees cost 1 less when in the same squad as this character)
Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)
Commander Effect
 Your squad may include non-Unique Wookiees of any faction.
 Each Soldier or Trooper follower can move 2 extra squares at the end of its turn.
 Characters in your squad with Order 66 and **Mobile Attack** (including Clone Commander Gree) do not provoke attacks of opportunity.
CC 1004, called Commander Gree by his troops, led the Kashyyyk forces assigned to Yoda during the final battles of the Clone Wars.



23/60 ★

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CLONE TROOPER 9

Hit Points 10
Defense 13
Attack +6
Damage 20



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CLONE TROOPER COMMANDER 13

Hit Points 30
 Defense 14
 Attack +10
 Damage 10

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



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CLONE TROOPER GRENADEIER 9

Hit Points 10
 Defense 13
 Attack +6
 Damage 10

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



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CLONE TROOPER GUNNER 8

Hit Points 10
 Defense 15
 Attack +6
 Damage 10

Special Abilities
 Order 66
 Gunner (Can combine fire with adjacent allies who have Mounted Weapon)

Clone trooper gunners are trained in the use of heavy and mounted weapons.



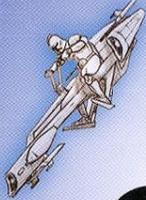
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CLONE TROOPER ON BARC SPEEDER 29

Hit Points 60
 Defense 17
 Attack +7
 Damage 20

Special Abilities
 Order 66
 Flight (Ignores difficult terrain, 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)

The powerful BARC speeder provides maneuverability and firepower to the Republic's clone forces.



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Clone Trooper on Gelagrub 24

Hit Points 80
 Defense 16
 Attack 10
 Damage 30

Special Abilities
 Order 66

Unusual environments call for unusual mounts.



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 8/40 ★

Clone Trooper Pilot 9

Hit Points 20
 Defense 15
 Attack 8
 Damage 10

Special Abilities
 Order 66
 Pilot
 Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)
 Gunner +20 (Can combine fire with adjacent allies who have Mounted Weapon, granting +20 Damage)

Clone troopers piloting ARC-170 and Y-wing fighters were an integral part of the Republic war effort.



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CLONE TROOPER SERGEANT 10

Hit Points 20
 Defense 14
 Attack +10
 Damage 10

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



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Clone Trooper with Night Vision 13

Hit Points 10
 Defense 13
 Attack 6
 Damage 20

Special Abilities
 Order 66
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Just because you never see them coming doesn't mean they don't see you.



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Clone Trooper with Repeating Blaster 23

Hit Points 20
 Defense 14
 Attack 8
 Damage 20

Special Abilities
 Order 66
Quadruple Attack (On his turn, this character can make 3 extra attacks instead of moving)

Clones armed with repeating blasters lay down suppression fire and eliminate large groups of tightly packed enemies.



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Commander Cody 23

Hit Points 50
 Defense 16
 Attack 11
 Damage 20

Special Abilities
 Unique
 Order 66
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)
Flurry Attack (When this character scores a critical hit, he can make 1 immediate extra attack)
Rapport (Characters named Clone Trooper cost 1 less when in the same squad as this character)

Commander Effect
 Followers with Order 66 within 6 squares gain **Deadly Attack** and **Flurry Attack**.



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Commander Gree 20

Hit Points 60
 Defense 14
 Attack 11
 Damage 30

Special Abilities
 Unique
 Order 66
Commander Effect
 Allied characters are treated as having the same name as each other, only for purposes of special abilities whose name contains Squad.
 Followers within 6 squares gain **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).

Commander Gree leads an elite corps of clone troopers specially trained to cooperate with the indigenous species of whatever planet they operate on.



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ELITE CLONE TROOPER 11

Hit Points 20
 Defense 14
 Attack 8
 Damage 20

Special Abilities
 Order 66

Bred for battle, the elite trooper is fearless and highly skilled.



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Elite Clone Trooper Commander 15

Hit Points 30

Defense 18

Attack 10

Damage 10

Special Abilities
Order 66
Commander Effect
Followers with Order 66 within 6 squares get +4 Defense.

Clone commanders who show exceptional leadership skills are often paired with Jedi to help coordinate troops.

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Elite Clone Trooper Grenadier 13

Hit Points 20

Defense 14

Attack 8

Damage 20

Special Abilities
Order 66
EMP Grenades (A nonliving character that is subject to this character's Grenades ability is considered activated this round; save II. Huge and larger characters ignore this effect.)
Grenades 10 (Replaces attacks: range 6; 10 Damage to target and to each character adjacent to that target; save II)

Ahsoka and her clones used EMP grenades (known as "droid poppers") at Skytop Station.

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Galactic Marine 13

Hit Points 20

Defense 14

Attack 8

Damage 20

Special Abilities
Order 66
Elite Clone Trooper Squad Assault (+4 Attack while 3 allies with the same name as this character are within 6 squares)

Galactic Marines train to fight in a variety of environments, including those that most would consider more hostile.

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Heavy Clone Trooper 13

Hit Points 20

Defense 14

Attack 9

Damage 30

Special Abilities
Order 66
Heavy Weapon (Can't attack and move in the same turn)

Sometimes, you only need a big gun and a clone who knows how to use it.

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ISP SPEEDER 42

Hit Points 70

Defense 15

Attack +9

Damage 20

Special Abilities
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Double Attack (On its turn, this character can make 1 extra attack instead of moving)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)
Rigid (Can't squeeze)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

A powerful turbafan drives the swamp speeder across wet and marshy terrain.

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KASHYYK TROOPER 9

Hit Points 10

Defense 13

Attack +6

Damage 10

Special Abilities
Order 66
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Mobile Attack (Can move both before and after attacking)

Clone troopers assigned to protect the Wookiee planet of Kashyyyk specialize in scouting and camouflage.

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Odd Ball 17

Hit Points 40
 Defense 14
 Attack 10
 Damage 10

Special Abilities
 Unique
 Order 66
 Pilot
Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save II)
Penetration 20 (Enemies' Damage Reduction is reduced by 20 against this character's attacks)
Commander Effect
 Allied characters with Pilot gain **Grenades 20** and **Penetration 20**.

Clone pilots like Odd Ball proved as adept at space combat as their infantry brethren.

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REPUBLIC COMMANDO - BOSS 19

Hit Points 30
 Defense 17
 Attack +9
 Damage 20

Special Abilities
 Order 66
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)
Commander Effect
 At the end of this character's turn, 1 follower within 6 squares whose name contains Republic Commando can make an immediate attack.

Delta Three-Eight leads the Delta unit of Republic Commandos with bravado and determination.

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REPUBLIC COMMANDO - FIXER 16

Hit Points 30
 Defense 17
 Attack +9
 Damage 20

Special Abilities
 Order 66
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)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

When the rest of the Republic Commandos want to pull back, Delta Four-Dh, the unit's tech expert, votes to press on.

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REPUBLIC COMMANDO - SCORCH 16

Hit Points 30
 Defense 17
 Attack +9
 Damage 20

Special Abilities
 Order 66
Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II)
Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Delta Six-Two likes to blow things up—and he's good at it.

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REPUBLIC COMMANDO - SEV 16

Hit Points 30
 Defense 17
 Attack +9
 Damage 20

Special Abilities
 Order 66
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

When the odds seem to be against his team, Delta Oh-Seven operates at peak performance. He likes to fight, and it shows.

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REPUBLIC COMMANDO TRAINING SERGEANT 30

Hit Points 30
 Defense 15
 Attack +10
 Damage 20

Special Abilities
 Order 66
Delta Fire Support (Each ally whose name contains Republic Commando gains **Synchronized Fire** (Allies with Order 66 who combine fire with this character grant +6 Attack instead of +4))
Delta Shield Support (Each ally whose name contains Republic Commando gains **Shields 2** (When this character takes damage, make 2 saves; each roll of II reduces the damage dealt by 10))
Commander Effect
 Whenever one or more allies with Order 66 combine fire with another character with Order 66, the attacker gets +10 Damage.
 Allies with Order 66 and Grenades 10 instead gain **Grenades 30** (Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save II).

"This is Delta Squadron Advisor OI/425. Separatist forces are attempting to capture our ship."

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SALEUCAMI TROOPER 12

Hit Points 10
 Defense 13
 Attack +7
 Damage 30

Special Abilities
 Order 66
 Heavy Weapon (Can't attack and move in the same turn)

Clone troopers operating on the barren desert world of Saleucami see a lot of action during the Outer Rim sieges.

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Star Corps Trooper 15

Hit Points 30
 Defense 15
 Attack 9
 Damage 20

Special Abilities
 Order 66
 Advantageous Cover (+8 Defense from cover instead of +4)
 Quick Reactions (+6 Attack when making attacks of opportunity)
 Squad Firepower (+10 Damage while 3 allies with the same name as this character are within 6 squares)
 Stable Footing (Not slowed by difficult terrain)

Trained to operate in hostile foreign environments, Star Corps troopers quickly learned to seize every advantage and take action in even the smallest opportunities.

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UTAPAU TROOPER 10

Hit Points 10
 Defense 13
 Attack +6
 Damage 20

Special Abilities
 Order 66
 Sniper (Other characters do not provide cover against this character's attack)
 Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits as long as a square he occupies and a square he is moving into are bordered by a wall)

Clone troopers come to the peaceful planet of Utapau to liberate it from the droid armies of General Grievous.

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CAPTAIN TARPALS 20

Hit Points 50
 Defense 18
 Attack +6
 Damage 10

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

Commander Effect
 Each follower can use 2 abilities that replace attacks instead of 1 on its turn.

A skilled warrior and a veteran member of the Gungan military, Captain Tarpals fights bravely alongside the Naboo in repelling the Trade Federation.

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GUNGAN ARTILLERIST 11

Hit Points 30
 Defense 15
 Attack +4
 Damage 10

Special Abilities
 Cesta 20 (Replaces attacks: sight; 20 damage to target and to each character adjacent to target; save II. A nonliving character that takes damage from this effect is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)

Though far from traditional in form, Gungan artillery and similar weapons have a devastating effect on the droid armies of the Trade Federation.

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GUNGAN CAVALRY ON KAADU 18

Hit Points 50
 Defense 15
 Attack +4
 Damage 10

Special Abilities
 Galloping Attack (As this character moves, he can attack each adjacent enemy and gets +4 Attack; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)
 Melee Attack (Can attack only adjacent enemies)

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GUNGAN INFANTRY 9

Hit Points 30
 Defense 14
 Attack +4
 Damage 10

Special Abilities
 Grenades 10 (Replaces attacks; range 6; 10 damage to target and to each character adjacent to that target; save II)
 Melee Attack (Can attack only adjacent enemies)



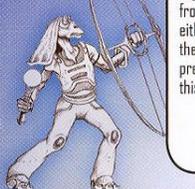
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GUNGAN SHIELDBEARER 18

Hit Points 30
 Defense 19
 Attack +5
 Damage 10

Special Abilities
 Melee Attack (Can attack only adjacent enemies)
 Atlatl 20 (Replaces attacks; range 6; 20 damage to target and to each character adjacent to target; save II. A nonliving character that takes damage from this effect is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)
 Energy Shield (When this character or an adjacent character is hit by an attack from an enemy that is not adjacent to either, that character takes no damage and the attacker takes damage equal to the prevented damage; the attacker can avoid this effect with a save of II)

Gungan shield technology saved many lives at the Battle of Naboo.



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GUNGAN SOLDIER 9

Hit Points 10
 Defense 16
 Attack +3
 Damage 10

Special Abilities
 Melee Attack (Can attack only adjacent enemies)
 Atlatl 20 (Replaces attacks; range 6; 20 damage to target and to each character adjacent to target; save II. A nonliving character that takes damage from this effect is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)

Fighting for their homes and their freedom, the Gungans battle against the forces of the Trade Federation in a desperate attempt to liberate Naboo.



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JAR JAR BINKS 18

Hit Points 60
 Defense 17
 Attack +2
 Damage 10

Special Abilities
 Unique
 Gungan
 Melee Attack (Can attack only adjacent enemies)
 Bombad Gungan (Whenever an enemy targets him, this character must attempt a save of II. On a success, the attack is redirected to another character of your choice within 6 squares. If no other character is within 6 squares, the attack is negated.)
 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)

*"The ability to speak does not make you intelligent."
 —Qui-Gon Jinn*



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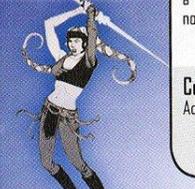
AAYLA SECURA 27

Hit Points 80
 Defense 18
 Attack +11
 Damage 20

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

Force Powers
 Force 3
 Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

Commander Effect
 Adjacent trooper followers gain +2 Attack.



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AGEN KOLAR 29

Hit Points 120
 Defense 19
 Attack +13
 Damage 20

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

Force Powers
 Force 4
 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)
 Recovery 20 (Force I, replaces turn: Remove 20 damage from this character)



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AGEN KOLAR, JEDI MASTER **32**

Hit Points 120
Defense 19
Attack +13
Damage 20

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

Force Powers
 Force 4
Force Burst (Force 2, replaces turn: 10 damage to all other characters within 6 squares)
Force Thrust (Force 1, replaces attacks: 6 squares: 20 damage; save 11 for 10 damage)
Recovery 20 (Force 1, replaces turn: Remove 20 damage from this character)

This Zabrak Jedi Master has an iron will and a calm exterior.

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Ahsoka Tano **20**

Hit Points 60
Defense 20
Attack 7
Damage 20

Special Abilities
 Unique
Melee Attack; Double Attack
Flurry Attack (Whenever this character scores a critical hit, she can make 1 immediate extra attack)
Impulsive Sweep (If a Unique allied character is defeated, this character can immediately attack each adjacent enemy once)
Synergy (+4 Attack while an allied character named Anakin is within 6 squares)

Force Powers
 Force 3
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

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ANAKIN SKYWALKER **25**

Hit Points 70
Defense 18
Attack +8
Damage 20

Special Abilities
 Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Impulsive Sweep (If a Unique allied character is defeated, this character can immediately attack each adjacent enemy once)
Melee Attack (Can attack only adjacent enemies)

Force Powers
 Force 4
Lightsaber Precision (Force 1: This character gets +10 Damage on his next attack)
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

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Anakin Skywalker, Champion of Nelvaan **49**

Hit Points 120
Defense 19
Attack 12
Damage 20

Special Abilities
 Unique
Melee Attack
Djem So Style (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers
 Force 2, Force Renewal 1
Force Grip 1 (Force 1, replaces attacks: sight, 10 damage)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Anakin Skywalker, the subject of many prophecies, freed Nelvaanian warriors from the clutches of the Techno Union.

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ANAKIN SKYWALKER, JEDI KNIGHT **29**

Hit Points 100
Defense 18
Attack +12
Damage 20

Special Abilities
 Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Impulsive Sweep (Whenever a Unique allied character is defeated, this character can immediately attack each adjacent enemy once)
Melee Attack (Can attack only adjacent enemies)

Force Powers
 Force 4
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Gifted with extraordinary Force ability, Anakin struggles to resist the dark side.

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Anakin Skywalker on STAP **35**

Hit Points 80
Defense 17
Attack 7
Damage 20

Special Abilities
 Unique, Pilot
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this character can use Twin Attack when making a Strafe Attack, but he cannot make a Strafe Attack against any enemy twice and cannot move directly back into a space he has just left)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers
 Force 4
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

It's not stealing; it's field procurement.

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Antarian Ranger 12

Hit Points 40
 Defense 15
 Attack 7
 Damage 20

Special Abilities
Affinity (This character may be in a New Republic or Old Republic squad)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Synergy (+4 Attack and +4 Defense while an allied character with a Force rating is within 6 squares)



The Antarian Rangers were formed 600 years before the Clone Wars to serve alongside the Jedi.

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A'Sharad Hett 32

Hit Points 80
 Defense 18
 Attack 11
 Damage 20

Special Abilities
Unique, Melee Attack
Niman Style (+2 Attack and +2 Defense while this character has more than half Hit Points remaining)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)
Force Powers
Force 2, Force Renewal 1
Force Repulse 2 (Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)
Commander Effect
 Each follower whose name contains Tusken Raider gets +4 Attack and gains **Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11).



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BARRISS OFFEE 17

Hit Points 60
 Defense 18
 Attack +8
 Damage 20

Special Abilities
Unique
Melee Attack (Can attack only adjacent enemies)
Rapport (Costs 1 less when in the same squad as a character named Luminara Unduli)
Synergy (+4 Attack while an allied character named Luminara Unduli is within 6 squares)
Force Powers
Force 2
Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)



This Jedi Knight is an expert in tandem fighting, working with her partner through the Force to forge an unstoppable duo.

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Barriss Offee, Jedi Knight 30

Hit Points 80
 Defense 19
 Attack 9
 Damage 20

Special Abilities
Unique
Melee Attack; Double Attack
Synergy (+4 Attack and +4 Defense while an allied character named Luminara Unduli is within 6 squares)
Force Powers
Force 2, Force Renewal 1
Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a living character)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



Student to Master Unduli, Barriss Offee fought for her life on Irum, where she traveled to construct her new lightsaber.

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Commander Ahsoka 24

Hit Points 70
 Defense 20
 Attack 9
 Damage 20

Special Abilities
Unique
Melee Attack; Double Attack
Rolling Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, she can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity)
Force Powers
Force 3
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)
Commander Effect
 Followers within 6 squares gain **Rolling Cleave**.



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DEPA BILLABA 29

Hit Points 90
 Defense 19
 Attack +13
 Damage 20

Special Abilities
Unique
Double Attack (On her turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)
Vaapad-Style Fighting (Scores a critical hit on an attack roll of natural 18, 19, or 20)
Force Powers
Force 3
Force Sense (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



This Jedi Master is expert in the Vaapad lightsaber fighting style.

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EVEN PIELL 29

Hit Points 90
Defense 19
Attack +14
Damage 20

Special Abilities
 Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)
Mettle (If this character spends 1 Force point to reroll, add +4 to the result)

Force Powers
 Force 4
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of II)
Lightsaber Sweep (Force 1, replaces attacks: Can attack every adjacent enemy once)

In the tradition of his Lannik heritage, Jedi Master Even Piel wears his battle scars as badges of honor.

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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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General Aayla Secura 50

Hit Points 100
Defense 22
Attack 12
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)

Force Powers
 Force 4
Force Cloak (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked** [If this character has cover, she cannot be targeted by nonadjacent enemies])
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

Commander Effect
 Allied characters with Order 66 gain **Double Attack**.
Aayla Secura is a beautiful Twi'lek Jedi who fights with confidence despite her apparent youth.

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13/40 ★

GENERAL KENOBI 36

Hit Points 100
Defense 19
Attack +14
Damage 20

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

Force Powers
 Force 5
Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

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

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General Skywalker 47

Hit Points 100
Defense 20
Attack 12
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.)
Greater Mobile Attack; Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Force Powers
 Force 5
Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)
Knight Speed (Force I: Can move 4 extra squares on his turn as part of his move)
Lightsaber Defense (Force I: When hit by an attack, takes no damage with a save of II)

Commander Effect
 Followers who end their move within 6 squares of this character gain **Momentum**.

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GENERAL WINDU 72

Hit Points 150
Defense 22
Attack +16
Damage 20

Special Abilities
 Unique. **Melee Attack; Triple Attack**
Vaaped-Style Fighting (Scores a critical hit on an attack roll of natural 18, 19, or 20)

Force Powers
 Force 5
Force Absorb (Force 2: Cancel a Force power used by an adjacent character)
Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)
Lightsaber Sweep (Force I, replaces attacks: Can attack every adjacent enemy once)
Master Speed (Force I: This character can move 6 extra squares on his turn as part of his move)
Shatterpoint (Force I, replaces turn: range 6; choose 1 target enemy. For the rest of the skirmish, this character's first attack each round against that enemy is a natural 20.)

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

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25/60 ★

Grand Master Yoda 55

Hit Points 150
Defense 22
Attack 15
Damage 20

Special Abilities
Unique, Melee Attack; Double Attack
Ataru Style Mastery (+4 Attack and **Twin Attack** [Whenever this character attacks, he makes 1 extra attack against the same target] if exactly 1 enemy is within 6 squares)

Force Powers
Force 3, Force Renewal 1
Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)
Lightsaber Throw 3 (Force 3, replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make an attack against the chosen enemy and against each character adjacent to that enemy.)

Commander Effect
 Followers within 6 squares get +3 Attack and +3 Defense.



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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 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)
Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



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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 1: range 6; any 1 enemy rerolls its last attack)
Force Stun (Force 1, 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.



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Jedi Crusader 23

Hit Points 80
Defense 18
Attack 10
Damage 20

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

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

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



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JEDI GUARDIAN 11

Hit Points 40
Defense 15
Attack +6
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)

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



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JEDI GUARDIAN 23

Hit Points 80
Defense 18
Attack +12
Damage 20

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

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

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



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Jedi Healer 18

Hit Points 40
 Defense 17
 Attack 9
 Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Force Powers
Force 2, Force Renewal 1
Force Heal 30 (Force 2, replaces attacks: touch; remove 30 damage from a living character)

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

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**.

3/40 ♦

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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...

12/60 ♦

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Jedi Master Kit Fisto 60

Hit Points 130
 Defense 20
 Attack 11
 Damage 20

Special Abilities
Unique
Melee Attack; Double Attack
Shii-Cho Style (+4 Attack and +4 Defense when 3 or more enemies are within 6 squares)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)
Force Powers
Force 4
Lightsaber Precision (Force 1: This character gets +10 Damage on his next attack)
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)

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JEDI PADAWAN 13

Hit Points 50
 Defense 16
 Attack +6
 Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)

Force Powers
 Force 2

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

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JEDI SENTINEL 17

Hit Points 70
 Defense 18
 Attack +8
 Damage 10

Special Abilities
Lightsaber (+10 Damage to adjacent enemies)
Repair 10 (Replaces attacks: touch; remove 10 damage from 1 Droid character)
Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers
 Force 2

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

4/60 ♦

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Jedi Sith Hunter 15

Hit Points 60
 Defense 17
 Attack 8
 Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Sith Hunter (+4 Attack and +10 Damage against Sith enemies)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers
Force 3
Force Alter (Force I: range 6; any 1 enemy rerolls its last attack)

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



4/40 ♦

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Jedi Watchman 24

Hit Points 70
 Defense 17
 Attack 9
 Damage 20

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

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

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



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JEDI WEAPON MASTER 26

Hit Points 90
 Defense 19
 Attack +12
 Damage 20

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

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



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KAZDAN PARATUS 55

Hit Points 110
 Defense 18
 Attack +12
 Damage 20

Special Abilities
Unique; Melee Attack; Double Attack
Affinity (May be in a Rebel squad)
Droid Mark (When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains **Draw Fire** [(If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11)])
Immediate Droid Reserves 30 (If you roll exactly 5, 10, 15, or 20 for initiative, you can add up to 30 points of non-Unique Droid characters from any faction to your squad, adjacent to this character, immediately before your first activation of the round)

Force Powers
Force 3
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)
Surprise Move (Once per round, after initiative is determined, this character can immediately move up to his Speed before any other character activates)



2/60 ★

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KI-ADI-MUNDI 24

Hit Points 90
 Defense 18
 Attack +10
 Damage 20

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

Force Powers
Force 3
Anticipation (Force I: Reroll initiative once per round)

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



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KIT FISTO 32

Hit Points 120
 Defense 20
 Attack +13
 Damage 20

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

Force Powers
Force 4
Lightsaber Precision (Force I: This character gets +10 Damage on his next attack)
Lightsaber Sweep (Force I: replaces attacks: This character can attack each adjacent enemy once)

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



17/60 ★

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Kit Fisto, Jedi Master **42**

Hit Points 130
Defense 20
Attack 13
Damage 20

Special Abilities
 Unique.
Melee Attack; Double Attack
Intuition (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)
Shii-Cho Style (+4 Attack and +4 Defense when 3 or more enemies are within 6 squares)
Force Powers
Force 4
Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)
Lightsaber Sweep (Force I, replaces attacks: Can attack each adjacent enemy once)
This amphibious Nautolan Jedi perfected Force fighting techniques that incorporated the movement of water.



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K'Kruhk, Jedi Master **33**

Hit Points 100
Defense 18
Attack 10
Damage 20

Special Abilities
 Unique. **Melee Attack; Double Attack**
Impulsive Advance (Whenever a Unique allied character is defeated, this character can immediately move 3 squares)
Force Powers
Force 2, Force Renewal 1
Force Leap (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity)
Indiscriminate Rage (Force I: +2 Attack and +10 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 gains **Savage** until the end of the skirmish.)
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)



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LUMINARA UNDULI **30**

Hit Points 100
Defense 18
Attack +12
Damage 20

Special Abilities
 Unique
Double Attack (On her turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)
Force Powers
Force 3
Lightsaber Sweep (Force I, replaces attacks: This character can attack each adjacent enemy once)
Master Speed (Force I: This character can move 6 extra squares on her turn as part of her move)



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MACE WINDU **63**

Hit Points 150
Defense 22
Attack +16
Damage 20

Special Abilities
 Unique
Melee Attack (Can attack only adjacent enemies)
Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)
Vaapad-Style Fighting (Scores a critical hit on an attack roll of natural 18, 19, or 20)
Force Powers
Force 5
Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)
Lightsaber Precision (Force I: This character gets +10 Damage on his next attack)



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MACE WINDU, JEDI MASTER **65**

Hit Points 150
Defense 22
Attack +16
Damage 20

Special Abilities
 Unique
Melee Attack (Can attack only adjacent enemies)
Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)
Force Powers
Force 5
Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)
Shockwave (Force 2, replaces attacks: All characters within 6 squares are considered activated this round; save II)
Whirlwind Attack (Force I, replaces turn: Attack each adjacent enemy twice)
A senior member of the Jedi Council, Mace speaks with authority and conviction.



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Master K'Kruhk **52**

Hit Points 150
Defense 20
Attack 12
Damage 30

Special Abilities
 Unique
Melee Attack; Double Attack
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)
Force Powers
Force 4
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)
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)



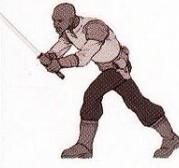
STAR WARS 16/40 ★
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Master Windu 65

Hit Points **150**
 Defense **22**
 Attack **16**
 Damage **20**

Special Abilities
 Unique. **Melee Attack**; **Triple Attack**
Vaapad-Style Fighting (Scores a critical hit on an attack roll of natural 18, 19, or 20)

Force Powers
 Force 2. **Force Renewal 2**
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.)
Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)
Shatterpoint (Force I, replaces turn: range 6; choose 1 target enemy. For the rest of the skirmish, this character's first attack each round against that enemy is a natural 20.)



8/40 ★

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Nahdar Vebb 17

Hit Points **60**
 Defense **17**
 Attack **8**
 Damage **20**

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

Force Powers
 Force 2
Force Push 1 (Force I, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller)
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)



This young Mon Calamari was Padawan to Kit Fisto, but as a Jedi Knight he was impetuous and given to using the Force recklessly.

31/40 ★

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Obi-Wan Kenobi, Jedi General 66

Hit Points **120**
 Defense **22**
 Attack **14**
 Damage **20**

Special Abilities
 Unique
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Melee Attack; **Double Attack**
Mettle (If this character spends 1 Force point to reroll, add +4 to the result)
Soresu Style Mastery (When hit by an attack, this character takes no damage with a save of II)

Force Powers
 Force 5
Surprise Move (Force I: Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)

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



32/40 ★

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Obi-Wan Kenobi, Jedi Master 42

Hit Points **120**
 Defense **21**
 Attack **+15**
 Damage **20**

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

Force Powers
 Force 5
Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)
Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

Commander Effect
 Allied Anakin within 6 squares gets +4 Attack.



15/60 ★

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Obi-Wan On Boga 41

Hit Points **130**
 Defense **21**
 Attack **+15**
 Damage **20**

Special Abilities
 Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Melee Attack
Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)
Wall Climber (This character ignores difficult terrain, enemy characters, low obstacles, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall)

Force Powers
 Force 5
Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)



5/60 ★

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Obi-Wan Kenobi, Padawan 22

Hit Points **70**
 Defense **17**
 Attack **+10**
 Damage **20**

Special Abilities
 Unique
Melee Attack; **Double Attack**
Ataru Style (+4 Attack if exactly 1 enemy is within 6 squares)
Flurry Attack (When this character scores a critical hit, he can make 1 immediate extra attack)

Force Powers
 Force 3
Lightsaber Assault (Force I, replaces attacks: Make 2 attacks)

Kenobi's mastery of the Ataru lightsaber form helps him face down a deadly Sith opponent.



28/60 ★

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PLO KOON 28

Hit Points 110
 Defense 19
 Attack +13
 Damage 20

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

Force Powers
 Force 4
 Force Strike (Force 1, replaces attacks: range 6, 30 damage to 1 enemy Droid)
 Lightsaber Precision (Force 1: This character gets +10 Damage on his next attack)



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Plo Koon, Jedi Master 40

Hit Points 130
 Defense 20
 Attack 14
 Damage 20

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

Force Powers
 Force 4
 Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)
 Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 1)
 Lightsaber Precision (Force 1: +10 Damage on next attack)

Commander Effect
 Each trooper follower within 6 squares can make 1 immediate attack when defeated.



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QUI-GON JINN, JEDI MASTER 35

Hit Points 110
 Defense 20
 Attack +14
 Damage 20

Special Abilities
 Unique
 Melee Attack: Double Attack

Force Powers
 Force 5
 Anticipation (Force 1: Reroll initiative once per round)
 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)
 Lightsaber Sweep (Force 1, replaces attacks: Can attack every adjacent enemy once)
 Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

"Be mindful of the living Force."



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QUI-GON JINN 40

Hit Points 110
 Defense 20
 Attack +15
 Damage 20

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

Force Powers
 Force 5
 Force Absorb (Force 2: Cancel a Force power used by an adjacent character)
 Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 1)
 Surprise Move (Force 1: Once per round, after initiative is determined, this character can immediately move up to 6 squares before any other character activates)



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Qui-Gon Jinn, Jedi Trainer 24

Hit Points 90
 Defense 19
 Attack 12
 Damage 20

Special Abilities
 Unique
 Melee Attack; Double Attack
 Ataru Style (+4 Attack if exactly 1 enemy is within 6 squares)

Force Powers
 Force 4
 Force Push 1 (Force 1, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller)
 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 1)

Commander Effect
 Allied characters with a Force rating and with a printed Attack rating of 10 or less get +4 Attack.



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QUINLAN VOS 26

Hit Points 100
 Defense 18
 Attack +13
 Damage 20

Special Abilities
 Unique
 Double Attack (On his turn, this character can make 1 extra attack instead of moving)
 Impulsive Savagery (If a Unique allied character is defeated, for the remainder of the skirmish this character has Savage [This character must end his move next to an enemy if he can and does not benefit from commander effects])
 Melee Attack (Can attack only adjacent enemies)

Force Powers
 Force 3
 Lightsaber Sweep (Force 1, replaces attacks: This character can attack each adjacent enemy once)



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QUINLAN VOS, INFILTRATOR 34

Hit Points 110
Defense 19
Attack +14
Damage 20

Special Abilities
 Unique
Impulsive Momentum (If a Unique allied character is defeated, for the remainder of the skirmish this character has Momentum. (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies.))
Melee Attack: Double Attack
Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy.)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.)

Force Powers
 Force 3
Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)



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Saeseec Tiin, Jedi Master 46

Hit Points 130
Defense 20
Attack 14
Damage 20

Special Abilities
 Unique. Pilot
Melee Attack: Double Attack
Armored Spacesuit (Immune to critical hits)
Djem So Style Mastery (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker with +10 Damage.)
Mettle (If this character spends 1 Force point to reroll, add +4 to the result.)

Force Powers
 Force 3
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)
Surprise Move (Force 1: Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)



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SAESEE TIIN 26

Hit Points 100
Defense 20
Attack +13
Damage 20

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

Force Powers
 Force 2
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)



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25/60

SHAAK TI 24

Hit Points 70
Defense 19
Attack +12
Damage 20

Special Abilities
 Unique
Melee Attack (Can attack only adjacent enemies)
Crowd Fighting (This character gets +2 Attack for each adjacent character other than her target)
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 3
Lightsaber Sweep (Force 1, replaces attacks: Attack each adjacent enemy once)
Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)



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19/60

SHAAK TI, JEDI MASTER 47

Hit Points 130
Defense 20
Attack +13
Damage 20

Special Abilities
 Unique. **Melee Attack: Double Attack**
Affinity (May be in a Rebel squad)
Crowd Fighting (This character gets +2 Attack for every adjacent character other than her target)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)
Stealth

Force Powers
 Force 2. **Force Renewal I**; **Master of the Force 2**
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)



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3/60

STASS ALLIE 22

Hit Points 60
Defense 18
Attack +8
Damage 20

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

Force Powers
 Force 4
Force Heal 30 (Force 2, replaces attacks: touch; remove 30 damage from a non-Droid character)

This Jedi Knight is an experienced warrior and trusted field agent of the Jedi Council.



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20/60

The Dark Woman 21

Hit Points 110

Defense 19

Attack 10

Damage 20

Special Abilities
Unique
Melee Attack
Light Tutor (At the start of the skirmish, choose an ally. 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 gains 1 Force point.)

Force Powers
Force 4
Force Cloak (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked** (If this character has cover, she cannot be targeted by nonadjacent enemies))
Force Phase (Force 1: Can move through walls this turn)



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13/40

Voolvif Monn 34

Hit Points 100

Defense 21

Attack 10

Damage 20

Special Abilities
Unique
Melee Attack; Double Attack
Loner (+4 Attack if no allies are within 6 squares)

Force Powers
Force 4
Anticipation (Force 1: Reroll initiative once per round)
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)



One of the few Shistavanen Jedi, Voolvif Monn fought valiantly at the Battle of Muunilinst.

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12/40

YODA 55

Hit Points 140

Defense 22

Attack +15

Damage 20

Special Abilities
Unique
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Flurry Attack (When this character scores a critical hit, he may make 1 immediate extra attack)
Melee Attack (Can attack only adjacent enemies)

Force Powers
Force 3
Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)
Force Renewal 1 (This character gets Force 1 each time he activates)
Lightsaber Reflect (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage, save 11)
Master of the Force 3 (May spend Force points up to 3 times in a single turn)

Commander Effect
 Followers within 6 squares may reroll each failed save once.



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26/60

YODA, JEDI MASTER 64

Hit Points 140

Defense 21

Attack +14

Damage 20

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

Force Powers
Force 6
Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)
Force Valor (Force 2: For the rest of the skirmish, this character gains the following commander effect: Followers within 6 squares get +2 Attack and +2 Defense)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect
 Allied Wookiees within 6 squares gain **Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead).



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24/60

Yoda on Kybuck 51

Hit Points 160

Defense 20

Attack 14

Damage 20

Special Abilities
Unique
Speed 10 (Can move up to 10 squares and attack, or 20 squares without attacking)

Melee Attack; Double Attack
Galloping Attack (As this character moves, he can attack each adjacent enemy, +4 Attack; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)

Force Powers
Force 5
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)
Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)



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20/40

YOUNG JEDI KNIGHT 21

Hit Points 60

Defense 18

Attack +11

Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)

Force Powers
Force 2
Knight Speed (Force 1: This character can move 4 extra squares on her turn as part of her move)

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



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56/60

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 11)

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



18/40 •

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Mon Calamari Knight 14

Hit Points 40
Defense 20
Attack 6
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent creatures)

The Mon Calamari were pushed into the Clone Wars by the actions of Quarren Separatists, renewing a conflict that has raged between the two species for millennia.



15/40 ♦

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POLIS MASSA MEDIC 9

Hit Points 10
Defense 11
Attack +0
Damage 0

Special Abilities
Heal 10 (Replaces attacks: touch; remove 10 damage from a non-Droid character)

A dedicated healer operating in a remote and hidden outpost.



16/60 •

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CAPTAIN PANAKA 23

Hit Points 70
Defense 16
Attack +8
Damage 10

Special Abilities
Unique
Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
Commander Effect
 At the end of this character's turn, 2 Medium allies within 6 squares of this character can switch positions.

Captain Panaka is a grim realist who always plans for the worst. His pragmatism has saved him many times and helped him protect the Queen of Naboo.



22/60 ★

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CAPTAIN TYPHO 18

Hit Points 60
Defense 17
Attack +8
Damage 10

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

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



05/60 ★

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FLASH SPEEDER 41

Hit Points 80
Defense 16
Attack +7
Damage 30

Special Abilities
Flight (Ignores difficult terrain, enemy characters, low obstacles, and pits when moving)
Mobile Attack (Can move both before and after attacking)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)
Speed 12 (Can move up to 12 squares and attack, or 24 squares without attacking)

This fast, light-combat vehicle serves the Naboo Security Forces well.



4/60 ♦

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NABOO SOLDIER 5

Hit Points 10
 Defense 13
 Attack +3
 Damage 10

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



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20/60

PADMÉ AMIDALA 15

Hit Points 60
 Defense 17
 Attack +9
 Damage 10

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

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



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21/60

Padmé Amidala, Senator 23

Hit Points 70
 Defense 17
 Attack 9
 Damage 10

Special Abilities
 Unique
 Mobile Attack (Can move both before and after attacking)
 Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Commander Effect
 At the end of this character's turn, 1 Unique follower within 6 squares can make an immediate attack with a +4 Attack bonus.

Unlike other politicians, Padmé isn't afraid to pick up a blaster and engage in aggressive negotiations.



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17/40

QUEEN AMIDALA 16

Hit Points 70
 Defense 17
 Attack +9
 Damage 10

Special Abilities
 Unique (Counts as Padmé Amidala)
 Double Attack (On her turn, this character can make 1 extra attack instead of moving)
 Mobile Attack (Can move both before and after attacking)
 Rapport (Non-Unique Republic followers cost 1 less when in the same squad as this character)

Commander Effect
 Non-Unique Republic followers gain Mobile Attack (Can move both before and after attacking).

As the elected ruler of Naboo, Amidala is wise beyond her years, brave, and compassionate.



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31/60

R2-D2, ASTROMECH DROID 9

Hit Points 30
 Defense 17
 Attack +8
 Damage 0

Special Abilities
 Unique
 Droid (Immune to critical hits; not subject to commander effects)
 Flight (Ignores difficult terrain, enemy characters, low obstacles, and pits when moving)
 Electric Shock +10 (+10 Damage against adjacent Droid enemies)
 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)
 Tow Cable (Replaces turn: This character and an adjacent ally can move up to 12 squares simultaneously; during this move, that ally gains Flight (Ignores difficult terrain, enemy characters, low obstacles, and pits when moving). At the end of the move, that ally must be adjacent to this character.)



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17/60

Admiral Yularen 21

Hit Points 40
 Defense 16
 Attack 7
 Damage 10

Special Abilities
 Unique
 It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)
 Opportunist +20 (+4 Attack and +20 Damage against an enemy who has activated this 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)

Commander Effect
 Followers without the Melee special ability gain Opportunist +10 (+4 Attack and +10 Damage against an enemy who has activated this round).

A dedicated former Intelligence officer, Admiral Yularen faithfully served Palpatine in the Clone Wars and afterward.



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16/40

Captain Argyus 29

Hit Points 70
Defense 19
Attack 10
Damage 20

Special Abilities
Unique
Close-Quarters Fighting (+4 Attack against adjacent enemies)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect
 Followers whose names contain Senate gain **Close-Quarters Fighting** and **Twin Attack**.

"As successful a rescue as one could hope for. Viceroy, I'll be a legend for this."



19/40

STAR WARS

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Elite Senate Guard 18

Hit Points 50
Defense 17
Attack 8
Damage 30

Special Abilities
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)
Heavy Weapon (Can't attack and move in the same turn)

The distinctive blue garb of the Senate Guard symbolized order and security throughout Galactic City for thousands of years.



27/40

STAR WARS

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MAS AMEDDA 8

Hit Points 30
Defense 14
Attack +3
Damage 10

Special Abilities
Unique
Affinity (This character may be in an Imperial squad)
Booming Voice (Allies' commander effects normally limited to 6 squares have unlimited range)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Melee Attack (Can attack only adjacent enemies)

Supreme Chancellor Palpatine's majordomo, Mas Amedda is a key supporter of granting the Chancellor emergency powers during time of war.



30/60

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MON MOTHMA 23

Hit Points 30
Defense 11
Attack +0
Damage 0

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

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

The senator from Chandrila, Mon Mothma is a secret opponent of Palpatine.



14/60

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Rodian Diplomat 5

Hit Points 20
Defense 13
Attack 0
Damage 0

Special Abilities
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)
It's a Trap! (Enemies with Stealth within 6 squares lose Stealth)

The Rodian senator Unaconda Farr was an ally of Chancellor Valorum before his removal from office.



10/40

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Senate Commando 20

Hit Points 50
Defense 18
Attack 9
Damage 30

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

Elite operatives of the Senate Guard, Senate commandos pursued fugitives to distant worlds. They also served as Palpatine's bodyguards until the creation of his Royal Guards.



33/40

STAR WARS

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SENATE GUARD 13

Hit Points 20
 Defense 16
 Attack +6
 Damage 30

Special Abilities
Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)
Heavy Weapon (Can't attack and move in the same turn)

Dedicated to protecting the Senate, these blue-clad guards act swiftly at the hint of danger.

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 18/60 ♦

SLY MOORE 28

Hit Points 40
 Defense 13
 Attack +0
 Damage 0

Special Abilities
Unique
Dominare (Replaces turn: Target non-Droid character takes an immediate turn, which does not count as one of your 2 activations this phase, even if it has already been activated this round; save II. The target character cannot move this turn.)

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

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 50/60 ★

SUPREME CHANCELLOR PALPATINE 37

Hit Points 70
 Defense 14
 Attack +0
 Damage 0

Special Abilities
Unique, **Betrayal** (On an attack roll of natural 1 against this character, the attacker joins this character's squad until the end of the skirmish)
Fringe Reserves 20 (If you roll II for initiative, you can add up to 20 points of Fringe characters to your squad immediately before your first activation of the round)
Reputation (Characters with Order 66 cost 1 less when in the same squad as this character)
Republic Reserves 30 (If you roll 20 for initiative, you can add up to 30 points of Republic characters to your squad immediately before your first activation of the round)

Force Powers
Force 2, **Force Renewal I**
Force Alter (Force I; range 6; any I enemy rerolls its last attack)
Master of the Force 2 (May spend Force points up to 2 times in a single turn)

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

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CHEWBACCA OF KASHYYYK 25

Hit Points 80
 Defense 16
 Attack +6
 Damage 20

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

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

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Merumeru 38

Hit Points 140
 Defense 18
 Attack 8
 Damage 20

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

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

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

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TARFFUL 26

Hit Points 90
 Defense 16
 Attack +7
 Damage 20

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

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

A brave Wookiee warrior and friend to Jedi Master Yoda.

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WOOKIEE BERSERKER 12

Hit Points 40
 Defense 10
 Attack +6
 Damage 20

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



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

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Wookiee Scoundrel 11

Hit Points 30
 Defense 14
 Attack 6
 Damage 20

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



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

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WOOKIEE SCOUT 10

Hit Points 30
 Defense 13
 Attack +5
 Damage 10

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



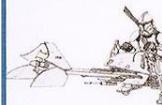
The Wookiee tendency to wander and explore makes them ideally suited to be scouts.

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Clone Trooper on Speeder 28

Hit Points 50
 Defense 18
 Attack 8
 Damage 20

Special Abilities
Order 66
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Speed 12 (Can move up to 12 squares and attack, or 24 squares without attacking)
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)



Clone scouts range far across the battlefield to update their commanders on enemy troop movements and the conditions in distant combat zones.

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Roron Corobb 24

Hit Points 90
 Defense 19
 Attack 10
 Damage 20

Special Abilities
Unique. Ithorian
Melee Attack; Double Attack

Force Powers
Force 4
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 11.)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



Roron Corobb has mastered the Ithorian Force Roar and uses it to repulse enemies with a torrent of sonic energy.

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