

**AURRA SING, JEDI HUNTER** 41

Hit Points 130  
 Defense 20  
 Attack +12  
 Damage 10

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

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

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

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**DURGE** 39

Hit Points 100  
 Defense 19  
 Attack +10  
 Damage 20

**Special Abilities**  
 Unique  
**Flight** (Ignores enemy characters, low obstacles, and pits when moving)  
**Bounty Hunter +4** (+4 Attack against Unique enemies)  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)  
**Regeneration 10** (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

**Commander Effect**  
 Non-Unique followers who end their move within 6 squares of this character gain **Momentum** (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies)

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**Durge, Jedi Hunter** 51

Hit Points 110  
 Defense 19  
 Attack 9  
 Damage 20

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

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

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**JANGO FETT** 47

Hit Points 120  
 Defense 19  
 Attack +13  
 Damage 20

**Special Abilities**  
 Unique  
**Flight** (Ignores enemy characters, low obstacles, and pits when moving)  
**Bounty Hunter +4** (+4 Attack against Unique enemies)  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

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**A4-Series Lab Droid** 16

Hit Points 30  
 Defense 15  
 Attack 0  
 Damage 10

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Melee Attack** (Can attack only adjacent enemies)  
**Repair 30** (Replaces attacks: touch; remove 30 damage from 1 Droid character)

*MerenData modified their EV-series droids to produce the A4-series assistants. Fortunately, they corrected the programming glitch that produced sadistic streaks in so many droids.*

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**B3 Ultra Battle Droid** 32

Hit Points 60  
 Defense 17  
 Attack 8  
 Damage 20

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Triple Attack** (On its turn, this character can make 2 extra attacks instead of moving)  
**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)  
**Density Projector** (Ignores effects that force movement)  
**Flamethrower 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)  
**Missiles 30** (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save 1)

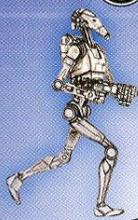
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**BATTLE DROID** 4

Hit Points 10  
 Defense 9  
 Attack +0  
 Damage 10

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)



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**BATTLE DROID OFFICER** 9

Hit Points 20  
 Defense 13  
 Attack +0  
 Damage 10

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
 Fire Control (Non-Unique Droid allies get +4 Attack)



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**BATTLE DROID ON STAP** 16

Hit Points 10  
 Defense 10  
 Attack +1  
 Damage 30

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
 Fight (Ignores enemy characters, low obstacles, and pits when moving)  
 Strafe Attack (As this character moves, it can attack each enemy whose space it enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space it has just left)



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**Battle Droid Sniper** 10

Hit Points 10  
 Defense 9  
 Attack 5  
 Damage 20

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
 Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)  
 Heavy Weapon (Can't attack and move in the same turn)  
 Sniper (Other characters do not provide cover against this character's attack)

*Not all droids are created equal—some strike with deadly precision.*



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**BODYGUARD DROID** 20

Hit Points 60  
 Defense 18  
 Attack +8  
 Damage 20

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
 Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)  
 Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)  
 Melee Attack (Can attack only adjacent enemies)

*This specialized droid is designed to protect and fight alongside General Grievous.*



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**Captain Mar Tuuk** 14

Hit Points 40  
 Defense 14  
 Attack 5  
 Damage 10

**Special Abilities**  
 Unique  
 Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)  
 Commander Effect  
 If this character can see an enemy at the start of a phase, you can increase or decrease the number of characters you activate in that phase by 1 (minimum 1). This can include Droid and Savage characters.

*"Skywalker's record shows he is a great warrior, and I want him to know it is I who has beaten him."*



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**Chameleon Droid** 26

**Hit Points** 60  
**Defense** 16  
**Attack** 6  
**Damage** 20

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Wall Climber** (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square it occupies and a square it is moving into are adjacent to a wall)  
**Invisibility** (Cannot be targeted by nonadjacent enemies)  
**Mines 20** (An enemy that moves adjacent to this character takes 20 damage; save II)

*The Republic never saw the chameleon droids coming.*

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**Commando Droid** 17

**Hit Points** 30  
**Defense** 16  
**Attack** 7  
**Damage** 10

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Squad Firepower** (+10 Damage while 3 allies with the same name as this character are within 6 squares)  
**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)

*Droid commandos are programmed to function in small groups, allowing them to effectively stage precise strikes.*

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**Commando Droid Captain** 24

**Hit Points** 50  
**Defense** 18  
**Attack** 9  
**Damage** 20

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)  
**Deadeye** (On this character's turn, if it doesn't move, it gets +10 Damage)  
**Commander Effect**  
 Droids are subject to this effect: Droid followers within 6 squares gain **Double Attack**.

*Commando droid captains direct squads of three to six commando droids and come loaded with tactical and strategic information.*

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**COMMERCE GUILD HOMING SPIDER DROID** 32

**Hit Points** 70  
**Defense** 14  
**Attack** +9  
**Damage** 30

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Penetration 20** (Enemies' Damage Reduction is reduced by 20 against this character's attacks)  
**Speed 8** (Can move up to 8 squares and attack, or 16 squares without attacking)

*This all-terrain weapon fires laser cannons at air and surface targets with equal precision.*

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**CORPORATE ALLIANCE TANK DROID** 45

**Hit Points** 120  
**Defense** 14  
**Attack** +7  
**Damage** 30

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability).  
**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)

*The NR-199 tank droid provides the Separatists with an amphibious war machine that can race across open ground and over water with ease.*

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**CRAB DROID** 23

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

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Momentum** (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies)

*Infantry support droids that come in a variety of sizes, crab droids are called "Muckrakers" by the clone troopers who fight them.*

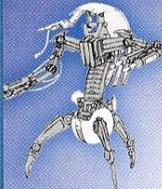
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**DESTROYER DROID** 30

Hit Points 40  
 Defense 16  
 Attack +8  
 Damage 20

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)  
**Shields 2** (When this character takes damage, make 2 saves; each roll of 11 reduces the damage dealt by 10)  
**Wheel Form** (This character can move up to 18 squares if it does not attack)

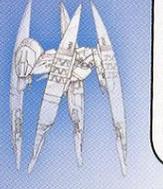


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**DROID STARFIGHTER IN WALKING MODE** 48

Hit Points 60  
 Defense 14  
 Attack +9  
 Damage 20

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)  
**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)  
**Missiles 40** (Replaces attacks; sight: 40 damage to target and to each character adjacent to that target; save 11)  
**Mounted Weapon** (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)  
**Penetration 10** (Enemies' Damage Reduction is reduced by 10 against this character's attacks)  
**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)

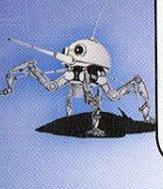


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**DWARF SPIDER DROID** 15

Hit Points 30  
 Defense 13  
 Attack +6  
 Damage 30

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)



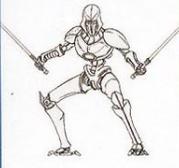
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**EG-05 Jedi Hunter Droid** 27

Hit Points 80  
 Defense 19  
 Attack 10  
 Damage 20

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
**Melee Attack** (Can attack only adjacent enemies)  
**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)  
**Lightsaber Resistance** (+2 Defense when attacked by an adjacent enemy with a Force rating)  
**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)

*The deadly EG-05 droid boasts incredible speed and dexterity, and it can wield two lightsabers with perfect form.*



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**GENERAL GRIEVOUS** 44

Hit Points 100  
 Defense 20  
 Attack +12  
 Damage 20

**Special Abilities**  
 Unique  
 Cyborg (Counts as a Droid and a non-Droid; subject to critical hits and commander effects)  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Force Powers**  
 Force I

**Commander Effect**  
 Droids are subject to this effect: Non-Unique Droid followers within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving)



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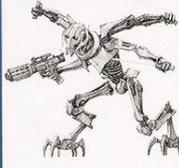
**General Grievous, Droid Army Commander** 57

Hit Points 100  
 Defense 19  
 Attack 8  
 Damage 20

**Special Abilities**  
 Unique  
 Cyborg (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)  
**Melee Attack**; **Triple Attack**  
**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)  
**Blaster 20** (Replaces attacks; sight; +12 Attack for 20 Damage)

**Commander Effect**  
 Droids are subject to this effect: Droid followers get +4 Attack and +4 Defense and gain **Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target).

*Instrumental in the Separatist war effort, General Grievous proves more than a match for the Republic in every battle.*



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**GENERAL GRIEVOUS, JEDI HUNTER** 42

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

**Special Abilities**  
**Unique**  
**Cyborg** (Counts as both a Droid and a non-Droid; subject to critical hits and commander effects)  
**Melee Attack** (Can attack only adjacent enemies)  
**Quadruple Attack** (On his turn, this character can make 3 extra attacks instead of moving)

**Force Powers**  
**Force I**

*When the moment is right, General Grievous unveils multiple, lightsaber-wielding arms.*

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**General Grievous, Scourge of the Jedi** 63

**Hit Points** 130  
**Defense** 19  
**Attack** 11  
**Damage** 20

**Special Abilities**  
**Unique**  
**Melee Attack; Double Attack**  
**Cyborg** (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)  
**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

**Commander Effect**  
Droids are subject to this effect: Droid followers within 6 squares get +4 Attack and gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).

*"I will rest when the Jedi are dead."*

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**GENERAL GRIEVOUS, SUPREME COMMANDER** 43

**Hit Points** 100  
**Defense** 20  
**Attack** +12  
**Damage** 20

**Special Abilities**  
**Unique**  
**Cyborg** (Counts as both a Droid and a non-Droid; subject to critical hits and commander effects)  
**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 I**

**Commander Effect**  
Droids are subject to this effect: Non-Unique Droid followers within 6 squares get +4 Attack and gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving).

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**General Whorm Loathsom** 20

**Hit Points** 70  
**Defense** 17  
**Attack** 11  
**Damage** 10

**Special Abilities**  
**Unique**

**Commander Effect**  
Droids are subject to this effect: Followers within 6 squares gain **Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target).

*The brilliant but vain General Loathsom's ego was his undoing at the Battle of Christophsis.*

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**GRIEVOUS'S WHEEL BIKE** 58

**Hit Points** 120  
**Defense** 20  
**Attack** +10  
**Damage** 30

**Special Abilities**  
**Unique** (Counts as General Grievous)  
**Cyborg** (Counts as both a Droid and a non-Droid; subject to critical hits and commander effects)  
**Wheeled** (Replaces turn: Can move up to 18 squares, then attack)  
**Double Attack** (On his 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)

**Force Powers**  
**Force I**

*General Grievous employs this wheeled vehicle to escape on Utapau.*

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**HAILFIRE DROID** 36

**Hit Points** 60  
**Defense** 13  
**Attack** +8  
**Damage** 30

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.)  
**Missiles 40** (Replaces attacks: sight: 40 damage to target and to each character adjacent to that target; save 1)  
**Mounted Weapon** (Only allies with **Mounted Weapon** or adjacent allies with **Gunner** can combine fire with this character)  
**Rigid** (Can't squeeze)  
**Wheeled** (Replaces turn: Can move up to 18 squares, then attack)

*This heavily armed InterGalactic Banking Clan droid vehicle is now a mainstay of the Separatist forces.*

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**Heavy Super Battle Droid** 14

**Hit Points** 30  
**Defense** 14  
**Attack** 3  
**Damage** 30

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Synchronized Fire** (Droid characters who combine fire with this character grant +6 Attack instead of +4)

*More armor, rapid-fire weapons, and advanced programming make these droids a greater threat than earlier models.*

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**HUGE CRAB DROID** 39

**Hit Points** 140  
**Defense** 17  
**Attack** +9  
**Damage** 30

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Momentum** (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies)

*The huge version of the crab droid serves as a trailblazer for other Separatist ground troops, creating tracks for infantry through mud and other difficult terrain.*

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**IG-100 MagnaGuard** 16

**Hit Points** 60  
**Defense** 18  
**Attack** 8  
**Damage** 20

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Melee Attack** (Can attack only adjacent enemies)  
**Lightsaber Resistance** (+2 Defense when attacked by an adjacent enemy with a Force rating)  
**Electrostaff +10** (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save II.)

*Droid bodyguards ensure that no living being need give up its life for its charge.*

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**IG-100 MagnaGuard Artillerist** 21

**Hit Points** 60  
**Defense** 16  
**Attack** 8  
**Damage** 20

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Melee Attack** (Can attack only adjacent enemies)  
**Lightsaber Resistance** (+2 Defense when attacked by an adjacent enemy with a Force rating)  
**Electrostaff +10** (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save II.)  
**Missiles 30** (Replaces attacks: sight: 30 damage to target and to each character adjacent to that target; save II)

*General Grievous commissioned several models of MagnaGuard droids to serve as his personal entourage.*

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**IG-100 MagnaGuard** 16

**Hit Points** 60  
**Defense** 18  
**Attack** 8  
**Damage** 20

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Melee Attack** (Can attack only adjacent enemies)  
**Lightsaber Resistance** (+2 Defense when attacked by an adjacent enemy with a Force rating)  
**Electrostaff +10** (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save II.)

*Droid bodyguards ensure that no living being need give up its life for its charge.*

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**LR-57 Combat Droid** 30

**Hit Points** 70  
**Defense** 16  
**Attack** 6  
**Damage** 20

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)  
**Ambush** (This character can move and then make all its attacks against 1 enemy who has not activated this round)  
**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)

*The separatist Retal Caucus employed these modified battle droids as sentinels. Among other roles, they guarded the energy shield projector at the Battle of Christophsis.*

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**OCTUPTARRA DROID** 31

Hit Points 40  
 Defense 16  
 Attack +7  
 Damage 20

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
 Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)  
 Triple Attack (On its turn, this character can make 2 extra attacks instead of moving)

*This droid, developed during the latter stages of the Clone Wars, bolstered the Separatists' arsenal.*

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**Rocket Battle Droid** 6

Hit Points 10  
 Defense 12  
 Attack 2  
 Damage 10

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

*Droid soldiers cut down the risk of an important Separatist leader coming to harm—or getting his hands dirty.*

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**SECURITY BATTLE DROID** 8

Hit Points 20  
 Defense 13  
 Attack +3  
 Damage 10

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

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**SUPER BATTLE DROID** 10

Hit Points 20  
 Defense 12  
 Attack +2  
 Damage 20

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
 Charging Fire (Replaces turn: This character may move up to 12 squares, then attack)  
 Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)

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**SUPER BATTLE DROID COMMANDER** 19

Hit Points 40  
 Defense 14  
 Attack +4  
 Damage 30

**Special Abilities**  
 Droid (Immune to critical hits; not subject to commander effects)  
 Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)

**Commander Effect**  
 Droids are subject to this effect: Non-Unique Droid followers within 6 squares gain Careful Shot +4 (On this character's turn, if it doesn't move, it gets +4 Attack).

*Command droids lead other super and standard battle droids into combat.*

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**GEONOSIAN DRONE** 3

Hit Points 10  
 Defense 12  
 Attack +1  
 Damage 10

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

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**GEONOSIAN OVERSEER** 16

Hit Points 20  
 Defense 16  
 Attack +4  
 Damage 10

**Special Abilities**  
 Flight (Ignores enemy characters, low obstacles, and pits when moving)  
 Melee Attack (Can attack only adjacent enemies)  
 Droid Master (Non-Unique Droid characters within 6 squares gain Double Attack [On its turn, this character can make 1 extra attack instead of moving])



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**GEONOSIAN PICADOR ON ORRAY** 13

Hit Points 50  
 Defense 16  
 Attack +5  
 Damage 10

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



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**GEONOSIAN SOLDIER** 9

Hit Points 20  
 Defense 15  
 Attack +2  
 Damage 20

**Special Abilities**  
 Flight (Ignores enemy characters, low obstacles, and pits when moving)  
 Sonic Attack (An enemy attacked by this character cannot use Force powers for the rest of that turn)



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**SEPARATIST COMMANDO** 10

Hit Points 20  
 Defense 15  
 Attack +5  
 Damage 20

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



*These soldiers fight for independence from the decaying Republic.*

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**MUUN GUARD** 5

Hit Points 10  
 Defense 12  
 Attack +6  
 Damage 10



*Muun troops fight on the side of the Separatists.*

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**SAN HILL** 10

Hit Points 30  
 Defense 12  
 Attack +3  
 Damage 10

**Special Abilities**  
 Unique  
 Melee Attack (Can attack only adjacent enemies)  
 Separatist Reserves 20 (If you roll a 1 for initiative, you can add up to 20 points of Separatist characters to your squad immediately before your first activation of the round)

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



*Chairman of the InterGalactic Banking Clan and Separatist supporter. San Hill is a Muun.*

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**Neimoidian Warrior** 16

Hit Points 40  
 Defense 15  
 Attack 9  
 Damage 20

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

*Most Neimoidians are too cowardly to pick up a weapon, but some warriors do exist among the population of bureaucrats and businessmen.*

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**NEIMOIDIAN SOLDIER** 10

Hit Points 10  
 Defense 13  
 Attack +7  
 Damage 10

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

*Neimoidian soldiers fight alongside battle droids to promote the Separatists' cause.*

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**NUTE GUNRAY** 30

Hit Points 30  
 Defense 12  
 Attack +0  
 Damage 0

**Special Abilities**  
**Unique**  
**Separatist Reinforcements 20** (During setup, after seeing your opponent's squad, you can add up to 20 points of Separatist characters to your squad)  
**Separatist Reserves 20** (If you roll a 1 for initiative, you can add up to 20 points of Separatist characters to your squad immediately before your first activation of the round)

**Commander Effect**  
 Allies get -2 Attack and gain Speed 4 (Can move only 4 squares and attack, or 8 squares without attacking).

*The Neimoidian Viceroy of the Trade Federation strongly supports the Separatist movement.*

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**Quarren Isolationist** 9

Hit Points 30  
 Defense 14  
 Attack 6  
 Damage 20

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

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

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**ASAJJ VENTRESS** 34

Hit Points 100  
 Defense 20  
 Attack +12  
 Damage 20

**Special Abilities**  
**Unique**  
**Double Attack** (On her turn, this character can make 1 extra attack instead of moving)  
**Loner** (+4 Attack if no allies are within 6 squares)  
**Melee Attack** (Can attack only adjacent enemies)

**Force Powers**  
**Force 2**  
**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

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

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**Asajj Ventress, Strike Leader** 57

Hit Points 120  
 Defense 19  
 Attack 11  
 Damage 20

**Special Abilities**  
**Unique, Melee Attack, Double Attack**  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)  
**Niman Style** (+2 Attack and +2 Defense while this character has more than half Hit Points remaining)  
**Twin Attack** (Whenever this character attacks, she makes 1 extra attack against the same target)

**Force Powers**  
**Force 3**  
**Force Grip 1** (Force 1, replaces attacks: sight; 10 damage)  
**Master Speed** (Force 1: Can move 6 extra squares on her turn as part of her move)  
**Sith Rage** (Force 1: +10 Damage on all attacks this turn)

**Commander Effect**  
 Followers within 6 squares score critical hits on attack rolls of natural 19 or 20 and deal triple damage instead of double on a critical hit.

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**COUNT DOOKU** 52

Hit Points 130  
 Defense 21  
 Attack +16  
 Damage 20

**Special Abilities**  
 Unique  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)  
**Lightsaber Duelist** (+4 Defense when attacked by an adjacent character with a Force rating)  
**Melee Attack** (Can attack only adjacent enemies)

**Force Powers**  
 Force 5  
**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)  
**Lightsaber Precision** (Force 1: This character gets +10 Damage on his next attack)  
**Sith Lightning 30** (Force 2, replaces attacks: range 6; 30 damage to 1 target enemy)



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**Count Dooku of Serenno** 51

Hit Points 130  
 Defense 21  
 Attack 16  
 Damage 20

**Special Abilities**  
 Unique  
**Melee Attack; Double Attack**  
**Lightsaber Duelist** (+4 Defense when attacked by an adjacent enemy with a Force rating)  
**Makashi Style Mastery** (When hit by a melee attack, this character takes no damage with a save of 11. Shii-Cho, Soresu, Ataru, and Niman styles cannot be used against this character.)

**Force Powers**  
 Force 5  
**Force Lightning 2** (Force 2, replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target)  
**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)



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**DARK SIDE ACOLYTE** 16

Hit Points 50  
 Defense 17  
 Attack +5  
 Damage 20

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

**Force Powers**  
 Force 2



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**DARTH MAUL** 55

Hit Points 140  
 Defense 21  
 Attack +14  
 Damage 20

**Special Abilities**  
 Unique  
**Deadly Attack** (Scores a critical hit on an attack roll of natural 19 or 20)  
**Melee Attack** (Can attack only adjacent enemies)  
**Rolling Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, he can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity)  
**Triple Attack** (On his turn, this character can make 2 extra attacks instead of moving)

**Force Powers**  
 Force 3  
**Sith Rage** (Force 1: This character gets +10 Damage on all his attacks this turn)



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**DARTH MAUL, CHAMPION OF THE SITH** 53

Hit Points 150  
 Defense 20  
 Attack +13  
 Damage 20

**Special Abilities**  
 Unique  
**Deadly Attack** (Scores a critical hit on an attack roll of natural 19 or 20)  
**Melee Attack: Quadruple Attack**

**Force Powers**  
 Force 3  
**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 Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)  
**Sith Rage** (Force 1: +10 Damage on all attacks this turn)

*A weapon forged of fury and the dark side to destroy Jedi, Darth Maul faithfully serves Darth Sidious.*



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**DARTH MAUL ON SPEEDER** 57

Hit Points 140  
 Defense 21  
 Attack +14  
 Damage 20

**Special Abilities**  
 Unique  
**Accelerate** (This character can move up to 24 squares if he does not attack)  
**Charging Assault +10** (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)  
**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)  
**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)  
**Melee Attack** (Can attack only adjacent enemies)

**Force Powers**  
 Force 3  
**Lightsaber Assault** (Force 1, replaces attacks: Make 2 attacks)  
**Sith Rage** (Force 1: +10 Damage on all attacks this turn)



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**Darth Maul, Sith Apprentice** **43**

**Hit Points** 110  
**Defense** 20  
**Attack** 11  
**Damage** 20

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

**Force Powers**  
**Force 2**  
**Knight Speed** (Force 1: This character can move 4 extra squares on his turn as part of his move)  
**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)  
**Sith Rage** (Force 1: +10 Damage on all attacks this turn)

*The Zabrak Maul abandoned all trace of his former identity when he took on his Sith name.*

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**Darth Plagueis** **63**

**Hit Points** 120  
**Defense** 20  
**Attack** 13  
**Damage** 20

**Special Abilities**  
 Unique. **Melee Attack**  
**Parry** (When hit by a melee attack, this character takes no damage with a save of 11)

**Force Powers**  
**Force 2. Force Renewal 2**  
**Essence of Life** (Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of 11. On a success, that ally has 10 Hit Points instead of being defeated.)  
**Force Corruption 3** (Force 3, replaces turn: range 6, non-Droids only; target and each character adjacent to that target take 20 damage and are corrupted. Each time a corrupted character activates, it must attempt a save of 11. On a failure, that character takes 30 damage. On a success, that character is no longer corrupted.)  
**Force Corruption 4** (Force 4, replaces attacks: range 6, non-Droids only; 40 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 40 damage. On a success, that character is no longer corrupted.)

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**DARTH SIDIOUS** **36**

**Hit Points** 130  
**Defense** 19  
**Attack** +0  
**Damage** 0

**Special Abilities**  
 Unique  
**Dark Master** (At the start of the skirmish, choose a Unique allied character. That character may spend Darth Sidious's Force points as if they were its own)

**Force Powers**  
**Force 2**  
**Force Renewal 1** (This character gets Force 1 each time he activates)  
**Pawn of the Dark Side** (Force 1, replaces attacks: sight; 1 non-Unique allied character takes an immediate turn, which does not count as one of your 2 activations this phase; at the end of that turn, it takes 10 damage)  
**Sith Lightning 30** (Force 2, replaces attacks: range 6; 30 damage to 1 target enemy)

**Commander Effect**  
 Each non-Unique follower within 6 squares who scores a critical hit may make an immediate extra attack.

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**DARTH SIDIOUS, DARK LORD OF THE SITH** **61**

**Hit Points** 130  
**Defense** 19  
**Attack** +14  
**Damage** 20

**Special Abilities**  
 Unique (Counts as Emperor Palpatine)  
**Melee Attack; Triple Attack**

**Force Powers**  
**Force 2**  
**Force Lightning** (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)  
**Force Renewal 1** (This character gets 1 Force point each time he activates)  
**Lightsaber Sweep** (Force 1, replaces attacks: Can attack every adjacent enemy once)

**Commander Effect**  
 Characters in your squad with a Force rating can spend Force points from Darth Sidious, Dark Lord of the Sith. (A character still can't spend Force points more than once per turn and can't combine its own Force points with those from Darth Sidious.)

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**Darth Sidious Hologram** **11**

**Hit Points** 20  
**Defense** 20  
**Attack** -  
**Damage** -

**Special Abilities**  
 Unique

**Commander Effect**  
 Allied characters within 6 squares gain **Force Renewal 1**.

*Even light years away, a Sith Lord's visage is intimidating.*

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**Darth Sidious, Sith Master** **57**

**Hit Points** 120  
**Defense** 19  
**Attack** 15  
**Damage** 20

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

**Force Powers**  
**Force 2. Force Renewal 1**  
**Force Lightning 2** (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)  
**Master of the Force 2** (May spend Force points up to 2 times in a single turn)  
**Pawn of the Dark Side** (Force 1, replaces attacks: sight; 1 non-Unique ally takes an immediate turn, which does not count as one of your 2 activations this phase; at the end of that turn, it takes 10 damage)

**Commander Effect**  
 At the end of this character's turn, 2 allies within 6 squares of this character can switch positions.

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**DARTH TYRANUS** 48

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

**Special Abilities**  
 Unique  
**Dark Inspiration** (At the start of the skirmish, choose an allied character with a Force rating. For the rest of the skirmish, that character gains **Lightsaber Duelist** [+4 Defense when attacked by an adjacent enemy with a Force rating].)  
**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)  
**Lightsaber Duelist** (+4 Defense when attacked by an adjacent enemy with a Force rating)  
**Melee Attack** (Can attack only adjacent enemies)

**Force Powers**  
 Force 5  
**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 1)  
**Sith Lightning 30** (Force 2, replaces attacks: range 6; 30 damage)



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**DARTH TYRANUS, LEGACY OF THE DARK SIDE** 49

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

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

**Force Powers**  
 Force 2, Force Renewal 1  
**Force Lightning 4** (Force 4, replaces attacks: range 6; 50 damage to target. Huge or smaller characters are considered activated this round; save 16.)  
**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 1)  
**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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**Techno Union Warrior** 13

**Hit Points** 10  
**Defense** 16  
**Attack** 6  
**Damage** 20

**Special Abilities**  
**Flux Density +10** (+10 Damage if one or more Droid characters combine fire with this character)  
**Synchronized Fire** (Droid characters who combine fire with this character grant +6 Attack instead of +4)

*Techno Union warriors are equipped with all the latest in weapons technology.*



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**WAT TAMBOR** 35

**Hit Points** 30  
**Defense** 15  
**Attack** +6  
**Damage** 10

**Special Abilities**  
 Unique  
**Droid Mark** (When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains **Draw Fire** [If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 1]).  
**Droid Reinforcements 20** (During setup, after seeing your opponent's squad, you can add up to 20 points of non-Unique Droid characters to your squad)  
**Repair 20** (Replaces attacks: touch; remove 20 damage from 1 Droid character)

*A consummate industrialist and Separatist supporter, Wat Tambor is Foreman of the Techno Union.*



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**Wat Tambor, Techno Union Foreman** 43

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

**Special Abilities**  
 Unique  
**Droid Mark** (When this character activates, you can 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 can force that enemy to target this character instead if it can; save 1]).  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)  
**Immediate Droid Reserves 20** (If you roll exactly 5, 10, 15, or 20 for initiative, you can add up to 20 points of non-Unique Droid characters from any faction to your squad, adjacent to this character, immediately before your first activation of the round.)  
**Repair 20** (Replaces attacks: touch; remove 20 damage from 1 Droid character)  
**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)



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**IG Lancer Droid** 31

**Hit Points** 50  
**Defense** 17  
**Attack** 10  
**Damage** 20

**Special Abilities**  
**Droid** (Immune to critical hits; not subject to commander effects)  
**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)  
**Speed 12** (Can move up to 12 squares and attack, or 24 squares without attacking)  
**Melee Attack** (Can attack only adjacent enemies)  
**Strafe Attack** (As this character moves, it can attack each enemy whose space it enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space it has just left)

*Programmed with advanced piloting routines, these droids use their energy lances to cut down enemies from the backs of speeder bikes.*



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