

ELITE SITH TROOPER 13

Hit Points 40
 Defense 17
 Attack +7
 Damage 20



Many Republic soldiers defected to the Sith when Revan returned from the Unknown Regions, including some of the most skilled veterans of the Mandalorian Wars.

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Krath War Droid 18

Hit Points 40
 Defense 18
 Attack 11
 Damage 20



Special Abilities
Droid (Immune to critical hits; not subject to commander effects)
Melee Attack (Can attack only adjacent enemies)
Double Attack (On its turn, this character can make 1 extra attack instead of moving)

The savage and bloodthirsty Krath fought beside these droids to overwhelm their opponents with sheer numbers.

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SITH ASSASSIN 21

Hit Points 60
 Defense 17
 Attack +8
 Damage 20



Special Abilities
Melee Attack (Can attack only adjacent enemies)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Paralysis (A living enemy hit by this character's attack is considered activated this round; save 1)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 5 squares when choosing targets)

A quick and violent death is the mark of a Sith Assassin.

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SITH ASSAULT DROID 36

Hit Points 60
 Defense 17
 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)
F Flamethrower 20 (Replaces attacks; range 6; 20 damage to target and to each character adjacent to that target)
Shields 2 (When this character takes damage, make 2 saves; each roll of 11 reduces the damage dealt by 10)

Four thousand years before the time of the Empire, the Sith utilized deadly assault droids in their bid to conquer the galaxy.

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SITH GUARD 5

Hit Points 10
 Defense 14
 Attack +4
 Damage 10



Special Abilities
Trooper (Counts as a character named Sith Trooper)
Quick Reactions (+6 Attack when making attacks of opportunity)

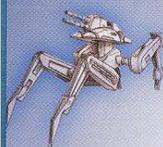
As Revan attempted to reestablish the Sith Empire, soldiers were positioned as sentinels on captured worlds to protect them from Republic forces.

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SITH HEAVY ASSAULT DROID 49

Hit Points 110
 Defense 16
 Attack +10
 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 needing 11; each success reduces the damage dealt by 10)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

Four legs, two blasters, and an attitude its Sith masters can tolerate.

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SITH MARAUDER 22

Hit Points 80
Defense 18
Attack +11
Damage 20

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

Force Powers
 Force 2
 Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1)
 Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)

Few Jedi Knights can match a Sith Marauder for skill with a lightsaber.

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SITH OPERATIVE 10

Hit Points 10
Defense 14
Attack +4
Damage 10

Special Abilities
 Trooper (Counts as a character named Sith Trooper)
 Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)

Some operatives visit neutral worlds, convincing their leaders to side with the Sith Empire against the Republic.

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SITH TROOPER 8

Hit Points 10
Defense 14
Attack +5
Damage 20

Only the strong may enter the ranks of the Sith and wear the dread-inspiring armor of the order.

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SITH TROOPER CAPTAIN 20

Hit Points 40
Defense 14
Attack +8
Damage 20

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

Commander Effect
 Sith trooper allies gain Double Attack.

The officers of the Republic became officers of the Sith, leading soldiers into battle against their former comrades in arms.

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SITH TROOPER COMMANDER 19

Hit Points 50
Defense 14
Attack +9
Damage 20

Commander Effect
 Allied characters named Sith Trooper gain **Deadeye** (On this character's turn, if it doesn't move, it gets +10 Damage).

Cruel commanders led Sith troopers against the Old Republic and the Jedi.

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DARK JEDI 16

Hit Points 60
Defense 17
Attack +7
Damage 10

Special Abilities
 Lightsaber (+10 Damage to adjacent enemies)

Force Powers
 Force 2

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

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DARK JEDI MASTER 29

Hit Points 90
 Defense 17
 Attack +10
 Damage 20

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

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

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

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DARK SIDE ACOLYTE 16

Hit Points 50
 Defense 17
 Attack +5
 Damage 20

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

Force Powers
 Force 2

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DARK SIDE ADEPT 16

Hit Points 60
 Defense 17
 Attack +7
 Damage 10

Special Abilities
 Lightsaber (+10 Damage to adjacent enemies)

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

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DARK SIDE ENFORCER 26

Hit Points 80
 Defense 16
 Attack +9
 Damage 20

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

Force Powers
 Force 1

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

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DARK SIDE MARAUDER 22

Hit Points 90
 Defense 18
 Attack +10
 Damage 20

Special Abilities
 Melee Attack (Can attack only adjacent enemies)

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

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

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DARTH BANE 82

Hit Points 200
 Defense 20
 Attack +16
 Damage 30

Special Abilities
 Unique
 Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
 Melee Attack; Double Attack

Force Powers
 Force 2, Force Renewal I
 Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)
 Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)
 Lightsaber Throw (Force 1, replaces attacks: Attack 1 enemy within 6 squares)
 Master of the Force 2 (May spend Force points up to 2 times in a single turn)
 Sith Rage (Force 1: +10 Damage on all attacks this turn)
 Sith Sorcery (Force 2, usable only on this character's turn: Enemy characters within 6 squares are considered activated this round; save 1)

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DARTH CAEDUS 60

Hit Points 110

Defense 20

Attack +13

Damage 20

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

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

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



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DARTH KRAYT 76

Hit Points 130

Defense 21

Attack +14

Damage 20

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

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

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

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



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DARTH MALAK 52

Hit Points 120

Defense 20

Attack +15

Damage 20

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

Force Powers
 Force 4
 Force Stun (Force 1, usable only on this character's turn; range 6; target living enemy is considered activated this round; save 11)
 Lightsaber Throw (Force 1, replaces attacks: Attack 1 enemy within 6 squares)
 Sith Rage (Force 1; +10 Damage on all attacks this turn)

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

Darth Malak led a Sith armada against the Republic Core Worlds and the Jedi Order.



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DARTH MALAK, DARK LORD OF THE SITH 49

Hit Points 130

Defense 20

Attack +16

Damage 20

Special Abilities
 Unique, Melee Attack: Double Attack
 Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)
 Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Force Powers
 Force 2, Force Renewal I
 Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)
 Force Stun (Force 1, usable only on this character's turn; range 6; target living enemy is considered activated this round; save 11)
 Sith Rage (Force 1; +10 Damage on all attacks this turn)

Commander Effect
 Followers get +4 Attack.



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DARTH NIHILUS 44

Hit Points 100

Defense 19

Attack +12

Damage 20

Special Abilities
 Unique
 Melee Attack: Double Attack

Force Powers
 Force 5
 Drain Life 10 (Force 1, usable only on this character's turn; range 6; 10 damage to target living enemy, and remove 10 damage from this character; save 11)
 Sith Hatred (Force 1, usable only on this character's turn; 10 damage to all enemies within 2 squares)
 Sith Hunger (Force 1, replaces attacks: range 6; 20 damage to target living enemy, and remove 20 damage from this character. If the target has Force points remaining, transfer 1 Force point from the target to this character.)

The dark side has so corrupted Darth Nihilus that his very words cause death and pain to those who hear them.



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DARTH NIHL 42

Hit Points 120

Defense 20

Attack +12

Damage 20

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

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

Commander Effect
 Each follower within 6 squares gains Flurry Attack.

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



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DARTH REVAN 88

Hit Points 140
Defense 21
Attack +16
Damage 20

Special Abilities
Unique, Melee Attack: Triple Attack Dark Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 10. Attacks with lightsabers ignore this special ability.)
Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)
Master Tactician (You automatically choose who goes first except on a roll of 1)
Force Powers
Force 2, Force Renewal 1
Force Corruption (Force 2, replaces attacks: range 6, non-Droids only; 20 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 10. On a failure, that character takes 20 damage. On a success, that character is no longer corrupted.)
Force Storm 2 (Force 2, replaces attacks: 20 damage to all adjacent characters)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 10)
Commander Effect
 Droids are subject to these effects. Non-Unique followers within 6 squares get +4 Attack. Once per round, after initiative is determined, 1 ally can immediately move up to its Speed before any other character activates.



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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 SION 69

Hit Points 110
Defense 17
Attack +11
Damage 20

Special Abilities
Unique
Melee Attack: Double Attack
Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)
Force Powers
Force 5
Eternal Hatred (Force 2: Whenever this character would be defeated, make a save of 6; on a success, this character is restored to full Hit Points instead of being defeated)
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)



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DARTH TALON 56

Hit Points 110
Defense 20
Attack +11
Damage 20

Special Abilities
Unique, Loner (+4 Attack if no allies are within 6 squares)
Melee Attack: Mobile Attack (Can move both before and after attacking)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)
Force Powers
Force 1, Force Renewal 1
Force Bubble (Force 1: When this character takes damage, reduce the damage dealt by 20)
Force Lightning 1 (Force 1, replaces attacks: range 6; 20 damage)
Beautiful and deadly, Darth Talon rivals Darth Krayt himself in cruelty.



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Disciple of Ragnos 20

Hit Points 50
Defense 17
Attack 5
Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Force Powers
Force 2, Force Renewal 1
Force Corruption 2 (Force 2, replaces attacks: range 6, non-Droids only; 20 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 10. On a failure, that character takes 20 damage. On a success, that character is no longer corrupted.)
Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)
These Sith cultists plan to resurrect the ancient Sith Lord Marka Ragnos.



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Elite Sith Assassin 23

Hit Points 80
Defense 18
Attack 9
Damage 20

Special Abilities
Melee Attack
Cunning Attack +10 (+4 Attack and +10 Damage against an enemy who has not activated this round)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Steal Force (Replaces attacks: touch; 1 adjacent character with a Force rating loses 1 Force point and this character gains 1 Force point)
Force Powers
Force 1
Sith Rage (Force 1: +10 Damage on all attacks this turn)



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EXAR KUN 84

Hit Points 180
Defense 23
Attack +19
Damage 20

Special Abilities
 Unique, Melee Attack; Triple Attack

Force Powers
 Force 3, Force Renewal I
 Dark Force Spirit I (If this character is defeated, each enemy character with a Force rating loses 1 Force point each time it activates for the rest of the skirmish)
 Lightsaber Assault (Force I, replaces attacks; Make 2 attacks)
 Sith Rage (Force I, +10 Damage on all attacks this turn)
 Sith Sorcery (Force 2, usable only on this character's turn; Enemy characters within 6 squares are considered activated this round; save II)
 Transfer Essence (Force I, usable only on this character's turn; Chase 1 living ally, Remove that ally from play and place Exar Kun in that ally's space; that ally is defeated.)

Commander Effect
 Savage characters are subject to this effect. Followers with Savage gain Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings) and Momentum (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies).



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Freedom Nadd 55

Hit Points 150
Defense 22
Attack 14
Damage 20

Special Abilities
 Unique, Melee Attack; Double Attack

Force Powers
 Force 2, Force Renewal 1
 Dark Force Spirit 1 (If this character is defeated, each enemy with a Force rating loses 1 Force point each time it activates for the rest of the skirmish)
 Sith Rage (Force I, +10 Damage on all attacks this turn)
 Sith Sorcery (Force 2, usable only on this character's turn; Enemies within 6 squares are considered activated this round; save II)

Commander Effect
 Allies without a Force rating within 6 squares gain +4 Attack.

The spirit of the ancient Sith lord Freedom Nadd guided young Exar Kun on the path to the dark side.



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Imperial Inquisitor 22

Hit Points 70
Defense 17
Attack 0
Damage 0

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

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

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

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



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IMPERIAL KNIGHT 22

Hit Points 70
Defense 18
Attack +9
Damage 20

Special Abilities
 Cortosis Gauntlet 19 (Whenever this character rolls 19 or better on a save when using Lightsaber Block against an enemy with a lightsaber, the enemy gets -20 Damage for the rest of the skirmish)
 Melee Attack; Double Attack
 Synergy (+4 Attack while an allied Imperial Knight is within 6 squares)

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

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



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LUMIYA, THE DARK LADY 53

Hit Points 140
Defense 20
Attack +12
Damage 20

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

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



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MASSASSI SITH MUTANT 15

Hit Points 60
Defense 15
Attack +11
Damage 20

Special Abilities
 Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)
 Melee Attack (Can attack only adjacent enemies)
 Mighty Swing (On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies)

Sith sorcery mutated various beings and creatures to better serve the dark side.



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Naga Sadow 64

Hit Points 140

Defense 21

Attack 14

Damage 20

Special Abilities
Unique. Melee Attack; Double Attack
Virulent Poison +20 (+20 Damage to living enemy; save 16)

Force Powers
Force 2. Force Renewal 1
Force Storm 2 (Force 2, replaces attacks: 20 damage to all adjacent characters)
Illusion (Force 1: When hit by an attack, this character takes no damage unless the attacker makes a save of 11)
Master of the Force 2 (May spend Force points up to 2 times in a single turn)
Sith Sorcery (Force 2, usable only on this character's turn: Enemies within 6 squares are considered activated this round; save 11)



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Sith Apprentice 22

Hit Points 80

Defense 17

Attack 10

Damage 20

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

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



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

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Sith Lord 23

Hit Points 90

Defense 18

Attack 9

Damage 20

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

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



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

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ULIC DEL-DROMA 61

Hit Points 160

Defense 23

Attack +16

Damage 20

Special Abilities
Unique
Melee Attack; Double Attack

Force Powers
Force 4
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)
Sith Rage (Force 1: +10 Damage on all attacks this turn)

Commander Effect
 Your squad may include Mandalorian characters. Mandalorian allies 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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