

## REBEL STORM

### 4-LOM

Fringe; 21 points; Rebel Storm 46/60 (Rare)

Hit Points 70

Defense 18

Attack +8

Damage 20

#### Special Abilities

Unique;

Droid ()

Bounty Hunter (This character gets +4 Attack against Unique characters)

Careful Shot +4 (This character gets +4 Attack if it does not move in the same turn it attacks)

### Bespin Guard

Fringe; 5 points; Rebel Storm 41/60 (Common)

Hit Points 10

Defense 12

Attack +3

Damage 10

#### Special Abilities

Advantageous Cover (This character gets +8 Defense from cover instead of +4)

### Boba Fett

Imperial; 50 points; Rebel Storm 42/60 (Very Rare)

Hit Points 110

Defense 20

Attack +12

Damage 20

#### Special Abilities

Flight (This character ignores enemy characters, low obstacles, and pits when moving)

Accurate Shot (This character can attack an enemy with cover even if it's not the nearest enemy)

Bounty Hunter +4 (This character gets +4 Attack against Unique enemies)

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

### Bossk

Fringe; 17 points; Rebel Storm 56/60 (Rare)

Hit Points 40

Defense 17

Attack +7

Damage 20

### Special Abilities

Bounty Hunter (This character gets +4 Attack against Unique characters)

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

### Bothan Spy

Rebel; 7 points; Rebel Storm 1/60 (Uncommon)

Hit Points 10

Defense 11

Attack +4

Damage 10

### Special Abilities

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

### Commando on Speeder Bike

Rebel; 21 points; Rebel Storm 4/60 (Very Rare)

Hit Points 30

Defense 15

Attack +6

Damage 20

### Special Abilities

Flight (This character ignores enemy characters, low obstacles, and pits when moving)

Accelerate (This character can move up to 24 squares if he does not attack)

Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)

## Darth Vader, Dark Jedi

Imperial; 55 points; Rebel Storm 21/60 (Rare)

Hit Points 140

Defense 22

Attack +14

Damage 20

### Special Abilities

Unique; Double Attack (On his turn this character can make 1 extra attack instead of moving)

Melee Attack (This character can attack only adjacent enemies)

### Force Powers

Force 5

Force Grip (Force 1, replaces attacks: sight; 10 damage)

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

### Commander Effect

Whenever an allied character without a Force rating gets a natural 1 on any roll, that character is defeated and all other allies without a Force rating get a +2 Attack. (These bonuses stack.)

## Darth Vader, Sith Lord

Imperial; 60 points; Rebel Storm 22/60 (Very Rare)

Hit Points 140

Defense 23

Attack +16

Damage 20

### Special Abilities

Unique; Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Melee Attack (This character can attack only adjacent enemies)

### Force Powers

Force 5

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

## Dengar

Fringe; 15 points; Rebel Storm 43/60 (Rare)

Hit Points 40

Defense 17

Attack +8

Damage 20

### Special Abilities

Unique;

Bounty Hunter (This character gets +4 Attack against Unique characters)

## Duros Mercenary

Fringe; 6 points; Rebel Storm 44/60 (Uncommon)

Hit Points 10

Defense 14

Attack +6

Damage 10

## Elite Hoth Trooper

Rebel; 12 points; Rebel Storm 5/60 (Uncommon)

Hit Points 30

Defense 16

Attack +6

Damage 20

## Elite Rebel Trooper

Rebel; 7 points; Rebel Storm 6/60 (Common)

Hit Points 20

Defense 13

Attack +7

Damage 10

## Elite Snowtrooper

Imperial; 12 points; Rebel Storm 23/60 (Uncommon)

Hit Points 30

Defense 17

Attack +6

Damage 20

## Elite Stormtrooper

Imperial; 11 points; Rebel Storm 24/60 (Uncommon)

Hit Points 20

Defense 16

Attack +8

Damage 20

## Emperor Palpatine

Imperial; 40 points; Rebel Storm 25/60 (Very Rare)

Hit Points 130

Defense 20

Attack +0

Damage 0

### Special Abilities

Unique

### Force Powers

Force 4

Force Lightning (Force 2, replaces attacks: range 6; 30 damage to 1 target and up to 2 characters adjacent to that target)

Force Renewal 1 (This character gets Force 1 each time he activates)

Force Storm (Force 2, replaces attacks: 20 damage to all adjacent characters)

### Commander Effect

Characters in your squad can spend Emperor Palpatine's Force points. A character still can't spend force points more than once per turn and can't combine its own Force points with Emperor Palpatine's.

## Ewok

Fringe; 3 points; Rebel Storm 45/60 (Common)

Hit Points 10

Defense 12

Attack +1

Damage 10

### Special Abilities

Melee Attack (This character can attack only adjacent enemies)

Swarm +1 (This character gets +1 Attack against a target for each other allied Ewok adjacent to that target)

## Gamorrean Guard

Fringe; 9 points; Rebel Storm 47/60 (Uncommon)

Hit Points 30

Defense 12

Attack +4

Damage 20

### Special Abilities

Melee Attack (This character can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, it gets +10 Damage against adjacent enemies.)

## Grand Moff Tarkin

Imperial; 11 points; Rebel Storm 27/60 (Rare)

Hit Points 40

Defense 14

Attack +3

Damage 10

### Special Abilities

Unique

### Commander Effect

If this character has line of sight to an enemy at the start of a phase, you can activate up to 3 characters in that phase. (This can include Droid and Savage characters.)

## Greedo

Fringe; 12 points; Rebel Storm 55/60 (Rare)

Hit Points 30

Defense 15

Attack +6

Damage 10

### Special Abilities

Bounty Hunter (+4 Attack against Unique characters)

Cunning Shot (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

## Han Solo

Rebel; 28 points; Rebel Storm 7/60 (Rare)

Hit Points 80

Defense 17

Attack +8

Damage 2

Special Abilities

Unique; Cunning Shot (+4 Attack and +10 Damage against an unactivated character)

Force Powers

Force 1

Heavy Stormtrooper

Imperial; 12 points; Rebel Storm 28/60 (Uncommon)

Hit Points 20

Defense 16

Attack +6

Damage 30

Special Abilities

Heavy Weapon (This character can't attack and move in the same turn)

Hoth Trooper

Rebel; 7 points; Rebel Storm 8/60 (Common)

Hit Points 20

Defense 15

Attack +5

Damage 10

IG-88

Fringe; 37 points; Rebel Storm 48/60 (Rare)

Hit Points 80

Defense 19

Attack +11

Damage 20

Special Abilities

Droid ()

Bounty Hunter (This character gets +4 Attack against Unique characters)

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

Imperial Officer

Imperial; 14 points; Rebel Storm 29/60 (Uncommon)

Hit Points 30

Defense 14

Attack +5

Damage 10

Commander Effect

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

Jabba the Hutt

Fringe; 50 points; Rebel Storm 50/60 (Very Rare)

Hit Points 80

Defense 17

Attack +7

Damage 10

Special Abilities

Unique;

Speed 2 (Can move only 2 squares and attack, or 4 squares without attacking)

Fringe Reinforcements 30 (During setup, after seeing your opponent's square, you can add up to 30 points of Fringe characters to your squad)

Melee Attack (This character can attack only adjacent enemies)

Commander Effect

Bounty Hunter followers get +2 Attack.

Jawa

Fringe; 5 points; Rebel Storm 51/60 (Common)

Hit Points 10

Defense 11

Attack +4

Damage 10

Special Abilities

Ion Gun +20 (This character gets +20 Damage against Droid characters)

## Lando Calrissian

Fringe; 16 points; Rebel Storm 52/60 (Rare)

Hit Points 50

Defense 16

Attack +7

Damage 10

### Special Abilities

Unique;

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

### Commander Effect

Allied Bespin Guards get +2 Attack.

## Luke Skywalker, Jedi Knight

Rebel; 27 points; Rebel Storm 9/60 (Very Rare)

Hit Points 90

Defense 18

Attack +10

Damage 20

### Special Abilities

Unique

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

Melee Attack (This character can attack only adjacent enemies)

### Force Powers

Force 3

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Light Saber Sweep (Force 1, replaces attacks: This character can attack every adjacent enemy once)

## Luke Skywalker, Rebel

Rebel; 17 points; Rebel Storm 10/60 (Rare)

Hit Points 40

Defense 17

Attack +7  
Damage 20

#### Special Abilities

Unique;

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

#### Force Powers

Force 2

### Mara Jade, Emperor's Hand

Imperial; 20 points; Rebel Storm 30/60 (Rare)

Hit Points 60

Defense 18

Attack +9

Damage 10

#### Special Abilities

Unique; Hand of the Emperor (This character can spend her own force points once per turn and spend Emperor Palpatine's force points once per turn)

Cunning Shot (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

#### Force Powers

Force 3

Blaster Barrage (Force 1, replaces attacks: This character can attack every legal target once)

### Mon Calamari Mercenary

Fringe; 10 points; Rebel Storm 53/60 (Common)

Hit Points 10

Defense 13

Attack +7

Damage 10

#### Special Abilities

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

### Princess Leia, Captive

Rebel; 13 points; Rebel Storm 12/60 (Very Rare)

Hit Points 60

Defense 13

Attack +7

Damage 10

#### Special Abilities

Unique; Melee Attack (This character can attack only adjacent enemies)

#### Force Powers

Force 2

### Princess Leia, Senator

Rebel; 13 points; Rebel Storm 13/60 (Rare)

Hit Points 40

Defense 15

Attack +7

Damage 10

#### Special Abilities

Unique

#### Force Powers

Force 1

#### Commander Effect

Each follower that ends its move within 6 squares of this character can move 2 extra squares at the end of its turn.

### Probe Droid

Imperial; 8 points; Rebel Storm 31/60 (Very Rare)

Hit Points 30

Defense 14

Attack +1

Damage 0

#### Special Abilities

Droid ()

Flight (This character ignores enemy characters, low obstacles, and pits when moving)  
Hover ()  
Self Destruct 10 ()

### Quarren Assassin

Fringe; 12 points; Rebel Storm 54/60 (Uncommon)  
Hit Points 30  
Defense 13  
Attack +7  
Damage 10

#### Special Abilities

Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)  
Mobile Attack (This character can move both before and after attacking, up to a total of 6 squares)

### Rebel Commando

Rebel; 14 points; Rebel Storm 15/60 (Uncommon)  
Hit Points 40  
Defense 15  
Attack +5  
Damage 10

#### Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)  
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

### Rebel Officer

Rebel; 13 points; Rebel Storm 16/60 (Uncommon)  
Hit Points 30  
Defense 15  
Attack +5  
Damage 10

#### Commander Effect

Non-unique followers within 6 squares of this character gain +2 Attack.

## Rebel Pilot

Rebel; 10 points; Rebel Storm 17/60 (Common)

Hit Points 20

Defense 14

Attack +7

Damage 10

### Special Abilities

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

## Rebel Trooper

Rebel; 5 points; Rebel Storm 18/60 (Common)

Hit Points 10

Defense 13

Attack +5

Damage 10

## Royal Guard

Imperial; 11 points; Rebel Storm 32/60 (Uncommon)

Hit Points 30

Defense 17

Attack +8

Damage 20

### Special Abilities

Emperor's Bodyguard (If Emperor Palpatine is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Melee Attack (This character can attack only adjacent enemies)

## Sandtrooper on Dewback

Imperial; 0 points; Rebel Storm 40/60 (Very Rare)

Hit Points 60

Defense 17

Attack +4

Damage 10

## Scout Trooper

Imperial; 8 points; Rebel Storm 33/60 (Uncommon)

Hit Points 20

Defense 15

Attack +5

Damage 10

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)

Scout Trooper on Speeder Bike

Imperial; 21 points; Rebel Storm 34/60 (Very Rare)

Hit Points 30

Defense 17

Attack +5

Damage 20

Special Abilities

Flight (This character ignores enemy characters, low obstacles, and pits when moving)

Accelerate (This character can move up to 24 squares if he does not attack)

Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)

Snowtrooper

Imperial; 7 points; Rebel Storm 35/60 (Common)

Hit Points 20

Defense 16

Attack +4

Damage 10

Stormtrooper

Imperial; 5 points; Rebel Storm 36/60 (Common)

Hit Points 10

Defense 16

Attack +4

Damage 10

## Stormtrooper Officer

Imperial; 14 points; Rebel Storm 39/60 (Uncommon)

Hit Points 30

Defense 18

Attack +8

Damage 10

### Special Abilities

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

### Commander Effect

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

## Tusken Raider

Fringe; 4 points; Rebel Storm 57/60 (Common)

Hit Points 10

Defense 13

Attack +5

Damage 10

### Special Abilities

Melee Attack (This character may attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies.)

## Twilek Bodyguard

Fringe; 10 points; Rebel Storm 58/60 (Uncommon)

Hit Points 30

Defense 15

Attack +4

Damage 10

### Special Abilities

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

Melee Attack (This character can attack only adjacent enemies)

## Twilek Scoundrel

Fringe; 7 points; Rebel Storm 59/60 (Common)

Hit Points 20

Defense 14

Attack +5

Damage 10

#### Special Abilities

Cunning Attack (This character gets +4 Attack and +10 Damage against an enemy who has not activated this round)

Melee Attack (This character can attack only adjacent enemies)

#### Wampa

Fringe; 13 points; Rebel Storm 60/60 (Very Rare)

Hit Points 50

Defense 16

Attack +7

Damage 10

#### Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from Commander Effects)

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

Melee Attack (This character can attack only adjacent enemies)

Rend +20 (If both of its attacks hit the same adjacent enemy, this character's second attack gets +20 Damage)

#### Wookiee Soldier

Rebel; 7 points; Rebel Storm 20/60 (Common)

Hit Points 30

Defense 12

Attack +6

Damage 10

#### Special Abilities

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Melee Attack (This character can attack only adjacent enemies)

## CLONE STRIKE

Aayla Secura

Republic

27 Points

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 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect:

Adjacent Trooper followers gain +2 Attack.

VERY RARE

01/60

Aerial Clone Trooper Captain

Republic

23 Points

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 fires against a target within six squares, the attacker gets +20 Damage against that target)

Commander Effect:

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

RARE

02/60

Anakin Skywalker

Republic

25 Points

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)

VERY RARE

03/60

ARC Trooper

Republic

18 Points

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)

UNCOMMON

04/60

Captain Typho

Republic

18 Points

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)

RARE

05/60

Clone Trooper  
Republic  
9 Points  
Hit Points: 10  
Defense: 13  
Attack: +6  
Damage: 20  
COMMON  
06/60

Clone Trooper  
Republic  
9 Points  
Hit Points: 10  
Defense: 13  
Attack: +6  
Damage: 20  
COMMON  
07/60

Clone Trooper Commander  
Republic  
13 Points  
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.  
UNCOMMON  
08/60

Clone Trooper Grenadier  
Republic  
9 Points  
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 11)  
COMMON

09/60

Clone Trooper Sergeant

Republic

10 Points

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.

COMMON

10/60

Agen Kolar

Republic

29 Points

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 1: When hit by a melee attack, this character takes no damage with a save of 11)

Recovery 20 (Force 1, replaces turn: Remove 20 damage from this character)

RARE

11/60

General Kenobi

Republic

36 Points

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 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect:

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

RARE

12/60

Gungan Cavalry on Kaadu

Republic

18 Points

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)

RARE

13/60

Gungan Infantry

Republic

9 Points

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 11)

Melee Attack (Can attack only adjacent enemies)

COMMON

14/60

Jedi Guardian

Republic

11 Points

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: This character can attack each adjacent enemy once)  
UNCOMMON  
15/60

Ki-Ad-Mundi  
Republic  
24 Points  
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 1: 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.  
RARE  
16/60

Kit Fisto  
Republic  
32 Points  
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 1: This character gets +10 Damage on his next attack)  
Lightsaber Sweep (Force 1: This character can attack each adjacent enemy once)  
Commander Effect:

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

RARE

17/60

Luminara Unduli

Republic

30 Points

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)

Melee Attack (Can attack only adjacent enemies)

Force Powers:

Force 3

Lightsaber Sweep (Force 1: This character can attack each adjacent enemy once)

Master Speed (Force 1: This character can move 6 extra squares on her turn as part of her move)

RARE

18/60

Mace Windu

Republic

63 Points

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 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)

VERY RARE

19/60

Naboo Soldier

Republic

5 Points

Hit Points: 10

Defense: 13

Attack: +3

Damage: 10

Special Abilities:

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

UNCOMMON

20/60

Padme Amidala

Republic

15 Points

Hit Points: 60

Defense: 17

Attack: +9

Damage: 10

Special Abilities:

Unique

Double Attack (On his 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)

VERY RARE

21/60

Plo Koon

Republic

28 Points

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)

RARE

22/60

Qui-Gon Jinn

Republic

40 Points

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 11)

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)

VERY RARE

23/60

Quinlan Vos

Republic

26 Points

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: This character can attack each adjacent enemy once)

VERY RARE

24/60

Saesse Tinn

Republic

26 Points

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)

RARE

25/60

Yoda

Republic

55 Points

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 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.

VERY RARE

26/60

Asajj Ventress

Seperatist

34 Points

Hit Points: 100

Defense: 20

Attack: +12

Damage: 20

Special Abilities:

Unique

Double Attack (On his 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.

RARE

27/60

Battle Droid

Seperatist

4 Points

Hit Points: 10

Defense: 9

Attack: +0

Damage: 10

Special Abilities:

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

COMMON

28/60

Battle Droid

Seperatist

4 Points

Hit Points: 10

Defense: 9

Attack: +0

Damage: 10

Special Abilities:

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

COMMON

29/60

Battle Droid

Seperatist

4 Points

Hit Points: 10

Defense: 9

Attack: +0

Damage: 10

Special Abilities:

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

COMMON

30/60

Battle Droid Officer

Seperatist

9 Points

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)

UNCOMMON

31/60

Battle Droid on STAP

Seperatist

16 Points

Hit Points: 10

Defense: 10

Attack: +1

Damage: 30

Special Abilities:

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

Flight (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 square it has just left)

RARE

32/60

Count Dooku

Seperatist

52 Points

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)

VERY RARE

33/60

Dark Side Acolyte

Seperatist

16 Points

Hit Points: 50

Defense: 17

Attack: +5

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 2

UNCOMMON

34/60

Darth Maul

Seperatist

55 Points

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)

VERY RARE

35/60

Darth Sidious

Seperatist

36 Points

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 attack

VERY RARE

36/60

Destroyer Droid

Seperatist

30 Points

Hit Points: 40

Defense: 16

Attack: +8

Damage: 20

Special Abilities:

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

Double Attack (On his 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)

RARE

37/60

Durge

Seperatist

39Points

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)

RARE

38/60

Dwarf Spider Droid

Seperatist

15 Points

Hit Points: 30

Defense: 13

Attack: +6

Damage: 30

Special Abilities:

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

RARE

39/60

General Grievous

Seperatist

44 Points

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 1

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)

VERY RARE

40/60

Geonosian Drone

Seperatist

3 Points

Hit Points: 10

Defense: 12

Attack: +1

Damage: 10

Special Abilities:

Melee Attack (Can attack only adjacent enemies)

COMMON

41/60

Geonosian Overseer

Seperatist

16 Points

Hit Points: 20

Defense: 16

Attack: +4

Damage: 10

Special Abilities:

Flight (Ignores enemy characters, low obstacles, and pits)

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])

UNCOMMON

42/60

Geonosian Picador on Orray

Seperatist

13 Points

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)

RARE

43/60

Geonosian Soldier

Seperatist

9 Points

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)

UNCOMMON

44/60

Jango Fett

Seperatist

47 Points

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)  
RARE  
45/60

Security Battle Droid  
Seperatist  
8 Points  
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)  
COMMON  
46/60

Super Battle Droid  
Seperatist  
10 Points  
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)  
UNCOMMON  
47/60

Super Battle Droid  
Seperatist  
10 Points  
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)

UNCOMMON

48/60

Aqualish Spy

Fringe

11 Points

Hit Points: 40

Defense: 16

Attack: +6

Damage: 10

Special Abilities:

Spotter 10 (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target)

COMMON

49/60

Aurra Sing

Fringe

37 Points

Hit Points: 130

Defense: 21

Attack: +11

Damage: 20

Special Abilities:

Unique

Accurate Shot (Can Attack an enemy with cover even if it's not the nearest enemy)

Careful Shot +4 (On this character's turn, if she doesn't move, she gets +4 Attack)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Force Powers:

Force 2

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

VERY RARE

50/60

Devaronian Bounty Hunter

Fringe

12 Points

Hit Points: 30

Defense: 15

Attack: +5

Damage: 10

Special Abilities:

Bounty Hunter +4 (+4 Attack against Unique enemies)

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

COMMON

51/60

Gran Raider

Fringe

4 Points

Hit Points: 10

Defense: 13

Attack: +2

Damage: 10

Special Abilities:

Melee Attack (Can attack only adjacent enemies)

Mobile Attack (Can move both before and after attacking, up to a total of 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)

COMMON

52/60

Ishi Tib Scout

Fringe

14 Points

Hit Points: 30

Defense: 15

Attack: +6

Damage: 10

Special Abilities:

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

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

UNCOMMON

53/60

Klatooninian Enforcer

Fringe

7 Points

Hit Points: 20

Defense: 13

Attack: +1

Damage: 10

Special Abilities:

Advantageous Attack (+10 Damage against an enemy who has not activated this round)

COMMON

54/60

Nikto Solider

Fringe

5 Points

Hit Points: 10

Defense: 14

Attack: +2

Damage: 10

Special Abilities:

Sniper (Other characters do not prove cover against this character's attack)

COMMON

55/60

Quarren Raider

Fringe

13 Points

Hit Points: 40

Defense: 15

Attack: +4

Damage: 10

Special Abilities:

Charging Fire (Replaces turn, this character may move up to 12 squares, then attack.)

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)

UNCOMMON

56/60

Rodian Mercenary

Fringe

9 Points

Hit Points: 20

Defense: 16

Attack: +4

Damage: 10

Special Abilities:

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

Mercenary (This character can move only if he cannot make an attack from his starting space)

UNCOMMON

57/60

Weequay Mercenary

Fringe

5 Points

Hit Points: 10

Defense: 13

Attack: +5

Damage: 10

Special Abilities:

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

Melee Attack (Can attack only adjacent enemies)

Mercenary (This character can move only if he cannot make an attack from his starting space)

COMMON

58/60

Wookiee Commando

Fringe

9 Points

Hit Points: 40

Defense: 14

Attack: +6

Damage: 10

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)

Quick Reactions (+6 Attack when making attacks of opportunity)

UNCOMMON

59/60

Zam Wesell

Fringe

45 Points

Hit Points: 90

Defense: 19

Attack: +12

Damage: 20

Special Abilities:

Unique

Bounty Hunter +4 (+4 Attack against unique enemies)  
Kouhun Infestation (Replaces turn; 60 damage to 1 enemy within 12 squares regardless of line of sight; save 11)  
Loner (+4 Attack if no allies are within 6 squares)  
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)  
RARE  
60/60

## Revenge of the Sith

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## Republic

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### 1. Agen Kolar Jedi Master

Cost:32

Hp:120

Def:19

Atk:+13

Dam:20

Melee, Unique

Force 4

Force Thrust

Force Burst

Recovery 20

### 2. Alderaan Trooper

Cost:6

Hp:10

Def:13

Atk:+6

Dam:10

Symchonised Fire

### 3. Anakin Knight

Cost:29

Hp:100

Def:18

Atk:+12

Dam:20

Melee, unique, double, impulsive sweep

force 4  
Lightsaber Riposte

4. AT-RT  
Cost:35  
Hp:60  
Def:18  
Atk:+10  
Dam:40  
Order 66, Rigid, Mounted Weapon, Speed 8

5. Bail Organa  
Cost:29  
Hp:70  
Def:17  
Atk:+6  
Dam:10  
Unique, Alderran Senator, Synchronised Fire  
Commander Effect (Gives Alderaan trooper+10 Dam when they combine fire)

6. Capitain Antilles  
Cost:20  
Hp:60  
Def:15  
Atk:+6  
Dam:10  
Unique  
Commander Effect (followers in 6 squares gets +4 Attack and +10 Damage vs fringe)

7. Chewbacca Of Kashyyk  
Cost:25  
Hp:80  
Def:16  
Atk:+6  
Dam:20  
Unique, Double, Momentum

8.Clone trooper  
9 Points

Hit Points: 10  
Defense: 13  
Attack: +6  
Damage: 20  
Order 66

9. Clone trooper  
10 Points  
Hit Points: 10  
Defense: 13  
Attack: +6  
Damage: 20  
Order 66

10. Clone Trooper Commander  
13 Points  
Hit Points: 30  
Defense: 14  
Attack: +6  
Damage: 10  
Order 66

11. Clone trooper gunner  
Cost:8  
Hp:10  
Def:15  
Atk:+6  
Dam:10  
Order 66, Gunner

12. Jedi Knight  
Cost:13  
Hp:50  
Def:17  
Atk:5  
Dam:20  
Melee, Force 2

13. Mace Windu  
Cost:65  
Hp:150  
Def:22  
Atk:+16

Dam:20  
Unique, Melee, Triple  
Force 5  
Lightsaber Block  
Shockwave  
Whirlwind Attack

#### 14. Mon Mothma

Cost:23  
Hp:30  
Def:11  
Atk:+0  
Dam:0  
unique, Republic Reserves 20  
Commander Effect (Followers within 6 squares that die get an immediate attack at +10 Damage)

#### 15 Obi-wan Kenobi, Jedi Master

cost: 42  
HP: 120  
Def: 21  
Att: +15  
Dam: 20  
Special Abilities:  
Unique, Double, Melee  
FP: 5, force heal 20, Lightsaber Assault, LS Deflect,  
CE: Allied Anakin within 6 gets +4 att.

#### 16. Polis Massa Medic

Cost:9  
Hp:10  
Def:11  
Atk:+0  
Dam:0  
Heal 10

#### 17. R2-D2

Cost:9  
Hp:30  
Def:17  
Atk:+8

Dam:0  
Unique, Droid, Flight, Electric shock +10 damage, override, Tow cable

18. Senate Guard  
Cost:13  
Hp:20  
Def:16  
Atk:+6  
Dam:30  
Bodyguard, Heavy Weapon

19. Shaak Ti  
Cost:24  
Hp:70  
Def:19  
Atk:+12  
Dam:20  
unique, melee crowd fighting, stealth  
Force 3  
Sweep  
Force Leap

20. Stass Allie  
Cost:22  
Hp:60  
Def:18  
Atk:+8  
Dam:20  
unique, melee  
Force 4  
Force heal 30

21. Tarfful  
Cost:26  
Hp:90  
Def:16  
Atk:+7  
Dam:20  
unique, momentum  
Commander effect (followers in 6 squares get +4 attack vs adjacent ennemy)

22.Wookiee Beserker

Cost:12

Hp:40

Def:10

Atk:+6

Dam:20

Melee, momentum

23. Wookiee Scout

Cost:10

Hp:30

Def:13

Atk:+5

Dam:10

momentum, stealth

24.Yoda! Jedi Master

Cost:64

Hp:140

Def:21

Atk:+14

Dam:20

unique, melee, triple

Force 6

Force valor, force defence, lightsaber deflect

Commander effect (allied wookies in 6 squares have bodyguard)

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Separatist

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25-26 battle droid

4 Points

Hit Points: 10

Defense: 9

Attack: +0

Damage: 10

Special Abilities:

Droid

27-28 Bodyguard Droid

Cost:20

Hp:60

Def:18

Atk:+8

Dam:20

Droid, Bodyguard, Lightsaber resistance, Melee

29. Darth Tyrannus

Cost:48

Hp:120

Def:20

Atk:+15

Dam:20

Unique, Dark inspiration, Double, Lightsaber duelist, Melee

Force 5

Lightsaber block, Sith Lightning

30.Destroyer Droid

30 Points

Hit Points: 40

Defense: 16

Attack: +8

Damage: 20

Special Abilities:

Droid

Double Attack

Shields 2

Wheel Form

31. General Grievous, Jedi Hunter

Cost:42

Hp:100

Def:19

Atk:+10

Dam:20

Unique, Cyborg, Melee, Quadruple attack

Force 1

32 General Grievous, Supreme Commander

Cost: 43

HP: 100

Def: 20

Att: +12

Dam: 20

Special Abilities:

Unique, Cyborg, Double, Melee

FP: 1

33. General Grievous's wheel Bike

Cost:58

Hp:120

Def:20

Atk:+10

Dam:30

Unique, cyborg, wheeled, double, mounted weapon,

Force 1

34. Muun Guard

Cost:5

Hp:10

Def:12

Atk:+6

Dam:10

35-36. Neimoidian Soldier

Cost:10

Hp:10

Def:13

Atk:+7

Dam:10

Acurate Shot

37. San Hill

Cost:10

Hp:30

Def:12

Atk:+3

Dam:10

Unique, melee, Separatist Reserves 20  
Commander effect (you activate 1 fig each phase)

38. Separatist Commando

Cost:10

Hp:20

Def:15

Atk:+5

Dam:20

Stealth

39. Super Battle droid

10 Points

Hit Points: 20

Defense: 12

Attack: +2

Damage: 20

Special Abilities:

Droid

Charging Fire

Synchronized Fire

40. Super Battle droid

10 Points

Hit Points: 20

Defense: 12

Attack: +2

Damage: 20

Special Abilities:

Droid

Charging Fire

Synchronized Fire

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Fringe  
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41. Wat Tambor

Cost:35

Hp:30

Def:15

Atk:+6

Dam:10

unique, Droid mark, Droid Reinforcement 20, repair 20

42. Bobba Fett, Young Mercenary

Cost:17

Hp:40

Def:15

Atk:+8

Dam:10

unique, bounty hunter, double, accurate shot

43. Chagrian Mercenary Commander

Cost:13

Hp:40

Def:16

Atk:+8

Dam:10

Commander effect (followers in 6 squares get +20 damage on critics)

44. Devaronian Soldier

Cost:9

Hp:10

Def:15

Atk:+4

Dam:20

45. Gotal Fringer

Cost:9

Hp:10

Def:13

Atk:+6

Dam:10

Disintegration, Heavy Weapon

46. Human Mercenary

Cost:11

Hp:30

Def:14

Atk:+6

Dam:20

mercenary

47. Iktotchi Tech Specialist

Cost:14

Hp:20

Def:12

Atk:+4

Dam:20

Door gimmick, Repair 10, Industrial Repair

48. Medical Droid

Cost:12

Hp:30

Def:11

Atk:+0

Dam:0

Droid, Emergency life support, Heal 10

49. Nautolan Soldier

Cost:8

Hp:10

Def:12

Atk:+4

Dam:10

Double

50. Sly Moore  
Cost:28  
Hp:40  
Def:13  
Atk:+0  
Dam:0  
unique, Dominate

51. Tion Medon  
Cost:22  
Hp:60  
Def:14  
Atk:+4  
Dam:10  
unique, melee  
Commander effect (utapaun followers in 6 get double)

52-53 Utapaun Soldier  
Cost:10  
Hp:20  
Def:16  
Atk:+5  
Dam:20

54. Yuzzem  
Cost:18  
Hp:40  
Def:14  
Atk:+6  
Dam:20  
Double Claw Attack, Rend +20

55. Zabrak Fringer  
Cost:11  
Hp:10  
Def:12  
Atk:+0  
Dam:0  
Flamethrower 10

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Imperial  
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56. Anakin Skywalker, Sith apprentice

Cost:39

Hp:120

Def:19

Atk:+13

Dam:20

unique, double, loner, melee

Force 4, force grip, lightsaber riposte, sith rage

57. Dark Side Adept

Cost:16

Hp:60

Def:17

Atk:+7

Dam:10

Lightsaber

58. Darth Vader

Cost:47

Hp:140

Def:21

Atk:+14

Dam:20

Unique, Double, Melee

Force 4, Force Burst, Sith Grip, Sith Rage

59. Emperor Palpatine, Sith lord

Cost:62

Hp:130

Def:20

Atk:+15

Dam:20

Unique, Melee, Triple, execute order 66, Betrayal

Force 6, lightsaber assault, Sith lightning.

Commander effect(You squad may include order 66 units)

60 Royal Guard

Cost: 11

Hit Points: 30

Defense: 17

Attack: +8

Damage: 20

Special:

Emperor's Bodyguard

melee attack