

Mod-Cards



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TWI'LEK BODYGUARD
10

Hit Points 30

Defense 15

Attack +4

Damage 10

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead.)
Dodge (When this character is hit with a melee attack, save 10 to avoid damage.)

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BOTHAN SPY
8

Hit Points 10

Defense 11

Attack +4

Damage 10

Range 12

Special Abilities
Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.)
Spy (This character may start as hidden.)
Grenade 10 (Replaces attacks; range 6; 10 damage to target and to each character adjacent to that target; save 11.)

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GAMORREAN GUARD
9

Hit Points 30

Defense 12

Attack +4

Damage 20

Special Abilities
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.)
Rapport (If this character is in the same squad as Jabba the Hutt, it costs 1 less.)

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4-LOM MODIFIED PROTOCOL DROID
23

Hit Points 70

Defense 18

Attack +8

Damage 20

Range 16

Special Abilities
Unique Droid (Immune to critical hits; not subject to commander effects.)
Bounty Hunter (+4 Attack against Unique enemies.)
Careful Shot (On this character's turn, if he does not move, he gets +4 Attack.)
Hidden Blasters (When an enemy moves adjacent to this character, he provokes an attack of opportunity.)
Rapport (A character whose name contains Zuckuss costs one less when in the same squad as this character)

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DENGAR ROTH "PAYBACK"
19

Hit Points 50

Defense 17

Attack +8

Damage 20

Range 16

Special Abilities
Unique Bounty Hunter (+4 Attack against Unique enemies.)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11. Gets +2 to saves vs. missiles & grenades.)
Enmity: Han Solo (Cannot be in the same squad or allies with characters named Han Solo. Must attack Han Solo if possible before all other actions with +10 damage.)

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ZUCKUSS GAND FINDSMAN
24

Hit Points 50

Defense 15

Attack +8

Damage 10

Range 14

Special Abilities
Unique Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bounty Hunter (+4 Attack against Unique enemies)
Intuition (Once per round, after Initiative is determined, this character can immediately move up to six squares before any other character activates)
Snare 2 (A target hit by this character must save 11 or reduce base movement by 2 for the remainder of skirmish. If movement is reduced to zero, target is defeated.)
Rapport (A character whose name contains 4-LOM costs one less when in the same squad as this character)

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BOSSK
PELT HUNTER 22

Hit Points 50
Defense 17
Attack +7
Damage 20
Range 14

Special Abilities
Unique
Bounty Hunter 4 (+4 Attack against Unique enemies.)
Concussion Rifle (An enemy hit by this character's ranged attack and characters adjacent to it are considered stunned and activated this round, save 11.)
Double Claw Attack (On his turn, this character can make an extra attack instead of moving. Both attacks must be against adjacent enemies.)
Emnity: Wookiees (Cannot be in the same squad or allies with Wookiee characters. Must attack Wookiees if possible before all other actions with +10 damage.)




STAR WARS

IG-88
RENEGADE ASSASSIN DROID 44

Hit Points 80
Defense 19
Attack +11
Damage 20
Range 16

Special Abilities
Limit 4 (A maximum of 4 characters with the name IG-88 can be in the same squad – each one considered unique.)
Droid (Immune to criticals and not subject to commander effects.)
Bounty Hunter (+4 to attack against unique characters.)
Double Attack (May make 1 additional attack instead of moving.)
Mobile Attack (May move, attack and continue movement in the same activation up to 6 squares.)
IG-Link (When in the same squad, the legal target of one IG-88 is considered the legal target for all other IG-88 characters. You may activate all IG-88 characters at the same time; this action counts as a single activation for that turn. If an IG-88 is defeated, other IG-88s are stunned for the rest of the round.)




STAR WARS

TUSKEN RAIDER
HOLY WARRIOR 16

Hit Points 30
Defense 15
Attack +8
Damage 10
Range 0

Special Abilities
Melee Attack (May attack only adjacent enemies.)
Mighty Swing (On his turn, if this character does not move, he gets +10 damage against adjacent characters.)
Double Attack (May make an additional attack instead of moving.)
Avoid Defeat (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 hit points instead of being defeated.)




STAR WARS

Custom-Cards

MASSIF 7

Hit Points 10
Defense 16
Attack +7
Damage 10
Range 0

Special Abilities
Melee Attack (Can only attack adjacent enemies.)
Double Attack (Gains one additional attack if it does not move this turn.)
Rend (When both attacks hit a single target, inflict +10 damage.)
Track (When within 6 squares of an enemy with stealth, that character loses that ability.)



STAR WARS

SKRILLING GUNRUNNER 12

Hit Points 20
Defense 14
Attack +5
Damage 10
Range 12

Special Abilities
Rapport (Costs 1 less when in the same squad as Jabba the Hutt.)
Weapon Stores (At the end of his turn, this character may designate one adjacent small or medium character with the melee attack ability. The selected character has a ranged attack with a range of 12 until the end of the Skrilling's next turn.)



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