


DEFEL ASSASSIN 8

Hit Points 10
 Defense 13
 Attack +6
 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.)
Shadow Cloak (This character may start as hidden. If revealed, instead of attacking on his next turn – he may revert back to being hidden.)
Double Claw Attack (This character may make an extra attack if he does not move this turn. Attacks must be to adjacent enemies and are considered melee.)



STAR WARS



SHADOWTROOPER 20

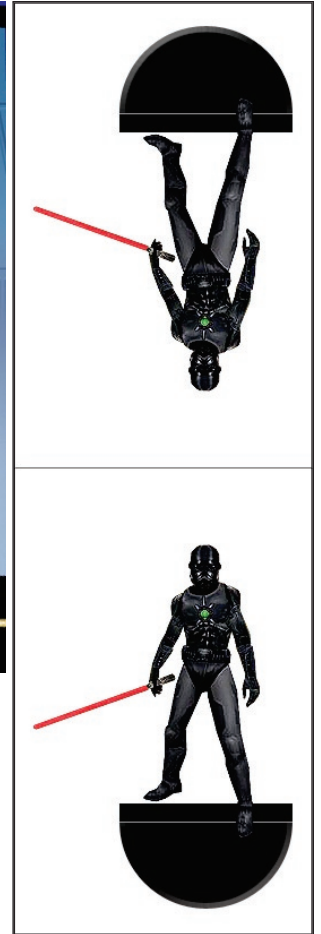
Hit Points 40
 Defense 17
 Attack +7
 Damage 20
 Range -

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.)
Melee Attack
Cloaked (This character may start as hidden.)
Cortosis Armor (Reduce damage from lightsaber attacks by 10 or 20 if save vs. 11.)

Special Powers
Force: 2
Artusian Crystal (If this character is defeated by an enemy with a force rating, that character gains 1 force point.)




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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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GENERAL CRIX MADINE 23

Hit Points 70
 Defense 16
 Attack +9
 Damage 10
 Range 14

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

Commander Effect
 Followers with **Stealth** and **Grenade 10** have **Grenade 20**. Allies with **stealth** (including this character) within 6 squares of this character are not subject to **Accurate Shot**.



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