

STAR WARS™

MINIATURES



CHECKLIST

Old Republic

- 1/40 Cay Qel-Droma ★
- 2/40 Jedi Healer ◆
- 3/40 Jedi Instructor ◆
- 4/40 Jedi Sith Hunter ◆
- 5/40 Lord Hoth ★

Sith

- 6/40 Freedon Nadd ★

Republic

- 7/40 Kit Fisto, Jedi Master ★
- 8/40 Master Windu ★
- 9/40 Plo Koon, Jedi Master ★
- 10/40 Rodian Diplomat ◆
- 11/40 Saesee Tiin, Jedi Master ★
- 12/40 Voolvif Mann ★

Separatists

- 13/40 Battle Droid Officer ●

Rebels

- 14/40 Anakin Skywalker, Force Spirit ★
- 15/40 General Solo ★
- 16/40 Lando Calrissian, Rebel Leader ★
- 17/40 Rebel Soldier ●
- 18/40 Red Hand Trooper ◆
- 19/40 Yoda, Force Spirit ★

Imperial

- 20/40 Arden Lyn ★
- 21/40 Darth Vader, Sith Apprentice ★

New Republic

- 22/40 Ganner Rhysode ★

Fringe

- 23/40 Blood Carver Assassin ●
- 24/40 Chiss Trooper ◆
- 25/40 Ewok Warrior ●
- 26/40 Gamorrean Bodyguard ●
- 27/40 Ghhhh ◆
- 28/40 Grievous, Kaleesh Warlord ★
- 29/40 Houjix ●
- 30/40 K'lor'slug ◆
- 31/40 Kaminoan Medic ◆
- 32/40 Kintan Strider ●
- 33/40 Mantellian Savrip ●
- 34/40 Molator ◆
- 35/40 Monnok ◆
- 36/40 Ng'ok ◆
- 37/40 Sullustan Scout ●
- 38/40 Toydarian Soldier ●

Yuuzhan Vong

- 39/40 Far-Outsider ●

Mandalorian

- 40/40 Taung Warrior ●

There are four levels of collectability:

●: Common; ◆: Uncommon;

★: Rare; ★: Very Rare

MASTERS OF THE FORCE™

RULES SHEET

"The Force is what gives a Jedi his power. It's an energy field created by all living things. It surrounds us and penetrates us. It binds the galaxy together."
—Obi-Wan Kenobi

The *Masters of the Force™* set features characters from across the *Star Wars®* saga, including popular Force-users from the feature films and the Expanded Universe. The set also includes an array of creatures featured in the Dejarik hologame played by Chewbacca and R2-D2 in Episode IV: *A New Hope*. The following new abilities add to those in *The Clone Wars™* Starter Set rulebook and those presented in the *Imperial Entanglements™*, *Jedi Academy™*, *Galaxy At War™*, and *The Dark Times™* sets.

Special Abilities and Force Powers

Cay's Legacy: If this character is defeated by a Unique enemy, that enemy must make a save of II; if the save fails, the enemy joins this character's squad until the end of the skirmish. It takes no further actions this turn, even if it can make additional attacks.

Clamp: An enemy hit by this character's attack takes +10 Damage and cannot voluntarily move this round. The enemy can avoid the damage and movement restriction with a save of II. If the attack was triggered by an attack of opportunity, the target stops in the space it currently occupies or in the nearest legal space if the current space is an illegal position. The target is still subject to abilities and Force powers that cause involuntary movement, such as Force Push.

Deathstrike: This character gets a +10 bonus to Damage against an enemy who is adjacent to this character's ally.

Defensive Plates: If this character does not move any distance on its turn, until the end of its next turn it gains **Damage Reduction** [#]. (When this character would take damage, reduce the damage dealt by [#]. Attacks by adjacent enemies with lightsabers, or with the Lightsaber Throw Force power, ignore this special ability. Resolve this ability only after all Bodyguard decisions have been made.)

Dejarik: A Dejarik character is any character that has the Dejarik special ability. It can benefit from special abilities and effects that help Dejarik characters.

Enraging Screech: Dejarik allies get a +4 bonus to Attack while within 6 squares of this character.

Immobilizing Rend: This special ability applies to some characters that can make more than one attack against an adjacent enemy. If two of the character's attacks hit the same enemy, that enemy cannot move this round.

Impulsive Twin Attack: If a Unique allied character is defeated, for the remainder of the skirmish this character gains **Twin Attack**. (This character makes a single extra attack whenever it makes an attack. This extra attack must be made against the same target as the original attack; if the original target was defeated by the first attack, this character cannot attack it again. Twin Attack even affects multiple attacks granted by special abilities and Force powers. However, the extra attack from Twin Attack does not stack with itself; that is, a character doesn't get another attack after making the extra attack from Twin Attack.)

Long Shot 20: This character gets a +4 bonus to Attack and a +20 bonus to Damage with its attacks as long as it has half its starting Hit Points or fewer.

Merciless 20: This character gets a +20 bonus to Damage on attacks against an enemy that has half its starting Hit Points or fewer.

Painful Screech: Instead of making its normal attack or attacks, this character deals 10 damage to all characters (enemies and allies alike) up to 3 squares away. Using this special ability is not an attack and does not require an attack roll.

Protective Aura: This ability confers **Avoid Defeat** on adjacent Dejarik allies. (If this character is defeated, it makes two saves, each needing a roll of II to succeed. If both saves are successful, the character is not defeated; instead, it remains in play with 10 Hit Points.)

Smuggler's Luck: If this character is adjacent to a Dejarik character (enemies and allies alike) at the start of a round, you can roll twice when making an initiative check and take either result. If you end up tied for initiative, both players reroll (you can use Smuggler's Luck again on the reroll). You can do this only once, regardless of the number of characters in your squad that grant you two initiative rolls (with special abilities such as Recon or Smuggler's Luck).

Strong-Willed: This character cannot be targeted by any enemy's use of the Jedi Mind Trick Force power.

Teräs Käsi Style: Whenever this character would take damage from a melee attack, reduce the damage dealt by 10. Resolve this ability only after all Bodyguard decisions have been made.

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AGE 12+

