

STAR WARS

MINIATURE



CHECKLIST

Old Republic

- 1/40 Jedi Watchman ●

Sith

- 2/40 Elite Sith Assassin ●

Republic

- 3/40 ARF Trooper ◆
- 4/40 A'Sharad Hett ☆
- 5/40 501st Legion Clone Commander ◆
- 6/40 501st Legion Clone Trooper ●
- 7/40 K'Kruhk, Jedi Master ☆
- 8/40 Merumeru ★

Separatists

- 9/40 EG-05 Jedi Hunter Droid ◆

Rebels

- 10/40 Chewbacca, Fearless Scout ☆
- 11/40 Dass Jennir ☆
- 12/40 Ferus Olin ☆
- 13/40 Jax Pavan ☆
- 14/40 Kota's Elite Militia ◆
- 15/40 Kota's Militia ●

Imperial

- 16/40 Emperor's Hand ◆
- 17/40 501st Legion Stormtrooper ●
- 18/40 Imperial Engineer ●

- 19/40 Imperial Inquisitor ◆
- 20/40 Imperial Sovereign Protector ◆
- 21/40 Kir Kanos ☆
- 22/40 Major Maximilian Veers ★

Fringe

- 23/40 Bomo Greenbark ☆
- 24/40 Bossk, Trandoshan Hunter ★
- 25/40 Boushh, Ubese Hunter ★
- 26/40 Dengar, Hired Killer ★
- 27/40 4-LDM, Droid Mercenary ★
- 28/40 Gungan Bounty Hunter ◆
- 29/40 Human Engineer ●
- 30/40 IG-88, Assassin Droid ★
- 31/40 Rodian Brute ●
- 32/40 Rodian Raider ●
- 33/40 Talz Chieftain ◆
- 34/40 Talz Warrior ●
- 35/40 Togorian Soldier ◆
- 36/40 Trandoshan Elite Mercenary ◆
- 37/40 Trianii Scout ◆
- 38/40 T'surr ●
- 39/40 Zuckuss, Bounty Hunter ★

Mandalorian

- 40/40 Mandalorian Jedi Hunter ●

There are four levels of collectability:

- : Common; ◆: Uncommon;
- ★: Rare; ☆: Very Rare

THE DARK TIMES™

RULES SHEET

"For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the dark times . . . before the Empire."
—Obi-Wan Kenobi

The *Dark Times*™ set focuses on characters in the era between Episode III: *Revenge of the Sith*™ and Episode IV: *A New Hope*, when the Empire rose to power. The following new abilities add to those in *The Clone Wars*™ Starter Set rulebook and those presented in the *Imperial Entanglements*™, *Jedi Academy*™, and *Galaxy At War*™ sets; they will be updated in future rules releases.

Special Abilities and Force Powers

Artillerist: This character gets a +4 bonus to Attack against enemies with Flight.

Blast Cannon: This character uses a blast cannon instead of a blaster when attacking enemies within 6 squares of it. Such attacks get a +10 bonus to Damage.

Bravado: This character challenges worthy opponents. It gets a +4 bonus to Attack and a +20 bonus to Damage against an adjacent enemy who has a higher point cost than it. It gets no bonus against an enemy with the same point cost or lower. Abilities that modify a character's cost (such as Rapport) are ignored when checking whether this ability is in effect.

Breath Mask: This character is not affected by abilities or Force powers whose name contains Poison or Poisoned.

Crack Gunner +[#]: When this character combines fire with adjacent allies with Mounted Weapon, it grants a +[#] bonus to Damage on that attack. Enemies cannot use abilities such as Evade or Lightsaber Deflect to avoid that damage. Damage Reduction has no effect, and abilities such as Draw Fire or Bodyguard cannot change the target of the attack or redirect its damage.

Likewise, abilities that reflect damage back to the attacker have no effect against that attack. Crack Gunner does not affect damage from effects that are not attacks, such as Force Lightning.

Dark Temptation: (Force; 1 Force point) A character using this Force power gets a +4 bonus to attack and a +20 bonus to Damage on all its attacks until the end of this character's turn. At the end of that turn, this character must make a save of 11 or higher. If it fails the save, it joins the opponent's squad until the end of the skirmish. It takes no further actions this turn.

Dark Temptation works even when the character is making an attack of opportunity or other attack outside of this character's turn; in that situation, the effect ends and the save is made at the end of the turn the power is used.

Dispassionate Killer: (Force; 1 Force point) A character using this Force power gets a +4 bonus to Attack and a +20 bonus to Damage on all its attacks until the end of this character's turn. At the end of that turn, this character must make a save of 11 or higher. If it fails the save, it is immediately defeated. Dispassionate Killer works even when the character is making an attack of opportunity or other attack outside of this character's turn; in that situation, the effect ends and the save is made at the end of the turn the power is used.

Final Shot: On its turn, if this character doesn't move any distance, it gets a +30 bonus to Damage against enemies with 50 or fewer Hit Points remaining. Since this special ability works only on the character's turn, it doesn't help with attacks of opportunity.

Impulsive Advance: This character can immediately move 3 squares each time a Unique allied character is defeated.

Impulsive Reprisal: If a Unique allied character is defeated, for the remainder of the skirmish this character gets a +4 bonus to attack and a +10 bonus to Damage on all its attacks.

Independent Outfit: This character counts as a Fringe character for the purpose of commander effects.

Indiscriminate Rage: (Force; 1 Force point) A character using this Force power gets a +2 bonus to attack and a +10 bonus to Damage on all its attacks until the end of this character's turn. At the end of that turn, this character must make a save of 11 or higher. If it fails the save, it gains the Savage special ability until the end of the skirmish (see that entry).

Indiscriminate Rage works even when the character is making an attack of opportunity or other attack outside of this character's turn; in that situation, the effect ends and the save is made at the end of the turn the power is used.

Jedi Bodyguard: This ability acts like Bodyguard, except that this character can take only damage that would be dealt to adjacent allies with a Force rating.

Palpatine's Bodyguard: This ability acts like Bodyguard, except that this character can take only damage that would be dealt to an adjacent ally whose name contains Emperor Palpatine.

Pulse Cannon [#]: Instead of making its normal attack or attacks, this character can target an enemy within line of sight. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take [#] damage. Each character can avoid most of the damage with a save of 11: For each successful save, reduce the damage dealt to only 10. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Pulse Cannon.

Snare Rifle: A character hit by this character's attacks cannot voluntarily move until the end of the round. If this special ability was triggered by an attack of opportunity, the target stops in the space it currently occupies or in the closest 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.

Steal Force: Instead of making its normal attack or attacks, this character chooses an adjacent target with a Force rating. The target loses 1 Force point and this character gains 1 Force point; this can bring the character's Force point total above its starting number. The target must have at least 1 Force point remaining.

stun/stunned: This term is used in definitions as shorthand for an effect that causes a character to behave as having been activated this round. In effect, that character skips its turn.

Stun Gas: Instead of making its normal attack or attacks, this character can temporarily stun all adjacent living characters (enemies and allies alike). Each affected character is stunned (see that entry) and cannot make attacks of opportunity this turn. It can avoid this effect with a save of 11. This special ability has no effect on Huge and larger characters.

Stun Mortar: Instead of making its normal attack or attacks, this character can target a living enemy within line of sight. This follows all the usual rules for choosing a target. The target and all living characters adjacent to it (enemies and allies alike) are stunned (see that entry). Each potentially affected character can avoid this effect with a save of 11. This special ability has no effect on Huge and larger characters.

Turn to the Dark Side: Instead of making its normal attack or attacks, this character can target an enemy with a Force rating up to 6 squares away. This follows all the usual rules for choosing a target. The target takes 20 damage, but can choose to take no damage. If the target chooses not to take the damage, it must instead make a save of 11; if the save fails, the target joins this character's squad until the end of the skirmish. Using this special ability is not an attack and does not require an attack roll.

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STAR WARS

MINIATURES

AGE 12+

