



BOUNTY HUNTERS

ACTIVATION

4+

EXPERTISE

4+

ARMOR

5+

MOVEMENT

6" 12"



From different corners of the galaxy, from all different species, genders, and walks of life, the fearsome Bounty Hunters would heed the call to seek out, capture or destroy various targets, but only for the right price. Usually only used by the Empire or crime lords to perform their nefarious deeds, they were notorious for their brutal methods and unscrupulous morals.

ARMAMENTS:

Blaster Rifle or Pistol — 24" RANGE 2FP

Melee specialist — 2 dice in hand-to-hand

*Hostage crisis — *Special (Hand-to-hand)* (-1 to Expertise roll against heroes), remove figures from table next turn, replace figures to their game starting positions (after turn).



IMPERIAL DEWBACK CAVALRY

ACTIVATION

3+

EXPERTISE

4+

ARMOR

5+

MOVEMENT

9"



Native to the planet of Tatooine, Dewbacks were large omnivorous reptiles which could be domesticated and trained to perform a variety of roles in the hot desert. Used mainly by indigenous farmers and nomads, they were also cultivated by the Empire as a reliable transport mechanism, due to their moderate speed, high encumbrance, and very low maintenance,

ARMAMENTS:

Blaster Rifle or Pistol — 24" RANGE 2FP

Miscellaneous grenades and crew-served weapons



REPUBLIC X-34 LANDSPEEDER

ACTIVATION

3+

EXPERTISE

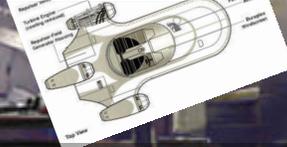
4+

ARMOR

5+

MOVEMENT

18"



Landspeeders came in a wide variety of shapes and sizes, and were utilized by civilians across the galaxy as a multifunctional transport vehicle. Simple to operate and relatively fast; they also required minimal maintenance, and were powered by a variety of mechanisms. Used as general transport vehicles, they could ferry cargo or people from place to place with ease. They had a wide operational range, with many redundant systems, but were limited to very low altitude (ground) flight.

ARMAMENTS:

None

Crew 1, Passengers: 1



REPUBLIC SUPPORT DROIDS

ACTIVATION

4+

EXPERTISE

4+

ARMOR

6+

MOVEMENT

8"



Support Droids littered the industrial landscape, and came in a wide range of functions, everything from general laborer, astromech, utility, load lifters, protocol droids, and medical support. They could be programmed to perform a variety of functions, and many had artificial intelligence that enabled them to perform functions autonomously if needed.

| TYPE | Function / Notes |
|-----------|---|
| Medical | Revive wounded/suppressed, EXP. -1 chance. Else remove soldier. Must be attached to a platoon or unit. |
| Lifter | +1 to armor, 2FP in hand to hand, can only activate if reprogrammed by a Protocol or Astromech droid. |
| Protocol | Negotiations: can interface with neutrals and get them to support your efforts. -1 to EXP chance, remove droid from play if roll fails. |
| Astromech | Can interface with droids to reprogram them. Can shut down (or activate base defenses [must be within 1"]) -1 EXP chance, remove droid from play if roll fails. |



BOBA FETT (HERO)

ACTIVATION

3+

EXPERTISE

3+

ARMOR

3+

MOVEMENT

6" 12"



Hero, criminal, outlaw — Bounty Hunter. Feared and respected throughout the galaxy as one of the premiere Hunters, Boba Fett made a name for himself as a top notch mercenary. He only worked for the right price, and he rarely failed at tracking, capturing or neutralizing his target.

ARMAMENTS:

EE3 Carbine Rifle — 24" RANGE 3FP

Melee specialist — 3 dice in hand-to-hand

**Hostage crisis — Special (Hand-to-hand only) (-1 to Expertise roll against heroes), remove both figures next turn, replace figures to their game starting positions (after turn).*

**Jump jets — no terrain penalties.*

**Man on a Mission: — immune to Jedi telekinetic abilities.*



IMPERIAL AT-PT WALKER

ACTIVATION

3+

EXPERTISE

4+

ARMOR

5+

MOVEMENT

16"



The All Terrain Personal Transport was a lightly armed and armored ground support weapon. Its lighter armor and lower center of gravity gave it advantages over its AT-ST cousin, and made it reliable even in denser terrains. Smaller and faster than its AT-ST cousin, it provided excellent anti-infantry support.

ARMAMENTS:

2x Medium Blaster Cannons — 32" RANGE 2FP

Crew 1 (max), Passengers: 1



R2-D2 (HERO)

ACTIVATION

4+

EXPERTISE

4+

ARMOR

5+

MOVEMENT

8"



R2-D2, the steady little astromech droid that passed down through generations of the Skywalker family always came through when times seemed the most bleak. Dependable, and filled to the brim with a binary attitude, he was always handy to have around.

ARMAMENTS:

Tazer — 3" RANGE, Suppresses 1 enemy.

Bleep! — 1" RANGE, can reprogram other machines to do his bidding. No penalty, only once per activation.

Interface this! — special, if attached to a hero figure can add another chance to activate if activation roll failed.



C-3PO (HERO)

ACTIVATION

4+

EXPERTISE

4+

ARMOR

5+

MOVEMENT

8"



C-3PO was a premiere protocol droid built initially by Anakin Skywalker to help his mother negotiate with alien species. C-3PO would unwittingly become a hero in battle after battle, proving his worth as not only an amazing interpreter, but having the uncanny ability to soothe relations with even the most hostile species or droids.

ARMAMENTS:

None

How Rude! — 1" RANGE, can reprogram other machines to do his bidding. No penalty, only once per activation.

Lost In Translation — special, can attempt to negotiate with neutral species or droids to gain their favor towards your campaign. No penalty.

TROOP CART (SUPPORT CRAFT)

ACTIVATION
4+

EXPERTISE
4+

ARMOR
5+

MOVEMENT
12"

The troop cart was an all-purpose general support platform that was utilized to ferry cargo and passengers from place to place. They came in varying shapes and sizes, and were another form of repulsorlift style transport craft. This particular version carried up-to 10 troopers and was lightly armed and armored.

ARMAMENTS:
Blaster Cannon — 24" RANGE 2FP
Crew: 1, Passengers: 9

JAWAS (INDIGENOUS NEUTRALS)

ACTIVATION
5+

EXPERTISE
5+

ARMOR
6+

MOVEMENT
6"

Native to the planet of Tatooine, Jawas were a neutral species of nomadic dune wanderers. They lived in tribal communities and organized themselves into clans and made a living from bartering. Highly technical, they would use their mechanical expertise to easily fix or repair almost any kind of weapon, droid or vehicle and trade them for food and other goods.

ARMAMENTS:
Blaster-styled weapons — 24" RANGE 1FP
**Mechanical — able to capture and repair damaged vehicles +1 to Expertise roll - one chance only.*
**Droid masters—able to capture, subdue or reprogram droids. +1 to Expertise roll against all droids, can program them for support.*

SANDCRAWLER (JAWAS)

ACTIVATION
4+

EXPERTISE
5+

ARMOR
3+

MOVEMENT
3"

Sandcrawlers were massive mobile mining facilities left on Tatooine by various corporations that, at one time, were competing for ores. As the ores ran low, and the mining became unsafe due to constant hostile raids, many of these companies simply left the planet, leaving these mobile hulks behind. Jawas naturally settled into the abandoned hulks, converting them into mobile homes, the perfect protection against the harsh desert.

ARMAMENT:
None
Crew: 3, Passengers: 40, Droids: 20+

EWOKS (INDIGENOUS NEUTRALS)

ACTIVATION
5+

EXPERTISE
5+

ARMOR
6+

MOVEMENT
6"

Ewoks were small furry omnivorous creatures, native to the Forest Moon of Endor. They inhabited the woods and lived off the land. Intelligent, but non-space faring, they shied away from technology, preferring to exist in a simpler non-technological culture. Naturally reclusive, they lived very spiritual lives, making them highly suspicious and cautious of all alien races.

ARMAMENT:
Crude bows, slings — 8" RANGE, 1FP
Spears (hand-to-hand) — 1FP
Ee chee wama! — reroll failed armor saves while on Endor.



WAMPAS (INDIGENOUS NEUTRALS)

ACTIVATION
4+

EXPERTISE
4+

ARMOR
5+

MOVEMENT
12"



Native to the planet Hoth, Wampas were large carnivorous reptomammals which roamed the cold icy landscape, preying mostly on Tauntauns for food. Covered in white fur, they inhabited caves for survival and were solitary hunters. Though very rare, some Wampas could be found off-world, sold into slavery to fight in criminal tournaments and arenas. Droids emit frequencies shown to drive Wampas insane with rage. Few encountered a full grown Wampa in the wild and lived to talk about it.

ARMAMENTS:

Claws/Teeth/Feral Rage — (hand-to-hand), 3FP
*Natural Endurance — +1 to Armor while on Hoth.



TAUNTAUNS (INDIGENOUS NEUTRALS)

ACTIVATION
4+

EXPERTISE
4+

ARMOR
5+

MOVEMENT
12"



Tauntauns, were large omnivorous bipedal reptomammals native to the planet Hoth. They roamed in medium to large herds and fed off smaller flora and fauna found in the Hoth tundra. Easy to domesticate, they made reliable mounts. Their skin excreted a waxy substance that protected them from the elements that was known for its sharp pungent smell. Like other Hoth creatures, Tauntauns avoided droids due to a high-pitch frequency that would irritate them. Their clawed hooves were very powerful, and though generally harmless, scared Tauntauns were known to kick through solid steel if cornered.

ARMAMENTS:

Strong Kick/Sharp Horns/Tail Swipe — (hand-to-hand), 3FP
*Natural Endurance — +1 to Armor while on Hoth.



BANTHAS (INDIGENOUS NEUTRALS)

ACTIVATION
4+

EXPERTISE
5+

ARMOR
5+

MOVEMENT
12"



Banthas were large herbivore beasts used throughout the galaxy as beasts of Burden. Though found throughout the galaxy, many argue that they originated from Tatooine due to the large variety of the species present there. Their hides and meat were sought after for its value, used for food and clothing. They were the preferred mounts of Tusken Raiders, chosen for their loyalty, ease of domestication, and their great endurance as mounts in the hot deserts of Tatooine. Though generally docile creatures, some feral Banthas were bred for war mounts for their ferocity.

ARMAMENT:

Horns/Hooves — (hand-to-hand), 2FP



RANCORS (INDIGENOUS NEUTRALS)

ACTIVATION
4+

EXPERTISE
4+

ARMOR
3+

MOVEMENT
12"



Rancors, native to the planet of Dathomir, are massive, ferocious, carnivorous beasts used by the local witches as mounts and fighting companions. Though very rarely domesticated elsewhere, they are often hunted and captured by crime-lords and used as guards or entertainment. Emperor Palpatine was known to use them in some cases to protect his most guarded secrets. It is little known by many that they are semi-sentient creatures which show the ability to communicate, use tools, and organize themselves into communities.

ARMAMENT:

Claws/Stomp/Bite/Feral Rage — (hand-to-hand), 4FP
Chomp! — can attempt once a turn to grab a figure and swallow it whole. (-2 to Expertise chance against a Hero figure)



REBEL TROOPERS (TENDOR)

ACTIVATION

5+

EXPERTISE

5+

ARMOR

6+

MOVEMENT

6" 12"



A volunteer force made up of a variety of human, humanoid and alien troops that support the remnants of the former peaceful Galactic Republic, lead by the Galactic Alliance under Princess Leia Organa and a host of other various civilizations and cultures that detest the New Galactic Empire, under the evil rule of Lord Vader and Emperor Palpatine.

ARMAMENT:

Standard blaster rifle or pistol—24" RANGE 1FP (2FP in 12")
Miscellaneous grenades and crew-served weapons



REBEL TROOPERS (FLEET)

ACTIVATION

5+

EXPERTISE

5+

ARMOR

6+

MOVEMENT

6" 12"



The shipboard counterpart of the rebel ground forces, Fleet Troopers were essentially a ship-to-ship marine force that protected ships from hostile boarding parties. They performed a variety of security details on-board republic vessels. They were trained in hand-to-hand combat techniques, close-quarters combat, and small-arms weapons.

ARMAMENT:

Standard blaster rifle or pistol—24" RANGE 1FP (2FP in 12")
Miscellaneous grenades and crew-served weapons



REBEL PILOTS

ACTIVATION

4+

EXPERTISE

4+

ARMOR

6+

MOVEMENT

6" 12"



Recruited across the galaxy, rebel pilots are the brave few that train long and hard to fight for the causes of the alliance. Though rare, there are times when they might have to abandon ship, or crash land on some planet somewhere, and are therefore trained to endure survival in these situations.

ARMAMENT:

Standard blaster pistol—24" RANGE 1FP (2FP in 12")



REBEL OFFICERS (FLEET)

ACTIVATION

3+

EXPERTISE

4+

ARMOR

6+

MOVEMENT

6" 12"



Rebel Officers came from across the galaxy to fight for the Alliance and to end the evil Sith rule of Emperor Palpatine and Lord Vader. Many of these officers voluntarily transferred from the ranks of the Old Republic, and helped to organize and lead the Rebel Alliance after Emperor Palpatine disbanded the senate and tore down the Old Republic. Though lightly armed, many were well trained soldiers prior to becoming officers, and were well equipped to protect themselves if the need called for it.

ARMAMENT:

Standard blaster rifle or pistol—24" RANGE 1FP (2FP in 12")



IMPERIAL STORMTROOPERS

ACTIVATION
4+

EXPERTISE
4+

ARMOR
5+

MOVEMENT
6"/12"



The staple veteran force of the Galactic Empire, commanded by Major General Maximilian Veers and Lord Darth Vader. Highly trained, fearless, and loyal to Emperor Palpatine, the Imperial Stormtrooper regiments were the dauntless enforcement arm of the Galactic Empire.

ARMAMENT:

Standard Blaster Rifle — 24" RANGE 1FP (2FP in 12")
Miscellaneous small arms or crew served weapons



IMPERIAL NAVY TROOPERS

ACTIVATION
4+

EXPERTISE
5+

ARMOR
6+

MOVEMENT
6"/12"



Naval troops provided the overall backbone of support for every Imperial ship, performing a wide range of duties, everything from general administrative assistance to ship security. Though lightly armored compared to Stormtroopers, they were still very well trained in both hand-to-hand and combat arms.

ARMAMENT:

Standard blaster rifle or pistol—24" RANGE 1FP (2FP in 12")



IMPERIAL SCOUT TROOPER

ACTIVATION
3+

EXPERTISE
4+

ARMOR
5+

MOVEMENT
6" 12"



Fast, efficient and deadly. The Imperial Scout Trooper ranks made up the bulk of the Imperial Reconnaissance Corps. They were usually observed riding 74-Z Speederbikes. Scout Troopers were well equipped to deal with both close range and long range warfare, but were most effective at recon.

ARMAMENTS:

Standard blaster (Scout) — 24" RANGE 1FP (2FP in 12")
Miscellaneous small arms or crew served weapons
*Sniper Rifle — 32" RANGE 2FP (dismounted only)



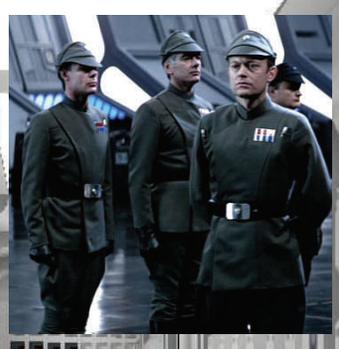
IMPERIAL OFFICER CORE

ACTIVATION
3+

EXPERTISE
4+

ARMOR
6+

MOVEMENT
6"/12"



Highly trained in various schools of fleet tactics, leadership, and combat, the Imperial Officer Core made up the administrative backbone of the Imperial Forces. Many officers strove to serve directly for Lord Vader as the rewards were great, and an officer could earn quick promotion through the ranks. But service under Lord Vader came at a high price, as he did not tolerate failure.

ARMAMENT:

Standard blaster rifle or pistol—24" RANGE 1FP (2FP in 12")