

## Princess Leia Organa

	<b>100</b>	<b>Life 4</b>
Human	<b>Move 5</b>	
Unique Hero	<b>Range 6</b>	
Leader	<b>Attack 3</b>	
Persuasive	<b>Defense 3</b>	
<b>Rebel Alliance</b>	<b>Medium 5</b>	

### FORCE INTUITION

Princess Leia Organa may re-roll any dice that show blanks when defending or attacking. Force Intuition may only be used to re-roll dice once per attack or defense.

### REBEL LEADERSHIP


All friendly squad figures who follow the Rebel Alliance and begin their turn within 4 clear sight spaces of one or more figures with the Rebel Leadership Special Power add 1 to their Move number for that turn. All friendly squad figures that follow the Rebel Alliance and are within 4 clear sight spaces of one or more figures with the Rebel Leadership Special Power add 1 die to their attack.

### FIRE FROM COVER

If Princess Leia Organa is unengaged and is adjacent to any terrain, obstacle, or destructible object whose height is three or more levels higher than Princess Leia's base, add 1 die to her Attack and Defense.



## Luke Skywalker

	<b>90</b>	<b>Life 4</b>
Human	<b>Move 5</b>	
Unique Hero	<b>Range 7</b>	
Adventurer	<b>Attack 3</b>	
Reckless	<b>Defense 3</b>	
<b>Rebel Alliance</b>	<b>Medium 5</b>	

### FORCE INTUITION

Luke Skywalker may re-roll any dice that show blanks when defending or attacking. Force Intuition may only be used to re-roll dice once per attack or defense.

### DARING ESCAPE


Instead of moving normally, Luke Skywalker may use his Daring Escape. Choose an adjacent, friendly, small or medium Hero and move both Luke and the chosen figure up to 3 spaces each. Both Luke and the chosen figure must end their movement unengaged and adjacent to each other. In addition, both Luke and the chosen figure may not end their move on a space that either figure occupied before moving. Figures moved by Daring Escape do not take any leaving engagement attacks.

### I'M HERE TO RESCUE YOU

Whenever Luke Skywalker or an adjacent, friendly, small or medium Hero is attacked by an opponent's non-adjacent figure and at least 1 skull is rolled, if it is possible for Luke to use Daring Escape, you may roll the 20-sided die. If you roll 1-8, roll defense dice normally. If you roll 9 or higher, you must immediately move the defending figure using Daring Escape and neither Luke nor the chosen figure receive any damage.



## Han Solo

	<b>120</b>	<b>Life 5</b>
Human	<b>Move 5</b>	
Unique Hero	<b>Range 7</b>	
Smuggler	<b>Attack 4</b>	
Daring	<b>Defense 4</b>	
<b>Rebel Alliance</b>	<b>Medium 5</b>	

### NEVER TELL ME THE ODDS

#### SPECIAL ATTACK

Range 5. Attack 2.

When taking a turn with Han Solo, during his normal move, Han may use his Never Tell Me the Odds Special Attack. Each time Han enters a new space, he may attack once as long as he is on a space where he could end his movement. When using his Never Tell Me the Odds Special Attack, Han may attack up to 5 times, may not attack the same figure more than once, and does not take any leaving engagement attacks.

### SHOOT FIRST

The first time each turn that Han Solo rolls defense dice against a normal attack from a non-adjacent figure, add 1 automatic shield to whatever is rolled and any excess shields count as unblockable hits on the attacking figure.

## Chewbacca

	<b>120</b>	<b>Life 6</b>
Wookiee	<b>Move 5</b>	
Unique Hero	<b>Range 1</b>	
Smuggler	<b>Attack 5</b>	
Loyal	<b>Defense 3</b>	
<b>Rebel Alliance</b>	<b>Medium 6</b>	

### CHEWIE'S LIFE DEBT

At the start of the game, you may choose a Unique Hero you control. After taking a turn with the chosen figure, you may move Chewbacca up to 6 spaces as long as Chewbacca ends his movement adjacent to that figure. If the chosen figure would receive enough wounds to be destroyed and Chewbacca is adjacent to that figure, you must destroy Chewbacca instead. If the chosen figure is Han Solo, you may add 1 die to Han Solo's defense as long as he is adjacent to Chewbacca, and you may add 1 to Han Solo's Move number as long as he begins his turn adjacent to Chewbacca.

### WOOKIEE RAGE


If Chewbacca attacks an adjacent squad figure with a normal attack and fails to destroy it, he may attack one additional time. Chewbacca may not use Wookiee Rage to attack more than twice in a single turn.

### BOWCASTER SPECIAL ATTACK

Range 7. Attack 5.

Chewbacca may not use his Bowcaster Special Attack if he moved this turn.

## Obi-Wan Kenobi

	<b>150</b>	<b>Life 4</b>
Human	<b>Move 5</b>	
Unique Hero	<b>Range 1</b>	
Jedi Master	<b>Attack 4</b>	
Serene	<b>Defense 5</b>	
<b>Rebel Alliance</b>	<b>Medium 5</b>	

### JEDI MENTOR

At the start of the game, choose a Unique Hero you control who is a Padawan or who has the Force Sensitive Symbol on its Army Card to be Obi-Wan Kenobi's Apprentice. After revealing an Order Marker on this card and taking a turn with Obi-Wan, you may take a turn with Obi-Wan's Apprentice. While Obi-Wan's Apprentice is adjacent to Obi-Wan, add 1 die to the defense of Obi-Wan's Apprentice.

### JEDI MIND TRICK 14

If an opponent reveals an Order Marker on the Army Card of a Common Squad or a figure with the Weak Minded Special Power and at least one figure from that Card is within 2 clear sight spaces of Obi-Wan Kenobi, roll the 20-sided die. If you roll a 14 or higher, that player's turn immediately ends. Droids are not affected by Jedi Mind Trick 14.

### OBJI-WAN'S SPIRIT

When Obi-Wan Kenobi is destroyed, place this figure on the Army Card of Obi-Wan's Apprentice. If Obi-Wan's Apprentice would receive one or more wounds from an attack, you may instead remove Obi-Wan's figure from the Apprentice's Army Card and ignore all wounds that would be received from the attack.



## R2-D2

	<b>30</b>	<b>Life 4</b>
Droid	<b>Move 4</b>	
Unique Hero	<b>Range 1</b>	
Astromech	<b>Attack 1</b>	
Brave	<b>Defense 3</b>	
<b>Rebel Alliance</b>	<b>Small 3</b>	

### ASTROMECH INTERNAL SYSTEMS

After moving and instead of attacking, R2-D2 may do one of the following:

- Shock a figure. To shock, choose an opponent's adjacent, small or medium figure and roll the 20-sided die. Add 3 to your roll if the chosen figure is a Droid. If you roll a 15 or higher, move the chosen figure 1 space, if possible. A figure moved by Astromech Internal Systems never takes any leaving engagement attacks. If the chosen figure is a Droid, it receives one wound.
- Repair a figure. To repair, choose an adjacent Droid and roll the 20-sided die. If you roll a 15 or higher, remove up to two wound markers from the chosen figure's Army Card.


### RESOURCEFUL

All friendly figures within 6 clear sight spaces of R2-D2 may add 1 to any 20-sided die roll. When an opponent targets a friendly figure within 6 clear sight spaces of R2-D2 with a special power that requires the roll of the 20-sided die, you may subtract 1 from that roll.

### SECRET MISSION

At the end of each round, if there are no revealed Order Markers on this card, you may move R2-D2 up to 4 spaces.

## C-3PO

	<b>10</b>	<b>Life 3</b>
Droid	<b>Move 4</b>	
Unique Hero	<b>Range 1</b>	
Protocol	<b>Attack 0</b>	
Precise	<b>Defense 1</b>	
<b>Rebel Alliance</b>	<b>Medium 5</b>	

### SIX MILLION FORMS OF COMMUNICATION

Add 2 to your initiative roll for each species in your army, up to a maximum of +10 for Six Million Forms of Communication.

### WE'RE DOOMED!

If C3PO is the only Hero in your army, C3PO cannot use his Six Million Forms of Communication Special Power and you must subtract 10 from your initiative roll.

### INSIGNIFICANT

When C-3PO or a friendly, small Droid Hero adjacent to C-3PO is targeted for a normal attack from a non-adjacent opponent, you may roll the 20-sided die. If you roll a 6 or higher, C-3PO and all friendly, small Droid Heroes adjacent to C-3PO no longer have any visible hit zones for the duration of the attacking figure's turn.

### WAIT, WHERE ARE YOU GOING?!

Anytime you move R2-D2, you may move C-3PO up to 4 spaces.


## Rebel Troopers

	<b>55</b>	<b>Life 1</b>
Human	<b>Move 5</b>	
Common Squad	<b>Range 6</b>	
Soldiers	<b>Attack 2</b>	
Disciplined	<b>Defense 2</b>	
<b>Rebel Alliance</b>	<b>Medium 5</b>	

### HOLD STEADY

Begin the game with a Hold Steady Marker on this card. Whenever a Rebel Trooper you control moves, if the Hold Steady Marker is on this card, remove it. If no Rebel Troopers you control move during your turn, you may place the Hold Steady Marker on this card. While the Hold Steady Marker is on this card, add 1 die to the defense of all Rebel Troopers you control.

## Darth Vader

	<b>220</b>	<b>Life 6</b>
Cyborg	<b>Move 5</b>	
Unique Hero	<b>Range 1</b>	
Sith Lord	<b>Attack 6</b>	
Imposing	<b>Defense 6</b>	
<b>Galactic Empire</b>	<b>Medium 5</b>	

### FORCE CHOKE

After moving and before attacking with Darth Vader, you may choose a figure within 4 clear sight spaces of Darth Vader. If Darth Vader is engaged, you may only choose an adjacent figure to Force Choke. Roll 1 attack die. If you roll a skull and the chosen figure does not have the Force Leap or Force Push special power, you may roll 1 additional attack die. Continue rolling attack dice in this manner until you fail to roll a skull. The chosen figure receives 1 wound for each skull rolled. Force Choke does not affect Droids, Undead, or destructible objects. Darth Vader may not use Force Choke and Force Push on the same turn.

### INTIMIDATING PRESENCE

All opponents' Common Squad figures within 6 clear sight spaces of Darth Vader roll 1 less defense die.

### YOU HAVE FAILED ME FOR THE LAST TIME

If Darth Vader is not engaged and a Unique Hero you control within 4 clear sight spaces of Darth Vader attacks with a normal attack but does not roll any skulls, you must immediately use Darth Vader's Force Choke Special Power on that figure.



## Stormtroopers



<b>80</b>	<i>Life 1</i>
Human	<i>Move 5</i>
Common Squad	<i>Range 6</i>
Soldiers	<i>Attack 1</i>
Precise	<i>Defense 3</i>
<b>Galactic Empire</b>	<b>Medium 5</b>

### IMPERIAL MARKSMANSHIP

When a Stormtrooper attacks a Squad figure, all skulls rolled count for one additional hit.

## Death Star Troopers



<b>60</b>	<i>Life 1</i>
Human	<i>Move 5</i>
Common Squad	<i>Range 6</i>
Soldiers	<i>Attack 1</i>
Precise	<i>Defense 2</i>
<b>Galactic Empire</b>	<b>Medium 5</b>

### IMPERIAL MARKSMANSHIP

When a Death Star Trooper attacks a Squad figure, all skulls rolled count for one additional hit.

### IMPERIAL NAVY TRAINING

When attacking with a Death Star Trooper, if he is on an Asphalt, Concrete or Road space, each blank rolled counts for one additional hit.

## Imperial Officer



<b>85</b>	<i>Life 3</i>
Human	<i>Move 5</i>
Uncommon Hero	<i>Range 6</i>
Officer	<i>Attack 2</i>
Inspiring	<i>Defense 2</i>
<b>Galactic Empire</b>	<b>Medium 5</b>

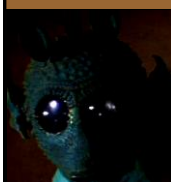
### IMPERIAL COMMAND

All common figures you control with a Range number of 4 or more who follow the Galactic Empire and are within 4 clear sight spaces of at least one Imperial Officer you control add 1 to their Range Number.

### WE'RE SENDING A SQUAD UP

After revealing a '1' Order Marker on this card and instead of taking a turn with this Imperial Officer, you may also reveal an 'X' Order Marker on this card. You may then place one full Squad of your own previously destroyed Common Squad figures who follow the Galactic Empire on this Army Card. If an opponent takes permanent control of this Army Card, remove any Squad figures from this card. At the end of the round, place any Squad figures on this card onto any empty spaces in your start zone, if possible, even if this Imperial Officer is destroyed.

## Greedo



<b>30</b>	<i>Life 4</i>
Rodian	<i>Move 5</i>
Unique Hero	<i>Range 6</i>
Bounty Hunter	<i>Attack 3</i>
Overconfident	<i>Defense 3</i>
<b>Independent</b>	<b>Medium 5</b>

### BOUNTY

At the start of the game, choose a Unique Hero to be Greedo's Bounty. When Greedo attacks his Bounty with a normal attack, add 1 die to his attack. If Greedo would cause enough wounds to destroy his Bounty, you may instead place that figure on this Army Card. While Greedo's Bounty is on this Army Card, all special powers on that figure's Army Card are negated and you must subtract 1 from Greedo's Move and add 1 die to Greedo's Defense. If Greedo is destroyed while his Bounty is on this Army Card, destroy his chosen Bounty.

### INCOMPETENCE

If Greedo attacks his chosen Bounty but does not inflict any wounds, Greedo receives one wound.

## Jawas



<b>35</b>	<i>Life 1</i>
Jawa	<i>Move 4</i>
Common Squad	<i>Range 4</i>
Scavengers	<i>Attack 1</i>
Timid	<i>Defense 1</i>
<b>Independent</b>	<b>Small 3</b>

### ION BLASTER

When a Jawa attacks a Droid figure, add 2 dice to its attack.

### RESTRAINING BOLT

If a Jawa you control inflicts enough wounds to destroy an opponent's Unique Droid Hero and at least one Jawa you control is adjacent to that Droid Hero, instead of placing wound markers on that Droid Hero's Army Card, immediately remove any Order Markers that are on that Hero's card and take control of that Droid Hero and its Army Card for the remainder of the game.

### UTINI!

Before a Jawa you control rolls defense dice against a normal attack from an opponent's figure, you may move any 2 Jawas you control, that are within 5 spaces of the defending figure, up to 3 spaces each.

### SCALE 2

When moving up or down levels of terrain, Jawas may add 2 to their height.

## Tusken Raiders



<b>50</b>	<i>Life 1</i>
Tusken	<i>Move 5</i>
Common Squad	<i>Range 1</i>
Warriors	<i>Attack 3</i>
Relentless	<i>Defense 3</i>
<b>Independent</b>	<b>Medium 5</b>

### DESERT AMBUSH

After revealing an Order Marker on this card, and before taking a turn with Tusken Raiders, you may roll the 20-sided die. If you roll a 15 or higher, you may place one of your previously destroyed Tusken Raider figures on any empty sand space. You must place this Tusken Raider adjacent to at least one opponent's figure. After placing this Tusken Raider, choose an adjacent opponent's figure and roll 1 attack die. If you roll a skull, the chosen figure receives one wound.

### CLAN ATTACK

Before moving the Tusken Raiders, you must roll the 20-sided die.

- If you roll a 1-4, your turn immediately ends.
- If you roll a 5-10, you may move and attack with up to 3 Tusken Raiders that you control.
- If you roll a 11-16, you may move and attack with up to 6 Tusken Raiders that you control.
- If you roll a 17-20, you may move and attack with up to 9 Tusken Raiders that you control.



### GLYPH OF MOISTURE VAPORATOR (Healing)

**Permanent Glyph:** At the end of each round remove one wound marker from the card of any non-Droid figure on the Moisture Vaporator Glyph. This glyph must be placed symbol-side up in any scenario you may create.

### FORCE PUSH

Once per turn, before or after moving or attacking, you may choose a small or medium object or opponent's figure within 2 clear sight spaces to Force Push. Choose up to 2 empty, same-level or lower spaces in a straight line from the chosen object or figure and move that object or figure onto either of the chosen spaces. Figures affected by Force Push may not be moved closer to this figure. Figures moved by Force Push never take any leaving engagement attacks but will receive any falling damage that may apply. Figures with a Force Leap or Force Push symbol may not be moved onto a molten lava space.

### FORCE LEAP

Instead of a normal move, this figure may Force Leap. Force Leap has a move of 3. When counting spaces for Force Leap, ignore elevations. This figure may Force Leap over water without stopping. Force Leap over figures without becoming engaged, and Force Leap over obstacles such as ruins. This figure may not Force Leap more than 25 levels up or down in a single Force Leap. If this figure is engaged when it starts to Force Leap, it will take any leaving engagement attacks. Figures with the Force Leap symbol are not affected by Falling or Major Falling but are affected by Extreme Falling.

### FORCE SENSITIVE

The Force Sensitive Symbol has no powers attached to the symbol. We added this symbol to denote figures who are sensitive to the Force, but have not been trained in its use.



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HEROES OF STAR WARS SCAPE