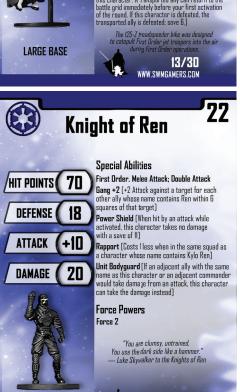
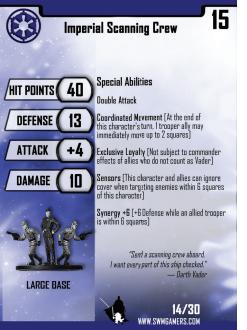


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Lux Bonteri

Special Abilities

Unique. Partisan. Twin Attack Affinity (May be in a Rebel squad)

Aggressive Negotiations (This character is Aggir assive Heighertonis Chinacter is a considered to have Diplomat until he makes an attack or is targeted by an enemy character. Characters with Ambush, Backlash, or It's a Trap! can ignore this ability for the purpose of attacking this character.)

+9 Camaraderie [Partisan allies gain Deactivator Holdout Pistol and Twin Attack] ATTACK

Deactivator Holdout Pistol [Replaces attacks: Make I attack against a Droid enemy, ignoring cover, at +10 Attack for 20 Damage; you cannot use Twin Attack. An enemy hit by this attack is considered activated this round; save 16. Huge and DAMAGE 10 larger characters ignore the nondamaging effect.) Stealth [If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

Commander Effect

At the end of this character's turn, I non-Fringe non-Unique ally can make an immediate attack or use a special ability that replaces attacks.

"Before the war, I was always told Jedi were good."



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Black Sun Gladiator Droid

Special Abilities

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LARGE BASE

Droid, Twin Attack Beam Cannon [Replaces turn: Make 4 attacks ignoring cover, at -10 Damage; you cannot use

Elite Beam Weapon [Replaces turn: Make I attack

at +13 Attack and 40 Damage; you cannot use Twin Attack, allies cannot combine fire this turn, and this attack cannot be prevented or redirected)

Shatter Beam (Replaces attacks: sight; designate 20 I door as open; it remains open for the rest of the skirmish and cannot be closed]

> Stingbeam (+10 Damage against adjacent enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.]

Underworld Servant (This character is subject to commander effects of Black Sun commanders and characters whose names contain Xizor1

"However, I remain a gracious host to leave you in the company of my gladiator droid. I hope you find it as entertaining as I have." — Prince Xizor

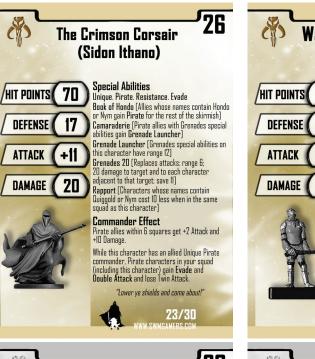


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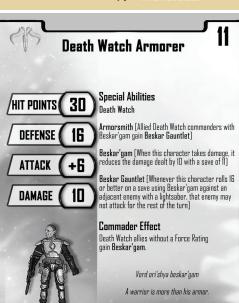




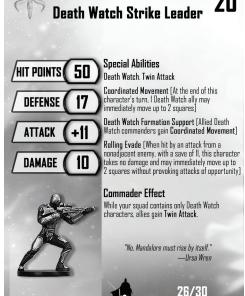


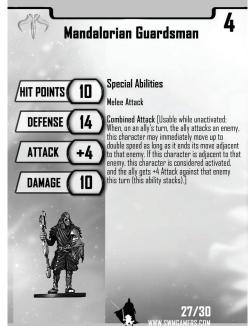


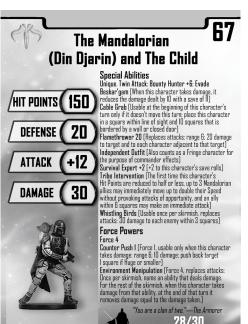




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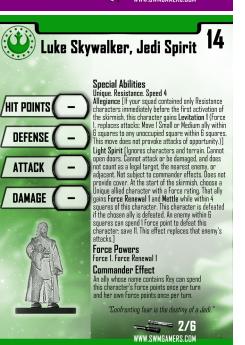
This character's and allies' Force powers with a range listed increase the range by 2 squares.

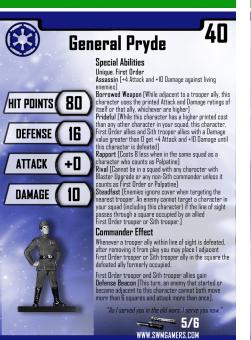
"I am all the Sith! = 4/6

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LARGE BASE











Rey Skywalker Special Abilities

> Unique. Resistance. Melee Attack Double Attack: Cunning Attack: Parry Acrobatic [Ignores enemy characters when moving] Force Dyad [During setup, choose an ally or enemy who counts as Ben Solo. Once per turn, this character and the chosen character may use a force power from the other as if it was their own.]

Force Powers +13 Force 2. Force Renewal 1

Force Z. Force Kenewal 1
Burst Lightning [Force I, usable only on this character's turn: range 6: 10 damage]
Force Reflect [Force 2: If this character would take damage from an enemy's Force power, with a save of If this character takes on damage, ignores all effects of the Force power, and instead the enemy takes damage equal to the prevented damage]
Lightschape [Lift [Spend ut a 2. Force points usable and the control of the control of the provented damage] takes damage equal to the prevented damage) Lightsaber Bitt CSpend up to 2 Force points, usable once per turn on this character's turn; instead of moving, this character can make I cumulative extra attack per Force point spent. This character can only attack adjacent enemies this turn,] Lightsaber Deflect (Force I: When hit by a nonmelea attack, this character takes no damage with a save of II)

"I'm Rey. Rey Palpa, ahem, Rey Skywalker.

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Supreme Leader Kylo Ren

Special Abilities Special Abilities
Unique, First Order, Melee Attack
Double Attack, Greater Mobile Attack
Cemaraderie (Allies whose names contain
Knight of Ren gain Greater Mobile Attack)
Dark Armor (Zilwenever this character takes
damage, make 2 saves, each needing It! each
success reduces the damage dealt by ID.
Attacks with lightsabers ignore this special ability.]
Lightsaber Duelist [+4 Defense when attacked
by an adiacant pameny with a Fance ratinol

by an adjacent enemy with a Force rating]

HIT POINTS

DEFENSE

ATTACK

DAMAGE

Force 3. Force kenewal: Master of the Porce 2. Force Pull 2 (Force 2. replaces tatks: range 6: Move target Large or smaller enemy adjacent to this character. Make an immediate attack against that enemy.)

Sith Rage (Force 1: +10 Demage on all attacks this turn)

Telekinesis (Force 2: When hit by an attack, this character takes no damage and cannot be targeted for the rest of this turn unless the attacker makes a save of 11)

Force 3. Force Renewal 1; Master of the Force 2

Commander Effect

Force Powers

Allies whose names contain Knight of Ren also count as trooper followers for purposes of commander effects from First Order allies.

Commander effects of First Order allies normally limited to 6 squares have unlimited range.

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