





10

ATTACK

DAMAGE

Unique, Resistance, Pilot, Twin Attack

Affinity (May be in a Rebel squad)

Jolt [An enemy hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect.]

Mechanic 30 [Replaces attacks: touch: deal 30 damage to a nonliving character. An allied nonliving character can instead remove 30 damage from itself.]

Relay Orders (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects]

"Yeaner represents the old school Yeaner was a pilot for the Rebellion. Now he's just trying to live his life, as mainly, a mechanic on this installation in the middle of nowhere. And he, unfortunately, keeps getting pulled back into the action...He's the father gure of Team Fireball."-Meet Team Fireball featurette







Special Abilities Unique. Melee Attack; Double Attack Twin Attack: Backlash **Droid Hunter** [+4 Attack and +10 Damage against Draid enemies

HIT POINTS 110 Exclusive Loyalty (Not subject to commander effects

of allies l DEFENSE

of ames)

Force Attuned (Once per turn on his turn, this

character may use a Force Power that replaces

attacks or turn, without replacing attacks or turn) 21 Shien Style [When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage; save 11] +14 ATTACK

Force Powers Force 3. Force Renewal 1; Master of the Force 2 20 Force Grip 1 [Force I, replaces attacks: sight

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or

Lightsaber Defense [Force I: When hit by an attack, this character takes no damage with a save of II]

Commander Effect

At the end of this character's turn, an ally whose name contains Grogu can move up to his Speed toward this

"Are you a Jedi?" —Din Djarin to Luke "I am" —Luke to Din Djarin

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LARGE BASE

DEFENSE

ATTACK

14

Special Abilities HIT POINTS 110 Speed B. Flight. Twin Attack

Oamage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

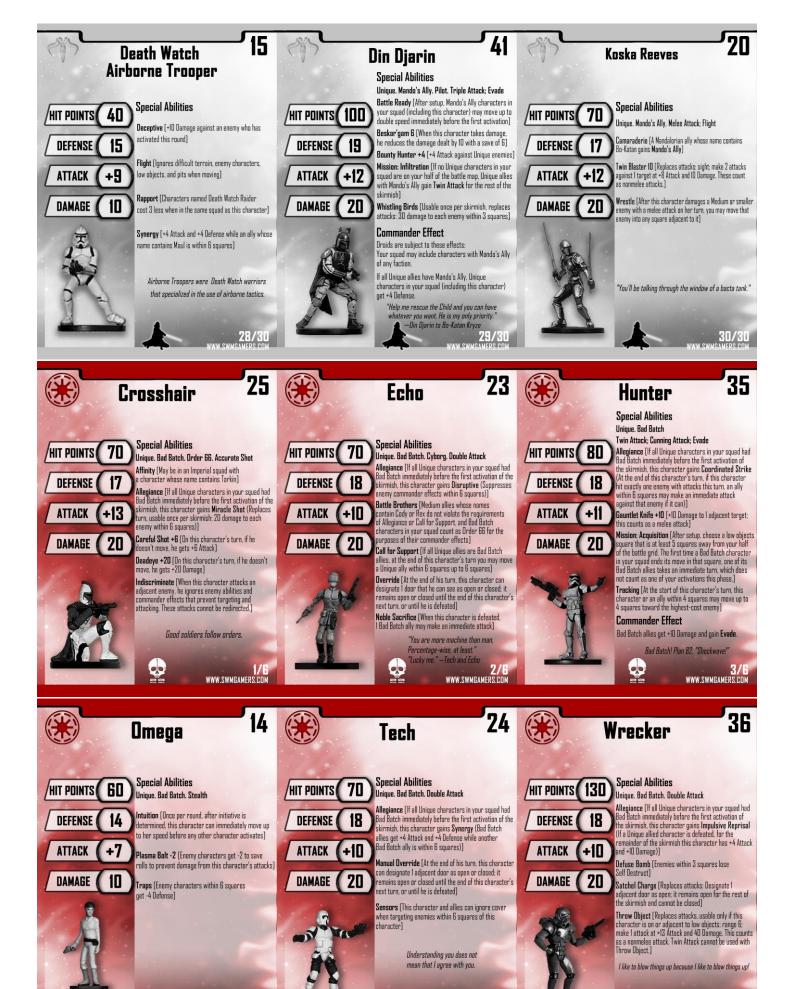
Devious [+4 Attack against activated enemies] Breach [Replaces attacks: Designate 1 adjacent closed door as open; it remains open for the rest of the skirmish and cannot be closed. Other characters adjacent to that door take 30 damage; save 11 to reduce the damage to 10.)

Burning Attacks [Characters (including this character) damaged by this character are considered to be burning. Each time a burning character activates, it must attempt a save of II. On a failure, that character takes 10 damage. On a success, that character is no

Mounted Weapon [Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this







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SMALL BASE

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