

# Set Checklist

NUMBER NAME RARITY

## Sith

1/60 Darth Revan ☆

## Republic

2/60 Kazdan Paratus ★

3/60 Shaak Ti, Jedi Master ☆

## Rebel

4/60 Chewbacca of Hoth ☆

5/60 Elite Hoth Trooper ●

6/60 Golan Arms DF.9 Anti-Infantry Battery ◆

7/60 Han Solo in Carbonite ☆

8/60 Han Solo of Hoth ☆

9/60 Hoth Trooper Officer ◆

10/60 Hoth Trooper with Repeating Blaster Cannon ◆

11/60 Juno Eclipse ★

12/60 K-3PD ★

13/60 Luke Skywalker, Hoth Pilot Unleashed ★

14/60 Luke Skywalker and Yoda ☆

15/60 Luke's Snowspeeder ☆

16/60 Master Kota ★

17/60 Mon Calamari Medic ●

18/60 Obi-Wan Kenobi, Unleashed ★

19/60 Princess Leia of Cloud City ★

20/60 Rebel Marksman ◆

21/60 Rebel Troop Cart ◆

22/60 Rebel Trooper on Tauntaun ★

23/60 Rebel Vanguard ◆

24/60 2-1B ★

25/60 Vader's Apprentice, Redeemed ★

26/60 Verpine Tech ●

27/60 Wedge Antilles, Red Two ★

28/60 Wookiee Warrior ●

## Imperial

29/60 Admiral Ozzel ★

30/60 AT-AT Driver ◆

31/60 Dark Trooper ◆

32/60 Darth Vader, Unleashed ☆

33/60 Emperor's Shadow Guard ◆

34/60 Evo Trooper ◆

35/60 Felucian Stormtrooper Officer ◆

36/60 Gotal Imperial Assassin ●

37/60 Imperial Navy Trooper ●

38/60 Raxus Prime Trooper ●

39/60 Snowtrooper ●

40/60 Star Destroyer Officer ◆

41/60 Stormtrooper ◆

42/60 TIE Crawler ◆

43/60 Vader's Apprentice, Unleashed ☆

44/60 Wookiee Hunter AT-ST ★

## New Republic

45/60 Garm Bel Iblis ★

## Fringe

46/60 Amanin Scout ◆

47/60 Boba Fett, Mercenary ☆

48/60 Caamasi Noble ●

49/60 Cloud Car Pilot ●

50/60 Felucian Warrior on Rancor ☆

51/60 Junk Golem ◆

52/60 Knobby White Spider ◆

53/60 Maris Brood ☆

54/60 Muun Tactics Broker ●

55/60 Mynock ◆

56/60 PROXY ★

57/60 Telosian Tank Droid ◆

58/60 Ugghernaut ★

59/60 Ugnaught Boss ◆

60/60 Ugnaught Tech ◆

There are four levels of collectability:  
●: Common; ◆: Uncommon; ★: Rare; ☆: Very Rare.

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# Rules Sheet

*The Force Unleashed™* set introduces new characters from the *Star Wars: The Force Unleashed* videogame and turns up Force powers to a level never seen before.

## Special Abilities and Force Powers

**Diplomat:** If an enemy without Diplomat is in line of sight of the acting character, that character cannot target or attack an enemy with Diplomat, even one that is adjacent. If an enemy without Diplomat is in line of sight and the only adjacent enemy has Diplomat, no legal target is available.

**Droid Defender:** If an enemy targets an allied Droid within 6 squares of this character, you can force that enemy to target this character instead (provided that enemy can choose this character as a target). The attacker can resist this effect with a save of 11. You must decide whether to use this ability before the attacker makes the attack roll.

**Emplacement:** This character cannot move or be moved by another effect (such as Force Push), nor can its position be changed through other effects (such as Grand Admiral Thrawn's commander effect). You may set it up anywhere on your half of the battle map instead of in the normal starting area.

**Frozen in Carbonite:** This character has a variable point cost (X). During squad construction, choose any other version of Han Solo. This character's cost is one-half the printed cost of the chosen character. An opponent sets up this character along with his or her squad. This character cannot be activated, cannot move, and is not a legal target. It counts as an object rather than a character; its space cannot be entered, but it provides cover. It does not count for scoring or accomplishing objectives. If all characters in your squad without Frozen in Carbonite are defeated, this character is also defeated.

If an ally ends its turn adjacent to it, you may immediately remove this character from play and place the chosen Han Solo character in its space. The newly placed character is treated as having been activated this round. The newly placed character is worth half its printed cost in victory points if defeated.

**Immediate Droid Reserves 30:** This ability works just like Reserves as described in the rulebook; except that the new characters are placed immediately before your first activation of the round.

**Jolt:** An enemy hit by this character's attack is treated as having been activated this round; in effect, it skips its turn. That enemy can avoid this effect with a save of 11. Huge or larger characters ignore this effect.

**Mimetic Combat Processor:** Once per turn during this character's activation, choose one Medium character with Melee Attack within 6 squares. This character can use the chosen character's Defense, Attack, and Damage ratings if they are higher than its own. It must use all the chosen character's ratings; if any of them is worse than its own, it cannot use this ability. This character uses the chosen character's ratings for the rest of the skirmish or until it chooses another eligible character.

**Net Gun 16:** This special ability works just like Net Gun as described in the rulebook, except that each potentially affected character can avoid its effects with a save of 16.

**Rig Blaster:** All allies within 6 squares with nonmelee attacks whose printed Damage rating is exactly 10 (disregarding special ability or commander effect bonuses) gain the Jolt special ability as described above.

**Tactics Broker:** Once per round before initiative is determined, if this character is in your squad, choose one other character in your squad. Remove the chosen character from play (it counts as defeated) and choose an opponent. That opponent's initiative check result is automatically 1. If a tie requires rerolling initiative, this ability cannot be used again for tie-breaking.

**Troop Cart:** This special ability is similar to Desert Skiff as described in the rulebook, with the following exceptions. Transported characters do not gain Flight, but they do not provoke attacks of opportunity. Count range from this character for the purpose of making attacks or using commander effects. If this character is defeated, each transported character is also defeated unless it makes a save of 6.

## "Unleashed" Force Powers

*The Force Unleashed* set includes new Force powers as well as "unleashed" versions of powers that appeared previously. These supercharged Force powers have more intense effects depending on the number of Force points spent to activate them.

**Force Corruption 2:** (Force: 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 20 points of damage to a non-Droid enemy within 6 squares. This follows all the usual rules for choosing a target. The target also becomes

corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, the character takes 20 damage and remains corrupted. On a success, it takes no further damage and is no longer corrupted. The effects of Force Corruption do not stack; use only the highest-cost version affecting the target. Using Force Corruption is not an attack and does not require an attack roll.

**Force Grip 4:** (Force: 4 Force points) This Force power works just like Force Grip, as described in the rulebook, but costs 4 Force points to use and deals 40 points of damage.

**Force Lightning 4:** (Force: 4 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 50 points of damage to one target enemy within 6 squares. In addition, it temporarily stuns that enemy if it is Huge or smaller: The target is treated as having been activated this round; in effect it skips its turn. The target can avoid this effect with a save of 16. Using Force Lightning 4 is not an attack and does not require an attack roll.

**Force Lightning 5:** (Force: 5 Force points) Instead of taking its normal turn, a character using this Force power deals 60 points of damage to one target enemy and two characters adjacent to that target, if any (enemies and allies alike, including the acting character if there aren't enough others). All affected characters are stunned as described in Force Lightning 4 if they are Huge or smaller. The first enemy must be a legal target and must be within 6 squares, but the adjacent characters don't need to be. Each affected character can avoid this effect with a save of 16. Using Force Lightning 5 is not an attack and does not require an attack roll.

**Force Push 2:** (Force: 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 20 points of damage to one enemy within 6 squares. If the target is Huge or smaller, it is pushed 2 squares: Its final position must be farther away from the acting character than its starting position. This movement does not provoke attacks of opportunity. A pushed character cannot enter a space occupied by another creature, whether enemy or ally, and is affected by terrain (count 2 squares per square of movement through low objects, for example). If a character is pushed into a wall or another character, it slides along the impassable squares as far as possible. The acting character's controller decides which way to push the enemy.

**Force Push 3:** (Force: 3 Force points) Instead of taking its normal turn, a character using this Force power can target an enemy within 6 squares. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take 30 points of damage. Huge and smaller characters are pushed 3 squares away from the acting character. This movement does not provoke attacks of opportunity.

**Force Push 4:** (Force: 4 Force points) This Force power works just like Force Push 2 but deals 40 points of damage to one enemy within line of sight and pushes the target 4 squares away from the acting character.

**Force Push 5:** (Force: 5 Force points) This Force power works like Force Push 3 but deals 50 points of damage and pushes affected characters 5 squares. Huge and smaller characters are also stunned as described in Force Lightning 4. A character can avoid the stunning effect with a save of 16.

**Force Repulse 2:** (Force: 2 Force points) Instead of making its normal attack or attacks, a character using this Force power deals 20 points of damage to all characters (enemies and allies alike) within 2 squares. Each Huge or smaller affected character is also pushed to a legal space exactly 3 squares away from this character, following the rules for Force Push. This movement does not provoke attacks of opportunity.

**Force Repulse 3:** (Force: 3 Force points) Instead of taking its normal turn, a character using this Force power deals 30 points of damage to all characters (enemies and allies alike) within 3 squares. Each Huge or smaller affected character is also pushed to a legal space 4 squares away from this character and is stunned as described in Force Lightning 4. This movement does not provoke attacks of opportunity. A character can avoid the stunning effect with a save of 11.

**Force Repulse 5:** (Force: 5 Force points) This Force power works just like Force Repulse 3, except that it deals 50 points of damage to all characters within 5 squares. Each Huge or smaller affected character is also pushed to a legal space 6 squares away from this character and is stunned. A character can avoid the stunning effect with a save of 16.

**Force Storm 2:** (Force: 2 Force points) This Force power works exactly like Force Storm as described in the rulebook.

**Lightsaber Throw 5:** (Force: 5 Force points) Instead of taking its normal turn, a character using this Force power chooses an enemy within line of sight, even if it is in cover and is not the nearest enemy. (Even an enemy with Stealth can be chosen.) This character makes 2 attacks against the chosen enemy and 2 additional attacks against each character adjacent to it (enemies and allies alike). This counts as a nonmelee attack for the purpose of effects such as Lightsaber Deflect and Molecular Shielding.

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