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BOUNTY HUNTERS SET CHECKLIST

REPUBLIC

1/60 ISP Speeder

SEPARATIST

- 2/60 Commerce Guild Homing Spider Droid
- 3/60 Corporate Alliance Tank Droid
- 4/60 Droid Starfighter in Walking Mode
- 5/60 Huge Crab Droid

REBEL

- 6/60 Chewbacca with C-3PO
- 7/60 Han Solo, Scoundrel
- 8/60 Luke Skywalker of Dagobah
- 9/60 Princess Leia, Hoth Commander
- 10/60 Rebel Captain
- 11/60 Rebel Heavy Trooper
- 12/60 Rebel Snowspeeder

IMPERIAL

13/60 Lord Vader

NEW REPUBLIC

14/60 Talon Karrde

FRINGE

- 15/60 Aqualish Assassin
- 16/60 Ayy Vido
- 17/60 Bib Fortuna
- 18/60 Bith Black Sun Vigo

19/60 Boba Fett, Bounty Hunter

20/60 BoShek

21/60 Bossk, Bounty Hunter

22/60 Boushh

23/60 Calo Nord

24/60 Corellian Pirate

25/60 Dennik Jerriko

26/60 Dark Hellion Marauder on Swoop Bike

27/60 Dark Hellion Swoop Gang Member

28/60 Defel Spy

29/60 Dengar, Bounty Hunter

30/60 Djas Puhr

31/60 E-522 Assassin Droid

32/60 4-LOM, Bounty Hunter

33/60 Gamorrean Thug

34/60 Garindan

35/60 Human Blaster-for-Hire

36/60 IG-88, Bounty Hunter

37/60 Jango Fett, Bounty Hunter

38/60 Klatooinian Hunter

39/60 Komeri Vosa

40/60 Mistriyl Shadow Guard

41/60 Mustafarian Flea Rider

42/60 Mustafarian Soldier

43/60 Nikto Gunner on Desert Skiff

44/60 Nym

45/60 Quarren Bounty Hunter

46/60 Rodian Hunt Master

47/60 Tamtel Skreej (Lando Calrissian)

48/60 Tusken Raider Sniper

49/60 Utapau on Dactillon

50/60 Weequay Leader

51/60 Weequay Thug

52/60 Young Krayt Dragon

53/60 Zuckuss

MANDALORIAN

54/60 Basilisk War Droid

55/60 Mandalore the Indomitable

56/60 Mandalorian Blademaster

57/60 Mandalorian Commander

58/60 Mandalorian Soldier

59/60 Mandalorian Supercommando

60/60 Mandalorian Warrior

There are four levels of collectability:

●: Common; ◆: Uncommon; ★: Rare; ☆: Very Rare.

RULES SUMMARY

MAY THE FORCE BE WITH YOU.

AGE 12+

The *Bounty Hunters*™ set adds plenty of scum and villainy to the Fringe faction in the *Star Wars Miniatures* game, including the Mandalorian warriors who battled the Old Republic four thousand years before the Empire. The Mandalorians form a new faction in this set.

DEFINITIONS

New and revised special abilities, Force powers, and terms that directly affect the *Bounty Hunters* set are described here.

Black Sun: If it is in the same squad as a character whose name contains Vigo or Xizor, this character gains the Grenades 10 special ability. The character retains this bonus ability even if the other character is not currently in play (defeated, delayed entry to the battle grid, and so on).

Charging Assault: Instead of taking its normal turn, this character can move up to the stated distance and then make an attack on the same turn against an adjacent enemy. This attack gets the stated bonus to Damage.

Control Minds: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power gains the following commander effect for the rest of the skirmish: Allies who combine fire grant an additional +2 Attack. This is in addition to any existing commander effect the character has.

Damage Reduction: When this character would take damage, reduce the damage dealt by the stated amount. Attacks by adjacent enemies with lightsabers, or with the Lightsaber Throw Force power, ignore this special ability. Resolve this ability only after all Bodyguard decisions have been made.

Dark Armor: When this character would take damage, it makes a save of 11. If the save is successful, reduce the damage dealt by 10. Attacks by adjacent enemies with lightsabers, or with the Lightsaber Throw Force power, ignore this special ability. Resolve this ability only after all Bodyguard decisions have been made.

Desert Skiff: This character can transport up to one Large ally or two Small or Medium allies. To board, they must end their moves adjacent to its base. Remove these characters from the battle grid; you can place them on this character to indicate that they have boarded. Transported characters are still in play. They are treated as adjacent to this character and move with it, benefiting from its Flight special ability and gaining cover. Transported characters can make attacks: Count range from this character, adding 1 square. This means they generally cannot use Melee Attack if they don't have Melee Reach. Transported characters can return to the battle grid immediately before your first activation of the round and can take their turns normally that round. Place them adjacent to this character's space. If this character is defeated, transported characters are also defeated; each can make a save of 11 to avoid this effect. Transported characters who succeed on this save are placed on the battle grid adjacent to the space previously occupied by this character.

Disintegration: Against Huge or larger targets, this character gets +40 Damage on an attack roll of natural 20 instead of defeating the target. (Add the bonus damage after any effects that multiply damage.)

Disruptive: Enemy commander effects have no effect (on enemies and allies alike) within 6 squares of this character. A character who starts its turn outside this range and whose Speed is modified by a commander effect continues to move at that Speed for the rest of its turn, even if it comes within 6 squares of this character. Conversely, a character that begins its turn within range cannot have its Speed modified by an enemy commander effect for the rest of its turn, even if it moves farther than 6 squares from this character.

Drain Life Energy: Whenever this character defeats an adjacent living enemy, all damage is immediately removed from this character.

Gang: This character gets the stated bonus to its Attack against a target for each other allied character with the specified name that is within 6 squares of that target. It gets this bonus even when making an attack of opportunity.

Harpoon Gun: Instead of making its normal attack or attacks, this character can choose a target enemy with Mounted Weapon within 6 squares. That enemy cannot move this round. It can avoid this effect with a save of 11.

Intuition: After initiative is determined, this character can immediately move up to 6 squares before any other character activates. (This does not count as an activation.) This character can use this ability only once per round. If multiple characters have Intuition or Surprise Move, resolve these abilities and Force powers in initiative order.

Melee Reach: Enemies up to the stated number of squares away are considered adjacent only for purposes of this character's Melee Attack. This character can make attacks of opportunity only against enemies who move out of adjacent squares. Nonadjacent attackers never count as adjacent to this character.

Mobile Attack: This character can move both before and after attacking, so long as its total movement is not more than the distance it could normally move and make an attack. This total distance can be increased by commander effects, Force powers, and so on.

Overwhelming Force: (Force; 1 Force point) When this character uses this Force power, its attacks cannot be prevented or redirected this turn. Enemies cannot use abilities such as Parry or Lightsaber Block to avoid damage, Damage Reduction has no effect, and abilities such as Draw Fire or Bodyguard cannot force this character to attack a different target. Likewise, abilities that reflect damage back to the attacker have no effect against this character's attacks. Overwhelming Force does not affect damage from effects that are not attacks, such as Force Lightning. This Force power works even when this character is making an attack of opportunity.

Parry: When this character is hit by a melee attack, it can avoid the damage with a save of 11. You must decide whether to use this special ability immediately after the attack hits.

Penetration: Enemies' Damage Reduction is reduced by the stated amount against this character's attacks. If this character's Penetration number exceeds the target's Damage Reduction, its damage does not increase.

Princess Leia's commander effect: Princess Leia, Hoth Commander can inspire Rebel Troops to great feats of bravery. Whenever a non-Unique ally would be defeated, it can make a save of 16. If the save succeeds, that ally returns to play in its squad's setup area with its original Hit Points.

Programmed Target: After setup, if you have this character in your squad, choose any one enemy. This character gets +4 Attack and the Accurate Shot special ability, both against only the chosen enemy. Effects that modify Accurate Shot also influence attacks against the chosen enemy.

Rapport: This special ability specifies a character and a condition. The specified character costs 1 less to add to your squad when the specified condition is met. If that character is defeated, it scores victory points equal to the reduced cost.

Sonic Stunner: Instead of making its normal attack or attacks, this character can target a living enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target and all living characters adjacent to it (enemies and allies alike) are treated as having been activated this round; in effect, they skip their turns. Each potentially affected character can avoid this effect with a save of 11. This special ability has no effect on Huge and larger characters.

Twin Attack: This character makes a single extra attack whenever it makes an attack. This extra attack must be made against the same target as the original attack. Twin Attack even affects multiple attacks granted by special abilities and Force powers; for example, if Lord Vader uses his Lightsaber Sweep power, he can attack every adjacent target twice!

Wookiee: A Wookiee is any character with the word "Wookiee" in its name. Chewbacca and Tarful also count as Wookiees.

Attacks with Lightsabers

Certain special abilities, such as Damage Reduction, list exceptions for "attacks with lightsabers." These are generally attacks by adjacent characters with lightsabers, but using the Lightsaber Throw Force power is an exception.

It's usually easy to tell whether or not a character has a lightsaber by examining its miniature, but a few characters do not have visible lightsabers. A character also counts as having a lightsaber if it has the Lightsaber special ability or a Force power whose name contains the word "Lightsaber."

Living Characters

A living character is a non-Droid and does not have the Mounted Weapon ability. Certain special abilities in previously published sets should affect only living characters: Dominate, Emergency Life Support, Force Heal, Heal, Homicidal Surgery, Paralysis, Pheromones, and Poison. A Cyborg character counts as living.

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