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CHAMPIONS OF THE FORCE™

SET CHECKLIST

OLD REPUBLIC

- 1/60 Bastila Shan
- 2/60 Jedi Consular
- 3/60 Jedi Guardian
- 4/60 Jedi Sentinel
- 5/60 Old Republic Commander
- 6/60 Old Republic Soldier

SITH

- 7/60 Dark Jedi
- 8/60 Dark Jedi Master
- 9/60 Dark Side Enforcer
- 10/60 Darth Bane
- 11/60 Darth Malak
- 12/60 Darth Nihilus
- 13/60 Exar Kun
- 14/60 Massassi Sith Mutant
- 15/60 Sith Assault Droid
- 16/60 Sith Trooper
- 17/60 Sith Trooper
- 18/60 Sith Trooper Commander
- 19/60 Ulic Qel-Droma

REPUBLIC

- 20/60 Barriss Offee
- 21/60 Clone Commander Bacara

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22/60 Clone Commander Cody

23/60 Clone Commander Gree

24/60 Depa Billaba

25/60 Even Piell

26/60 General Winda

27/60 Jedi Padawan

28/60 Jedi Weapon Master

29/60 Kashyyyk Trooper

30/60 Mas Amedda

31/60 Queen Amidala

32/60 Qui-Gon Jinn, Jedi Master

33/60 Republic Commando – Boss

34/60 Republic Commando – Fixer

35/60 Republic Commando – Scorch

36/60 Republic Commando – Sev

37/60 Saleucami Trooper

38/60 Utapau Trooper

39/60 Crab Droid

40/60 Darth Maul, Champion of the Sith

41/60 Darth Sidious, Dark Lord of the Sith

42/60 Octupterra Droid

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REBEL

- 43/60 Hoth Trooper with Atgar Cannon
- 44/60 Luke Skywalker, Young Jedi
- 45/60 Yoda of Dagobah

IMPERIAL

- 46/60 Coruscant Guard
- 47/60 Dark Trooper Phase I
- 48/60 Dark Trooper Phase II
- 49/60 Darth Vader, Champion of the Sith
- 50/60 Sandtrooper
- 51/60 Snowtrooper with E-Web Blaster

NEW REPUBLIC

- 52/60 Corran Horn
- 53/60 Jacen Solo
- 54/60 Jaina Solo

FRINGE

- 55/60 Arcona Smuggler
- 56/60 Gundark
- 57/60 HK-47
- 58/60 R5 Astromech Droid
- 59/60 Ungaught Demolitionist
- 60/60 Varactyl Wrangler

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There are four levels of collectability:

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

RULES SUMMARY AGE 12+

MAY THE FORCE BE WITH YOU.

The *Champions of the Force™* set introduces a new era to the *Star Wars Miniatures* game: the war between the Old Republic and the Sith, over four thousand years before the rise of the Empire. The two sides form two new factions in this set.

SPECIAL ABILITIES AND FORCE POWERS

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

- Absorb Energy:** (Force; 2 Force points) When a character using this Force power is hit by a nonmelee attack, it can avoid the damage with a save of 11. If this character avoids damage in this way, it also removes existing damage equal to the prevented damage. The character cannot gain more Hit Points than its original total. You must decide whether to use this Force power immediately after the attack hits.
- Affinity:** The specified character can be in the specified squad even if it belongs to a different faction. That character's faction is now considered to be the same as that squad's. For example, Mas Amedda would have the Imperial faction if he is in an Imperial squad.
- Battle Meditation:** (Force; 2 Force points) The commander effect granted by this Force power is in addition to any existing commander effects. The bonus it confers is cumulative with other effects that improve combined fire.
- Booming Voice:** If this character is in your squad, any allies with commander effects normally limited to 6 squares have the range limit removed.
- Damage Reduction:** When this character would take damage, reduce the damage dealt by the listed amount. Resolve this ability only after all Bodyguard decisions have been made. Attacks by adjacent enemies with lightsabers, or with the Lightsaber Throw Force power, ignore this special ability.
- 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. Resolve this ability only after all Bodyguard decisions have been made. Attacks by adjacent enemies with lightsabers, or with the Lightsaber Throw Force power, ignore this special ability.
- Dark Force Spirit:** (Force) If a character with this Force power is defeated, each enemy character with a Force rating automatically loses the listed number of Force points each time it activates for the rest of the skirmish. This effect even applies to characters with Force ratings who enter play later. If there are no enemy characters with a Force rating, this Force power has no effect.
- Drain Life:** (Force; 1 Force point) A character using this Force power deals the listed amount of damage to a target living enemy within 6 squares and also removes that amount of damage from itself. The enemy can negate both effects with a save of 11. Using Drain Life is not an attack and does not require an attack roll.
- Empathy:** Allies with Savage within 6 squares of this character are treated as if they did not have that special ability. If they begin a turn within 6 squares, they can ignore the movement restrictions imposed by Savage. Whenever they are within 6 squares, they are subject to commander effects.
- Force Alter:** (Force; 1 Force point) An enemy within 6 squares must reroll its last attack. It does not have to be a legal target. You must decide whether to use this Force power immediately after the attack roll is made.
- Force Ascetic:** This character cannot spend Force points to reroll or move faster; it can use named Force powers only.
- Force Empathic:** This character takes the listed amount of damage each time an ally with a Force rating is defeated.
- Force Sense:** (Force; 1 Force point) All enemy characters lose the Stealth special ability for the rest of the round.
- Force Stun:** (Force; 1 Force point) A target living enemy within 6 squares is considered activated this round. That enemy can avoid this effect with a save of 11.
- Fragile:** This character can no longer attack if its remaining Hit Points are fewer than the listed number. If damage-removal effects restore its Hit Points total to that number or more, it can once again attack.
- Jedi Mind Trick:** (Force; 1 Force point) A target living enemy within 2 squares is considered activated this round and cannot make attacks of opportunity for the rest of the turn on which this Force power is used. A save of 11 negates all effects.
- Light Tutor:** During setup, if you have this character in your squad, choose an allied Rebel character in your squad. If the chosen ally does not have a Force rating, it gets 1 Force point and is considered to have a Force rating for the duration of the skirmish. If that ally already has a Force rating, it just gets 1 Force point. This character can't choose itself for the effect.
- Lightsaber Throw:** (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power can make one attack against an enemy within 6 squares, ignoring the Melee Attack restriction. This counts as a nonmelee attack for purposes of effects such as Lightsaber Deflect.
- Machinery:** Industrial Repair removes damage from this character, even though it does not have Mounted Weapon.

- Mettle:** If this character spends 1 Force point to reroll its attack or save, add a +4 bonus to the result. If the character can spend Force points more than once per turn, bonuses from additional uses on the same turn are cumulative.
- named/name contains:** Some effects specify characters. A "named" character must match the specified name exactly. A character "whose name contains" the specified words can be any version of that character.
- Protective:** This character gets the listed bonus to Damage while the specified ally is wounded and within 6 squares.
- Report:** 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.
- Satchel Charge:** Instead of making its normal attack or attacks, this character removes an adjacent door from the battle grid. It is now an open space and cannot be closed with Override or similar abilities.
- Shatterpoint:** (Force; 1 Force point) Instead of taking its normal turn, a character using this Force power chooses a target enemy within 6 squares. For the remainder of the skirmish, this character's first attack each round against that enemy is considered a natural 20. This includes an attack of opportunity if that is the first attack this character makes against that enemy in the round.
- Sith Hatred:** (Force; 1 Force point) A character using this Force power deals the listed amount of damage to all enemy characters within 6 squares. Using Sith Hatred is not an attack and does not require an attack roll.
- Sith Hunger:** (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals the listed amount of damage to a target living enemy within 6 squares, and also removes that amount of damage from itself. If the target has Force points remaining, it loses 1 Force point and this character gets 1 Force point. Using Sith Hunger is not an attack and does not require an attack roll.
- Sith Sorcery:** (Force; 2 Force points) All enemy characters within 6 squares are considered activated this round. Each potentially affected enemy can avoid this effect with a save of 11.
- Splash:** If this character's attack hits, the target takes the attack's damage as normal and all characters adjacent to the target take the listed amount of damage from Splash (enemies and allies alike). If the attack misses, the target and all adjacent characters take only the listed amount of Splash damage. In either case, a character can avoid the Splash damage with a save of 11.
- Synergy:** This character gets a +4 bonus to Attack when the specified ally is within 6 squares.
- Transfer Essence:** (Force; 1 Force point) A character using this Force power chooses any living ally, who does not have to be a legal target. Remove that ally from play and place this character in any legal square of the space the ally formerly occupied. That ally is defeated and scores victory points as normal for the opponent.
- Unleash the Force:** (Force; 4 Force points) This Force power is not usable until an ally with a Force rating is defeated. Instead of making its normal attack or attacks, a character with this Force power deals the listed amount of damage to all other characters within 6 squares (enemies and allies alike). Each potentially affected character can reduce the damage by half with a save of 11.

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 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 special ability. Certain special abilities in previously published sets should affect only living characters: Dominate, Emergency Life Support, Force Heal, Heal, Homicidal Surgery, Paralysis, and Poison. A Cyborg character counts as living.

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