

AGE 12+

STAR WARS MINIATURES



The Force
will be
with you.
Always.



Discover the galaxy with
the Star Wars® Roleplaying
Game Saga Edition.

Set Checklist

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

OLD REPUBLIC

- 1/60 Nomi Sunrider ☆
- 2/60 Old Republic Recruit ●
- 3/60 Old Republic Scout ●

SITH

- 4/60 Darth Caedus ☆
- 5/60 Darth Krayt ☆
- 6/60 Darth Nihil ☆
- 7/60 Darth Talon ☆
- 8/60 Lumiya, the Dark Lady ★

REPUBLIC

- 9/60 Republic Commando Training Sergeant ◆

SEPARATIST

- 10/60 Darth Tyrannus, Legacy of the Dark Side ★

REBEL

- 11/60 Bothan Noble ◆
- 12/60 Deena Shan ★
- 13/60 Elite Rebel Commando ◆
- 14/60 General Dodonna ★
- 15/60 Luke Skywalker, Legacy of the Light Side ★
- 16/60 Rebel Honor Guard ●
- 17/60 Twi'lek Scout ●

IMPERIAL

- 18/60 Antares Draco ★
- 19/60 Emperor Roan Fel ☆
- 20/60 Imperial Knight ◆
- 21/60 Imperial Knight ◆
- 22/60 Imperial Pilot ●
- 23/60 Imperial Security Officer ◆
- 24/60 Jagged Fel ★
- 25/60 Marasiah Fel ★
- 26/60 Moff Morlish Veed ☆
- 27/60 Moff Nyxia Calixte ★
- 28/60 Noghri Commando ◆
- 29/60 Shadow Stormtrooper ◆

NEW REPUBLIC

- 30/60 Corellian Security Officer ◆
- 31/60 Galactic Alliance Scout ●
- 32/60 Galactic Alliance Trooper ●
- 33/60 Han Solo, Galactic Hero ★
- 34/60 Kyle Katarn, Jedi Battlemaster ☆
- 35/60 Leia Organa Solo, Jedi Knight ☆
- 36/60 Luke Skywalker, Force Spirit ☆
- 37/60 Mara Jade Skywalker ☆
- 38/60 Shado Vao ★
- 39/60 Wolf Sazen ☆

FRINGE

- 40/60 Cade Skywalker, Bounty Hunter ☆
- 41/60 Deliah Blue ★
- 42/60 Dug Pringer ◆
- 43/60 Duros Scoundrel ●
- 44/60 Gotal Mercenary ●
- 45/60 Guard Droid ●
- 46/60 Human Bodyguard ●
- 47/60 Human Scoundrel ●
- 48/60 Human Scout ●
- 49/60 Jariah Syn ★
- 50/60 Kel Dor Bounty Hunter ●
- 51/60 Rodian Blaster-for-Hire ◆
- 52/60 Trandoshan Mercenary ●

MANDALORIAN

- 53/60 Boba Fett, Mercenary Commander ☆
- 54/60 Canderous Ordo ★
- 55/60 Mandalorian Gunslinger ◆
- 56/60 Mandalorian Trooper ◆

YUUZHAN VONG

- 57/60 Yuuzhan Vong Elite Warrior ◆
- 58/60 Yuuzhan Vong Jedi Hunter ◆
- 59/60 Yuuzhan Vong Shaper ◆
- 60/60 Yuuzhan Vong Warrior ●

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Rules Sheet

The Legacy of the Force™ set introduces new characters from the Legacy comic book series and continues to employ “unleashed” Force powers, first introduced in The Force Unleashed™ set.

Special Abilities and Force Powers

Aing-Tii Flow-Walking: (Force; 3 Force points) After initiative is determined, a character can immediately use this Force power to take an immediate turn before any other character activates. (This does not count as an activation, and this character can activate again later in the round.) This character can use this Force power only once per round. If multiple characters have abilities and Force powers that are resolved after the initiative check, resolve them in initiative order.

Cortosis Gauntlet [#]: This special ability appears only on characters with the Lightsaber Block Force power. Whenever this character gets a result of [#] or higher on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish. This effect is not cumulative with repeated blocks, and Damage can never be reduced below 0.

Cunning Attack +[#]: This special ability works just like Cunning Attack, except that the bonus to damage is +[#] instead of +10.

Delta Fire Support: Each ally whose name contains Republic Commando gains the Synchronized Fire special ability as long as this character remains in play.

Delta Shield Support: Each ally whose name contains Republic Commando gains the Shields 2 special ability as long as this character remains in play.

Flanking Support: If this character combines fire against a target within 6 squares and the attack hits, the target has -4 Defense until the end of the round against all subsequent attacks from allies that do not have Mounted Weapon.

Force Bubble: (Force; 1 Force point) When a character using this Force power takes damage from any source, it can reduce the damage by 20 points. You must decide whether to use this Force power immediately before the damage-dealing effect is resolved.

Greater Mobile Attack: This special ability works just like Mobile Attack, except that the character can make multiple attacks (if any) even though it is moving on its turn. It must stop and make all its attacks before resuming movement, and the space it stops in must be a legal position for ending movement, even if the character continues to move this turn.

Gunner +[#]: This special ability works just like Gunner, except that the attacking character gets a +[#] bonus to damage when this character combines fire with it.

Illusion: (Force; 1 Force point) When a character using this Force power is hit by an attack, it avoids the damage unless the attacker makes a save of 11. You must decide whether to use this Force power immediately after the attack hits.

Light Spirit: This text is in addition to that in the rulebook glossary entry. This character can move through enemy characters, and enemy characters can move through it, as long as no character ends its move in the same space as another character. This character does not count as the nearest enemy, and does not count as adjacent to other characters. It is not affected by commander effects.

Melee Reach [#]: When making an attack on its own turn, this character treats all characters within [#] squares as adjacent for all purposes. This character can be affected by enemy special abilities or Force powers that specify adjacent characters and that interrupt this attack, such as Self-Destruct.

Opportunist +[#]: This special ability works just like Opportunist, except that the bonus to damage is +[#] instead of +10.

Rangefinder: Instead of making its normal attack or attacks, this character can help nearby allies find the range to their targets. All adjacent allies that do not move get +4 Attack against nonadjacent enemies this round.

Sever Force: (Force; 3 Force points) Instead of taking its normal turn, a character using this Force power can target an adjacent enemy. That enemy cannot spend Force points for the rest of the skirmish. If the target had a Force rating, it is no longer considered to have one. Other characters cannot spend Force points from that enemy's pool (for example, by using Hand of the Emperor).

Shaper +[#]: Yuuzhan Vong allies within 6 squares of this character get +[#] Damage. This extra damage is not considered a “bonus” for the purpose of critical hits, but rather a temporary increase to the printed Damage rating, so it can be multiplied by other effects.

Stable Footing: This character can move into terrain that slows movement (such as difficult terrain and low objects) without paying the extra movement cost.

Virulent Poison Dart: Instead of making its normal attack or attacks, this character can target an enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target takes 40 points of damage. The target can avoid the damage with a save of 16. Using this special ability is not an attack and does not require an attack roll.

“Unleashed” Force Powers

The Force Unleashed set introduced “unleashed” versions of Force powers, with more intense effects depending on the number of Force points spent to activate them. The following unleashed Force powers appear in this set.

Force Lightning 1: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power deals 20 points of damage to one target enemy within 6 squares. Using Force Lightning 1 is not an attack and does not require an attack roll.

Force Lightning 2: (Force; 2 Force points) This Force power works much like Force Lightning as described in the rulebook, except that it deals 30 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 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 character, 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.

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