

BOSSKO B. MARTIAL ARTS MASTER 68

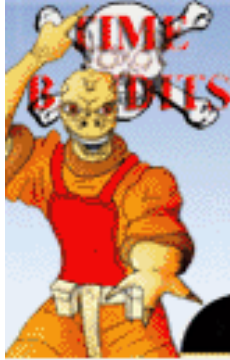
Hit Points **160**
 Defense **23**
 Attack **+16**
 Damage **20**

WARRIORS OF GAR
 Unique
 Melee Attack
 Triple Attack
 Vaapa Fighting (Crit. on 18-20)
 Rapport (Viper)

FORCE 4
 Force Resist (Force 2, Cancel a Force power used against this character)
 Recovery (Force 1, Heal 10 HP)

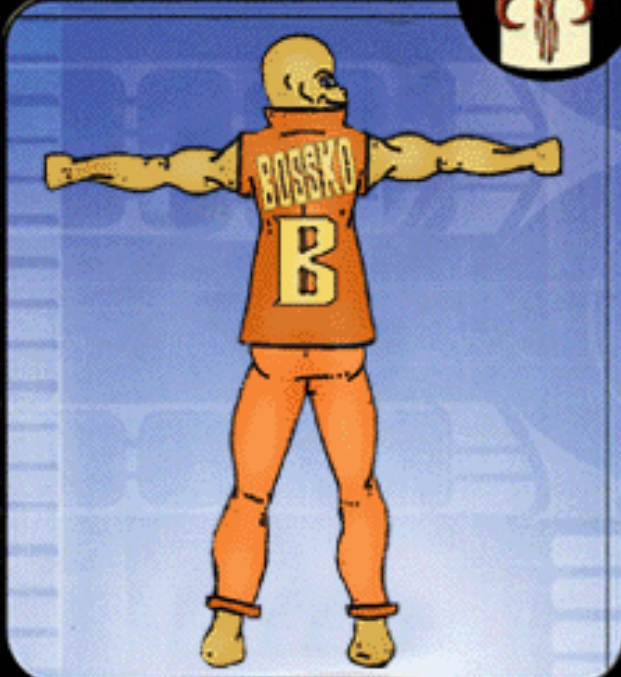
Disruptive (Suppress enemy commander effects within 6 squares)

TIME BANDS



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BOSSKO B.



STAR WARS


VIPER 35

Hit Points **80**
 Defense **23**
 Attack **+12**
 Damage **10**

WARRIORS OF GAR
 SPECIAL ABILITIES
 Unique
 Melee Attack
 Cleave
 Grenades 10
 Thermal Detonator 40 (replaces attack, range 6, 40 damage to target and all characters within 2 squares, save 11 for ½ damage)

FORCE 2
 Disruptive (No character within 6 squares of this character, including this character, may grant or benefit from Commander Effects)

TIME BANDS



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VIPER



STAR WARS

MINION 38

Hit Points **100**

Defense **18**

Attack **+13**

Damage **30**

WARRIORS OF GAR

SPECIAL ABILITIES
 Unique
 Cyborg
 Impulsive savagery
 Deadly Attack (Crit. 19-20)

Damage Reduction 10
 (n/a vs lightsabres)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies) -CHOKESLAM!!!



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MINION



STAR WARS

MINION 39

Hit Points **50**

Defense **19**

Attack **+8**

Damage **10**


DOCTOR UGAVINE

WARRIORS OF GAR

SPECIAL ABILITIES
 Unique
 Move 4
 Evade (avoid damage from non-adjacent Attack on a save 11)
 Repair 10
 Heal 10
 Override

FORCE 2

Command Effect
 May include non-Unique Droids from any Faction in his Squad.



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MINION



STAR WARS

GRAVIN JEDIMASTER **63**

Hit Points **150**

Defense **23**

Attack **+16**

Damage **20**

WARRIORS OF GAR
SPECIAL ABILITIES

Unique
Twin Attack

FORCE 4
Force Renewal 1
Master of the Force 2
Lightsabre Assault (1FP)
Lightsabre Block (1 FP, save 11)
Lighstabre Deflect (1 FP, save 11)
Lightsabre Reflect (2 FP, save 11, opponent save 11 or 10 damage)



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GRAVIN JEDIMASTER



STAR WARS

JAN VINCENT TORM **40**

Hit Points **80**


Defense **20**

Attack **+12**

Damage **20**

WARRIORS OF GAR
SPECIAL ABILITIES

Unique
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Mighty Swing (On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies)
Mobile Attack (Can move both before and after attacking)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)



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JAN VINCENT TORM



STAR WARS

ADMIRAL MINH 50

Hit Points **80**

Defense **20**

Attack **+15**

Damage **10**

WARRIORS OF GAR

SPECIAL ABILITIES

Unique
Disintegration
Vaxumi Grip (Replaces attack, adjacent Living target, causes Paralysis, Save 11)
Master Tactician

FORCE 2

Force Heal 10
(Force 1, replaces turn, can remove 10 damage from self or adjacent non-droid ally)

Commander Effect
Non-unique Allies within 8 squares gain Accurate Shot.
Followers gain +2 Defense & +2 Attack

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ADMIRAL MINH 



STAR WARS

DR UGAVINE JR. 28

Hit Points **60**

Defense **20**

Attack **+4**

Damage **10**

WARRIORS OF GAR

SPECIAL ABILITIES

Unique
Move 4
Evade (avoid damage from non-adjacent Attack on a save 6)
Repair 10
Industrial Repair 10
Override
Ion Gun (+20 damage vs droids)

FORCE 1

Command Effect
May include non-Unique Droids from any Faction in his Squad.

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DR UGAVINE JR. 



STAR WARS

TETRIS BLOODAXE 69


Hit Points **160**
 Defense **23**
 Attack **+16**
 Damage **20**

NEW BLOODAXE ORDER
 Unique
 Melee Attack
 Triple Attack
 Vicious Attack (Crit. 19-20)
 Betrayal
 Chakram (replaces Attacks, as Blaster Barrage, Tetris loses Melee for Chakram targeting)
 FORCE 2
 NBO Reserves
 (If an 11 is rolled for Initiative add 20 pts of NBO or Fringe)
 Command Effects
 NBO Allies gain +2 Attack



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TETRIS BLOODAXE



STAR WARS

SNOOGINS TUCK 31

Hit Points **80**
 Defense **17**
 Attack **+8**
 Damage **20**

WARRIORS OF GAR
 SPECIAL ABILITIES
 Unique
 Twin Attack
 Pilot
 Mobile Attack



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SNOOGINS TUCK



STAR WARS

BAIL OHMAR 53

Hit Points **120**

Defense **20**


Attack **+14**

Damage **20**

NEW BLOODAXE ORDER

SPECIAL ABILITIES

- Unique
- Double Attack
- Twin attack
- Accurate Shot
- Flight
- Grenades 20
- Impulsive Shot If a Unique allied character is defeated, this character can make 1 immediate attack.



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BAIL OHMAR



STAR WARS

JODIN NORTHSTAR 21

Hit Points **70**

Defense **19**

Attack **+8**

Damage **20**

NEW BLOODAXE ORDER

SPECIAL ABILITIES


- Unique
- Melee Attack
- Lightsabre Duelist (+4 Defense when attack by adjacent character with a force rating)
- FORCE 3
- Force Heal 2 (Heal 20 HP from self or adjacent ally)



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JODIN NORTHSTAR



STAR WARS

DRAGONGUARD 16

Hit Points 30
 Defense 15
 Attack +6
 Damage 30

NEW BLOODAXE ORDER

WARRIORS OF GAR



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DRAGONGUARD



STAR WARS


SOLDIER OF GAR 3

Hit Points 10
 Defense 12
 Attack +3
 Damage 10

NEW BLOODAXE ORDER


SPECIAL ABILITIES
 Melee Attack
 Shield (save 11, DR10)

WARRIORS OF GAR



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SOLDIER OF GAR



STAR WARS

 **LEXON LEXGAR** 43

Hit Points 100

Defense 22

Attack +12

Damage 30

WARRIORS OF GAR

SPECIAL ABILITIES
 Unique
 Heavy Armour (DR10 does not effect lightsabres)
 Double Attack
 Careful Shot +4 (On this character's turn, if it doesn't move, it gets +4 Attack)

WARRIORS



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LEXON LEXGAR 



STAR WARS

 **TERRI LEXGAR** 28

Hit Points 70

Defense 19

Attack +13

Damage 20

WARRIORS OF GAR

SPECIAL ABILITIES
 Unique
 Draw Fire
 Grenades 10
 Satchel charge

Haliat Perfume (save 11, cancels attack from Living character within 6 squares)

WARRIORS



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TERRI LEXGAR 



STAR WARS

DOCTOR Q-ZARK 17

Hit Points **30**

Defense **15**

Attack **+5**

Damage **10**

WARRIORS OF GAR

SPECIAL ABILITIES

Unique
 Move 4
 Override
 Repair +10
 Ion Gun (+20 damage vs droids)
 Droid Betrayal
 'Ysalmari' Device



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DOCTOR Q-ZARK



STAR WARS

COMMANDER MALICE 37

Hit Points **120**

Defense **18**

Attack **+12**


Damage **10**

WARRIORS OF GAR

SPECIAL ABILITIES


Unique
 Droid
 Damage Reduction 10
 Exceptional Strength
 (+10 damage vs adjacent opponents)

Commander Effects
 Player may choose to activate one, two or three characters



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COMMANDER MALICE



STAR WARS