



AQUALISH THUG

AQUALISH

FRINGER THUG

MINION

SOAK VALUE: 3

WOUNDS: 6

THRESHOLD

DEFENSES: - (RANGED), - (MELEE)

BRAWN: 3, AGILITY: 2, INTELLECT: 2, CUNNING: 2, WILLPOWER: 1, PRESENCE: 1

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Coercion (WL)	◆	◆	◆◆	◆◆◆	◆◆◆◆
COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Brawl (BR)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
Melee (BR)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
Ranged - Light (AG)	◆◆	◆◆	◆◆	◆◆	◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
BRASS KNUCKLES <i>Special: Disorient 3</i>	Brawl	Engaged	4	○○○○
BLASTER PISTOL <i>Special: Stun Setting</i>	Range-light	Medium	6	○○○



STREET TOUGH

VARIOUS SPECIES

PETTY CRIMINAL

MINION

SOAK VALUE: 4

WOUNDS: 5

THRESHOLD

DEFENSES: - (RANGED), - (MELEE)

BRAWN: 3, AGILITY: 2, INTELLECT: 2, CUNNING: 2, WILLPOWER: 1, PRESENCE: 1

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Skulduggery (CU)	◆◆	◆◆	◆◆	◆◆	◆◆
COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Melee (BR)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
Ranged - Light (AG)	◆◆	◆◆	◆◆	◆◆	◆◆
Ranged - Heavy (AG)	◆◆	◆◆	◆◆	◆◆	◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
TRUNCHEON <i>Special: Disorient 2</i>	Melee	Engaged	5	○○○○○
BLASTER PISTOL <i>Special: Stun Setting</i>	Range-light	Medium	6	○○○
SLUGTHROWER RIFLE <i>Special: Cumbersome 2</i>	Range-heavy	Medium	7	○○○○○



PIRATE CREW

VARIOUS SPECIES

PIRATE

MINION

SOAK VALUE: 4

WOUNDS: 5

THRESHOLD

DEFENSES: - (RANGED), - (MELEE)

BRAWN: 2, AGILITY: 3, INTELLECT: 1, CUNNING: 2, WILLPOWER: 1, PRESENCE: 2

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Cool (PR)	◆◆	◆◆	◆◆	◆◆	◆◆
COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Ranged - Light (AG)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
Ranged - Heavy (AG)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
VIBROKINFE <i>Special: Pierce 2, Vicious 1</i>	Melee	Engaged	3	○○
HVY BLASTER PISTOL <i>Special: Stun Setting</i>	Range-light	Medium	7	○○○
BLASTER CARBINE <i>Special: Stun Setting</i>	Range-heavy	Medium	9	○○○



SPACEPORT SECURITY DETAIL

VARIOUS SPECIES

ENFORCER

MINION

SOAK VALUE: 4

WOUNDS: 4

THRESHOLD

DEFENSES: - (RANGED), - (MELEE)

BRAWN: 2, AGILITY: 2, INTELLECT: 2, CUNNING: 2, WILLPOWER: 2, PRESENCE: 2

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Perception (CU)	◆◆	◆◆	◆◆	◆◆	◆◆
COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Ranged - Light (AG)	◆◆	◆◆	◆◆	◆◆	◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
VIBROKINFE <i>Special: Pierce 2, Vicious 1</i>	Melee	Engaged	3	○○
HVY BLASTER PISTOL <i>Special: Stun Setting</i>	Range-light	Medium	7	○○○
BLASTER CARBINE <i>Special: Stun Setting</i>	Range-heavy	Medium	9	○○○



SPACEPORT URCHIN

VARIOUS SPECIES

LOITERER



MINION

SOAK VALUE
1

WOUNDS
3
THRESHOLD

DEFENSES
RANGED MELEE

DEFENSES
RANGED MELEE

1
BRAWN

2
AGILITY

1
INTELLECT

3
CUNNING

1
WILLPOWER

3
PRESENCE

RANKED SKILLS		Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Skulduggery (CU)		◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
Stealth (AG)		◆◆	◆◆	◆◆	◆◆	◆◆
Streetwise (CU)		◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
Survival (CU)		◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
SMALL ROCKS	Range-light	Short	1	(none)
<i>Special: Stun Damage</i>				



CORPORATE SECTOR AUTHORITY

VARIOUS SPECIES

SECURITY POLICE



MINION

SOAK VALUE
4

WOUNDS
5
THRESHOLD

DEFENSES
RANGED MELEE

DEFENSES
RANGED MELEE

2
BRAWN

2
AGILITY

2
INTELLECT

2
CUNNING

2
WILLPOWER

1
PRESENCE

RANKED SKILLS		Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Coercion (WL)		◆◆	◆◆	◆◆	◆◆	◆◆
COMBAT SKILLS						
Melee (BR)		◆◆	◆◆	◆◆	◆◆	◆◆
Ranged - Heavy (AG)		◆◆	◆◆	◆◆	◆◆	◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
TRUNCHEON	Melee	Engaged	4	○○○○○
<i>Special: Disorient 2</i>				
RIOT GUN	Range-heavy	Medium	7	○○○
<i>Special: Autofire, Stun Setting</i>				



APPRENTICE HUNTER

VARIOUS SPECIES

BOUNTY HUNTER



MINION

SOAK VALUE
3

WOUNDS
6
THRESHOLD

DEFENSES
RANGED MELEE

DEFENSES
RANGED MELEE

2
BRAWN

3
AGILITY

2
INTELLECT

3
CUNNING

2
WILLPOWER

2
PRESENCE

RANKED SKILLS		Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Coercion (WL)		◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
COMBAT SKILLS						
Ranged - Light (AG)		◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
BLASTER PISTOL	Range-light	Medium	6	○○○
<i>Special: Stun Setting</i>				



IMPERIAL NAVAL TROOPER

HUMAN

SHIP SECURITY FORCE



MINION

SOAK VALUE
3

WOUNDS
5
THRESHOLD

DEFENSES
RANGED MELEE

DEFENSES
RANGED MELEE

2
BRAWN

2
AGILITY

2
INTELLECT

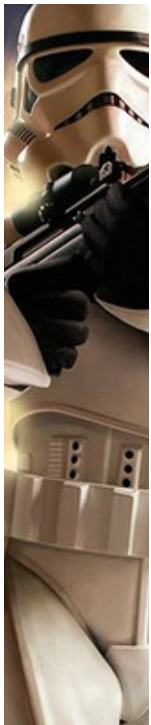
2
CUNNING

2
WILLPOWER

2
PRESENCE

RANKED SKILLS		Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Perception (CU)		◆◆	◆◆	◆◆	◆◆	◆◆
COMBAT SKILLS						
Ranged - Light (AG)		◆◆	◆◆	◆◆	◆◆	◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
BLASTER PISTOL	Range-light	Medium	6	○○○
<i>Special: Stun Setting</i>				



IMPERIAL STORMTROOPER

HUMAN → SHOCK TROOPS → MINION

SOAK VALUE: 5

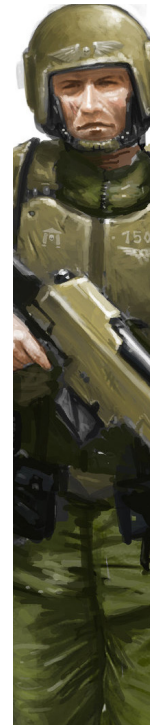
WOUNDS: 5

DEFENSES: RANGED - MELEE -

BRAWN: 3, AGILITY: 3, INTELLECT: 2, CUNNING: 2, WILLPOWER: 3, PRESENCE: 1

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Athletics (BR)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
Discipline (WL)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Melee (BR)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
Ranged - Heavy (AG)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
VIBROKINFE	Melee	Engaged	4	○○
<i>Special: Pierce 2, Vicious 1</i>				
FRAG GRENADE (x2)	Range-light	Short	8	○○○○
<i>Special: Blast 6, Limited Amo 1</i>				
BLASTER RIFLE	Range-heavy	Long	9	○○○
<i>Special: Stun Setting</i>				



PLANETARY DEFENSE FORCE TROOPER

VARIOUS SPECIES → HIRED SECURITY FORCE → MINION

SOAK VALUE: 3

WOUNDS: 5

DEFENSES: RANGED - MELEE -

BRAWN: 2, AGILITY: 2, INTELLECT: 2, CUNNING: 2, WILLPOWER: 2, PRESENCE: 2

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Discipline (WL)	◆◆	◆◆	◆◆	◆◆◆	◆◆◆◆
COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Brawl (BR)	◆◆	◆◆	◆◆	◆◆◆	◆◆◆◆
Ranged - Light (AG)	◆◆	◆◆	◆◆	◆◆◆	◆◆◆◆
Ranged - Heavy (AG)	◆◆	◆◆	◆◆	◆◆◆	◆◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
FISTS	Brawl	Engaged	2	○○○○○
<i>Special: Disorient 1, Knockdown 1</i>				
FRAG GRENADE (x2)	Range-light	Short	8	○○○○
<i>Special: Blast 6, Limited Amo 1</i>				
BLASTER CARBINE	Range-heavy	Medium	9	○○○
<i>Special: Stun Setting</i>				



MILITARY STARFIGHTER PILOT

HUMAN → PILOT → MINION

SOAK VALUE: 2

WOUNDS: 5

DEFENSES: RANGED - MELEE -

BRAWN: 2, AGILITY: 3, INTELLECT: 2, CUNNING: 2, WILLPOWER: 2, PRESENCE: 2

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Pilot - Space (AG)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆
COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Gunnery (AG)	◆◆◆	◆◆◆	◆◆◆	◆◆◆	◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
LGT BLASTER PISTOL	Range-light	Medium	5	○○○○
<i>Special: Stun Setting</i>				



ANTIQUATED BATTLE DROID

DROID → SOLDIER → MINION

SOAK VALUE: 4

WOUNDS: 4

DEFENSES: RANGED - MELEE -

BRAWN: 2, AGILITY: 2, INTELLECT: 1, CUNNING: 1, WILLPOWER: 1, PRESENCE: 1

COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Ranged - Light (AG)	◆◆	◆◆	◆◆	◆◆◆	◆◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
BLASTER RIFLE	Range-heavy	Long	9	○○○
<i>Special: Stun Setting</i>				

ABILITIES/TALENTS

DROID: Does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins



MAINTENANCE DROID

DROID → MECHANIC → MINION

SOAK VALUE: 3

WOUNDS: 3

THRESHOLD

DEFENSES: RANGED - MELEE -

BRAWN: 1, AGILITY: 1, INTELLECT: 1, CUNNING: 1, WILLPOWER: 1, PRESENCE: 1

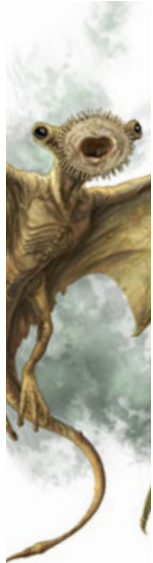
RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Mechanics (INT)	◆	◆◆	◆◆◆	◆◆◆◆	◆◆◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
ARC WELDER	Melee	Engaged	3	(none)
<i>Special: Stun Damage</i>				

ABILITIES/TALENTS

DROID: Does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins

BUILT IN REPAIR TOOLS: Count as tool kit as well as emergency repair kit that can be used once per session



MYNOCK

MYNOCK → WILD ANIMAL → MINION

SOAK VALUE: 1

WOUNDS: 4

THRESHOLD

DEFENSES: RANGED 1 MELEE 1

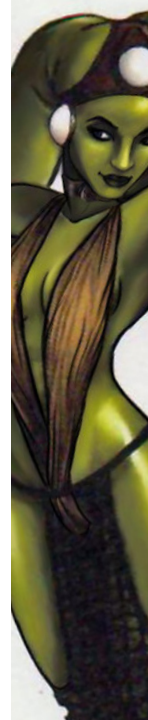
BRAWN: 1, AGILITY: 3, INTELLECT: 1, CUNNING: 1, WILLPOWER: 1, PRESENCE: 1

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Coordination (AG)	◆◆◆	◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆◆	◆◆◆◆◆◆◆
COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Brawl (BR)	◆	◆◆	◆◆◆	◆◆◆◆	◆◆◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
SUCKER MOUTH/CLAWS	Brawl	Engaged	4	○○○○○

ABILITIES/TALENTS

VACUUM DWELLER: Can survive and move in vacuum without penalty. **ENERGY PARASITE:** Can make an Average (◆◆) Coordination check to latch onto any starship or vehicle they are engaged with. Ships or vehicles with a mynock attached suffer 1 system strain per mynock each day and reduce their handling by 1. **FLYER:** Can fly, see pg 202. **HELIUM ALLERGY:** When exposed to helium, mynockos suffer 1 wound per round ignoring soak, until their bodies inflate and explode.



TWI'LEK DANCER

TWI'LEK → ENTERTAINER → MINION

SOAK VALUE: 3

WOUNDS: 5

THRESHOLD

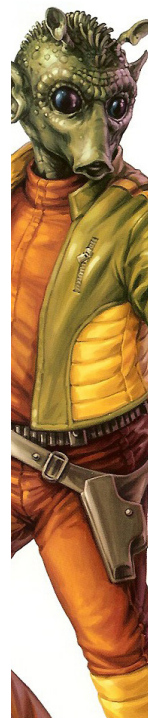
DEFENSES: RANGED - MELEE -

BRAWN: 2, AGILITY: 3, INTELLECT: 2, CUNNING: 2, WILLPOWER: 2, PRESENCE: 4

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Charm (PR)	◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆◆	◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
Coordination (AG)	◆◆◆	◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆◆	◆◆◆◆◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
VIBROKINFE	Melee	Engaged	4	○○
BLASTER PISTOL	Range-light	Medium	6	○○○

ABILITIES/TALENTS



SMUGGLER GANG MEMBER

VARIOUS SPECIES → SMUGGLER → MINION

SOAK VALUE: 3

WOUNDS: 6

THRESHOLD

DEFENSES: RANGED - MELEE -

BRAWN: 2, AGILITY: 2, INTELLECT: 2, CUNNING: 3, WILLPOWER: 2, PRESENCE: 2

RANKED SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Deception (CU)	◆◆◆	◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆◆	◆◆◆◆◆◆◆
COMBAT SKILLS	Minion x1	Minion x2	Minion x3	Minion x4	Minion x5
Ranged - Light (AG)	◆◆	◆◆◆	◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆◆

WEAPONS	SKILL	RANGE	DAMAGE	CRIT
VIBROKINFE	Melee	Engaged	4	○○
BLASTER PISTOL	Range-light	Medium	6	○○○

Special: Pierce 2, Vicious 1

Special: Stun Setting