

AQUALISH THUG

AQUALISH FRINGER THUG MINION

SOAK VALUE **3** WOUNDS **6** THRESHOLD DEFENSES RANGED MELEE

3 BRAWN **2** AGILITY **2** INTELLECT **2** CUNNING **1** WILLPOWER **1** PRESENCE

GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆◆
Charm	(PR)	◆◆
Coercion	(WIL)	◆◆
Computers	(INT)	◆◆
Cool	(PR)	◆◆
Coordination	(AG)	◆◆
Deception	(CUN)	◆◆
Discipline	(WIL)	◆◆
Leadership	(PR)	◆◆
Mechanics	(INT)	◆◆
Medicine	(INT)	◆◆
Negotiation	(PR)	◆◆
Perception	(CUN)	◆◆
Piloting - Planet	(AG)	◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆◆◆
Skulduggery	(CUN)	◆◆
Stealth	(AG)	◆◆
Streetwise	(CUN)	◆◆
Survival	(CUN)	◆◆
Vigilance	(WIL)	◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆◆
Gunnery	(AG)	◆◆◆
Lightsaber	(BR)	◆◆◆
Melee	(BR)	◆◆◆
Ranged - Light	(AG)	◆◆◆
Ranged - Heavy	(AG)	◆◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

COERCION (WIL)

Minion 1	◆
Minion 2	◆
Minion 3	◆◆
Minion 4	◆◆◆

BRAWL (BR)

Brass Knuckles
(Engaged) Damage = 4
Crit = ◆◆◆◆
Special: Disorient 3

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

MELEE (BR)

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

RANGED-LIGHT (AG)

Blaster Pistol
(Medium) Damage = 6
Crit = ◆◆◆◆
Special: Stun Setting

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

None

PIRATE CREW

VARIOUS SPECIES PIRATE MINION

SOAK VALUE **4** WOUNDS **5** THRESHOLD DEFENSES RANGED MELEE

2 BRAWN **3** AGILITY **1** INTELLECT **2** CUNNING **1** WILLPOWER **2** PRESENCE

GENERAL SKILLS

Astrogation	(INT)	◆
Athletics	(BR)	◆◆
Charm	(PR)	◆◆
Coercion	(WIL)	◆◆
Computers	(INT)	◆◆
Cool	(PR)	◆◆
Coordination	(AG)	◆◆◆
Deception	(CUN)	◆◆
Discipline	(WIL)	◆◆
Leadership	(PR)	◆◆
Mechanics	(INT)	◆◆
Medicine	(INT)	◆◆
Negotiation	(PR)	◆◆
Perception	(CUN)	◆◆
Piloting - Planet	(AG)	◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆◆◆
Skulduggery	(CUN)	◆◆
Stealth	(AG)	◆◆
Streetwise	(CUN)	◆◆
Survival	(CUN)	◆◆
Vigilance	(WIL)	◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆◆
Gunnery	(AG)	◆◆◆
Lightsaber	(BR)	◆◆◆
Melee	(BR)	◆◆◆
Ranged - Light	(AG)	◆◆◆
Ranged - Heavy	(AG)	◆◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆
Education	(INT)	◆
Lore	(INT)	◆
Outer Rim	(INT)	◆
Underworld	(INT)	◆
Warfare	(INT)	◆
Xenology	(INT)	◆

COOL (PR)

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

MELEE (BR)

Vibroknife
(Engaged) Damage = 3
Crit = ◆◆◆◆
Special: Pierce 2, Vicious 1

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

RANGED-LIGHT (AG)

Heavy Blaster Pistol
(Medium) Damage = 7
Crit = ◆◆◆◆
Special: Stun Setting

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

RANGED-HEAVY (AG)

Blaster Carbine
(Medium) Damage = 9
Crit = ◆◆◆◆
Special: Stun Setting

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Padded Armor (+2 Soak)

STREET TOUGH

VARIOUS SPECIES → PETTY CRIMINAL → **MINION**

SOAK VALUE 4

WOUNDS 5
THRESHOLD

DEFENSES
RANGED | MELEE

3 **2** **2** **2** **1** **1**
BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE

GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆◆
Charm	(PR)	◆◆◆
Coercion	(WIL)	◆◆
Computers	(INT)	◆◆
Cool	(PR)	◆◆
Coordination	(AG)	◆◆
Deception	(CUN)	◆◆
Discipline	(WIL)	◆◆
Leadership	(PR)	◆◆
Mechanics	(INT)	◆◆
Medicine	(INT)	◆◆
Negotiation	(PR)	◆◆
Perception	(CUN)	◆◆
Piloting - Planet	(AG)	◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆◆◆
Skulduggery	(CUN)	◆◆
Stealth	(AG)	◆◆
Streetwise	(CUN)	◆◆
Survival	(CUN)	◆◆
Vigilance	(WIL)	◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆◆
Gunnery	(AG)	◆◆◆
Lightsaber	(BR)	◆◆◆
Melee	(BR)	◆◆◆
Ranged - Light	(AG)	◆◆◆
Ranged - Heavy	(AG)	◆◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

SKULDUGGERY (CUN)

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

MELEE (BR)

Truncheon
(Engaged) Damage = 5
Crit = ○○○○○

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

RANGED-HEAVY (AG)

Slug Thrower Rifle
(Medium) Damage = 7
Crit = ○○○

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Heavy Clothing (+1 Soak)

SPACEPORT SECURITY DETAIL

VARIOUS SPECIES → ENFORCER → **MINION**

SOAK VALUE 4

WOUNDS 4
THRESHOLD

DEFENSES
RANGED | MELEE

2 **2** **2** **2** **2** **2**
BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE

GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆◆
Charm	(PR)	◆◆◆
Coercion	(WIL)	◆◆
Computers	(INT)	◆◆
Cool	(PR)	◆◆
Coordination	(AG)	◆◆
Deception	(CUN)	◆◆
Discipline	(WIL)	◆◆
Leadership	(PR)	◆◆
Mechanics	(INT)	◆◆
Medicine	(INT)	◆◆
Negotiation	(PR)	◆◆
Perception	(CUN)	◆◆
Piloting - Planet	(AG)	◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆◆◆
Skulduggery	(CUN)	◆◆
Stealth	(AG)	◆◆
Streetwise	(CUN)	◆◆
Survival	(CUN)	◆◆
Vigilance	(WIL)	◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆◆
Gunnery	(AG)	◆◆◆
Lightsaber	(BR)	◆◆◆
Melee	(BR)	◆◆◆
Ranged - Light	(AG)	◆◆◆
Ranged - Heavy	(AG)	◆◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

COERCION (WIL)

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

RANGED-LIGHT (AG)

Blaster Pistol
(Medium) Damage = 6
Crit = ○○○

Stun Grenade (x2)
(Short) Damage = 8
Crit = (none)
Special: Blast 8, Disorient 3, Limited Amo 1, Stun Damage

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Padded Armor (+2 Soak)

SPACEPORT URCHIN

VARIOUS SPECIES LOITERER MINION

SOAK VALUE: 1

WOUNDS: 3 THRESHOLD

DEFENSES: RANGED - MELEE -

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

GENERAL SKILLS

Astrogation	(INT)	◆
Athletics	(BR)	◆
Charm	(PR)	◆◆◆
Coercion	(WIL)	◆
Computers	(INT)	◆
Cool	(PR)	◆◆◆
Coordination	(AG)	◆◆◆
Deception	(CUN)	◆◆◆
Discipline	(WIL)	◆
Leadership	(PR)	◆◆◆
Mechanics	(INT)	◆
Medicine	(INT)	◆
Negotiation	(PR)	◆◆◆
Perception	(CUN)	◆◆◆
Piloting - Planet	(AG)	◆◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆
Skulduggery	(CUN)	◆◆◆
Stealth	(AG)	◆◆◆
Streetwise	(CUN)	◆◆◆
Survival	(CUN)	◆◆◆
Vigilance	(WIL)	◆

COMBAT SKILLS

Brawl	(BR)	◆
Gunnery	(AG)	◆◆
Lightsaber	(BR)	◆◆
Melee	(BR)	◆◆
Ranged - Light	(AG)	◆◆
Ranged - Heavy	(AG)	◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆
Education	(INT)	◆
Lore	(INT)	◆
Outer Rim	(INT)	◆
Underworld	(INT)	◆
Warfare	(INT)	◆
Xenology	(INT)	◆

SKULDUGGERY (CUN)

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

STREETWISE (CUN)

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

RANGED-LIGHT (AG)

Small Rocks
(Short)
Damage = 1
Crit = (none)
Special: Stun Damage

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

STEALTH (AG)

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

SURVIVAL (CUN)

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

None

APPRENTICE HUNTER

VARIOUS SPECIES BOUNTY HUNTER MINION

SOAK VALUE: 3

WOUNDS: 6 THRESHOLD

DEFENSES: RANGED - MELEE -

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

GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆
Charm	(PR)	◆◆
Coercion	(WIL)	◆◆
Computers	(INT)	◆◆
Cool	(PR)	◆◆
Coordination	(AG)	◆◆
Deception	(CUN)	◆◆
Discipline	(WIL)	◆◆
Leadership	(PR)	◆◆
Mechanics	(INT)	◆◆
Medicine	(INT)	◆◆
Negotiation	(PR)	◆◆
Perception	(CUN)	◆◆
Piloting - Planet	(AG)	◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆◆
Skulduggery	(CUN)	◆◆
Stealth	(AG)	◆◆
Streetwise	(CUN)	◆◆
Survival	(CUN)	◆◆
Vigilance	(WIL)	◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆
Gunnery	(AG)	◆◆
Lightsaber	(BR)	◆◆
Melee	(BR)	◆◆
Ranged - Light	(AG)	◆◆
Ranged - Heavy	(AG)	◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

COERCION (WIL)

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

BRAWL (BR)

Brass Knuckles
(Engaged)
Damage = 4
Crit = ◆◆◆◆
Special: Disorient 3

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Heavy Clothing (+1 Soak)

CORPORATE SECTOR AUTHORITY

VARIOUS SPECIES SECURITY POLICE MINION

SOAK VALUE **4** WOUNDS **5** THRESHOLD DEFENSES RANGED MELEE

2 2 2 2 2 1

BRAWN AGILITY INTELLECT CUNNING WILLPOWER PRESENCE

GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆
Charm	(PR)	◆◆
Coercion	(WIL)	◆◆
Computers	(INT)	◆◆
Cool	(PR)	◆◆
Coordination	(AG)	◆◆
Deception	(CUN)	◆◆
Discipline	(WIL)	◆◆
Leadership	(PR)	◆◆
Mechanics	(INT)	◆◆
Medicine	(INT)	◆◆
Negotiation	(PR)	◆◆
Perception	(CUN)	◆◆
Piloting - Planet	(AG)	◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆◆
Skulduggery	(CUN)	◆◆
Stealth	(AG)	◆◆
Streetwise	(CUN)	◆◆
Survival	(CUN)	◆◆
Vigilance	(WIL)	◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆
Gunnery	(AG)	◆◆
Lightsaber	(BR)	◆◆
Melee	(BR)	◆◆
Ranged - Light	(AG)	◆◆
Ranged - Heavy	(AG)	◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

COERCION (WIL)

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

MELEE (BR)

Truncheon
(Engaged) Damage = 4
Crit = ○○○○○○
Special: Disorient 2

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

RANGED-HEAVY (AG)

Riot Gun
(Medium) Damage = 7
Crit = ○○○○
Special: Auto Fire, Stun Setting

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Riot Armor (+2 Soak)

IMPERIAL NAVAL TROOPER

HUMAN SHIP SECURITY FORCE MINION

SOAK VALUE **3** WOUNDS **5** THRESHOLD DEFENSES RANGED MELEE

2 2 2 2 2 2

BRAWN AGILITY INTELLECT CUNNING WILLPOWER PRESENCE

GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆
Charm	(PR)	◆◆
Coercion	(WIL)	◆◆
Computers	(INT)	◆◆
Cool	(PR)	◆◆
Coordination	(AG)	◆◆
Deception	(CUN)	◆◆
Discipline	(WIL)	◆◆
Leadership	(PR)	◆◆
Mechanics	(INT)	◆◆
Medicine	(INT)	◆◆
Negotiation	(PR)	◆◆
Perception	(CUN)	◆◆
Piloting - Planet	(AG)	◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆◆
Skulduggery	(CUN)	◆◆
Stealth	(AG)	◆◆
Streetwise	(CUN)	◆◆
Survival	(CUN)	◆◆
Vigilance	(WIL)	◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆
Gunnery	(AG)	◆◆
Lightsaber	(BR)	◆◆
Melee	(BR)	◆◆
Ranged - Light	(AG)	◆◆
Ranged - Heavy	(AG)	◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

PERCEPTION (CUN)

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

RANGED-LIGHT (AG)

Blaster Pistol
(Medium) Damage = 6
Crit = ○○○○
Special: Stun Setting

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Blast Vest & Helmet (+1 Soak)

IMPERIAL STORMTROOPER

HUMAN SHOCK TROOP MINION

SOAK VALUE: 5 WOUNDS: 5 THRESHOLD DEFENSES: - RANGED MELEE

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

GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆◆
Charm	(PR)	◆◆◆
Coercion	(WIL)	◆◆◆
Computers	(INT)	◆◆◆
Cool	(PR)	◆◆◆
Coordination	(AG)	◆◆◆
Deception	(CUN)	◆◆◆
Discipline	(WIL)	◆◆◆
Leadership	(PR)	◆◆◆
Mechanics	(INT)	◆◆◆
Medicine	(INT)	◆◆◆
Negotiation	(PR)	◆◆◆
Perception	(CUN)	◆◆◆
Piloting - Planet	(AG)	◆◆◆
Piloting - Space	(AG)	◆◆◆
Resilience	(BR)	◆◆◆
Skulduggery	(CUN)	◆◆◆
Stealth	(AG)	◆◆◆
Streetwise	(CUN)	◆◆◆
Survival	(CUN)	◆◆◆
Vigilance	(WIL)	◆◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆◆
Gunnery	(AG)	◆◆◆
Lightsaber	(BR)	◆◆◆
Melee	(BR)	◆◆◆
Ranged - Light	(AG)	◆◆◆
Ranged - Heavy	(AG)	◆◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

ATHLETICS (BR)

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

DISCIPLINE (WIL)

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

MELEE (BR)

Vibroknife
(Engaged) Damage = 4
Crit = ◆◆◆
Special: Pierce 2, Vicious 1

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

RANGED-HEAVY (AG)

Blaster Rifle
(Long) Damage = 9
Crit = ◆◆◆
Special: Stun Setting

OR GROUP OF 2

Light Repeating Blaster
(Long) Damage = 11
Crit = ◆◆◆
Special: Auto Fire, Cumbersome 3, Pierce 1

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

RANGED-LIGHT (AG)

Frag Grenade (x2)
(Short) Damage = 8
Crit = ◆◆◆◆
Special: Blast 6, Limited Amo 1

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Stormtrooper Armor (+2 Soak)
Utility belt
Extra Reloads

MILITARY STARFIGHTER PILOT

HUMAN PILOT MINION

SOAK VALUE: 2 WOUNDS: 5 THRESHOLD DEFENSES: - RANGED MELEE

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

GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆◆
Charm	(PR)	◆◆◆
Coercion	(WIL)	◆◆◆
Computers	(INT)	◆◆◆
Cool	(PR)	◆◆◆
Coordination	(AG)	◆◆◆
Deception	(CUN)	◆◆◆
Discipline	(WIL)	◆◆◆
Leadership	(PR)	◆◆◆
Mechanics	(INT)	◆◆◆
Medicine	(INT)	◆◆◆
Negotiation	(PR)	◆◆◆
Perception	(CUN)	◆◆◆
Piloting - Planet	(AG)	◆◆◆
Piloting - Space	(AG)	◆◆◆
Resilience	(BR)	◆◆◆
Skulduggery	(CUN)	◆◆◆
Stealth	(AG)	◆◆◆
Streetwise	(CUN)	◆◆◆
Survival	(CUN)	◆◆◆
Vigilance	(WIL)	◆◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆◆
Gunnery	(AG)	◆◆◆
Lightsaber	(BR)	◆◆◆
Melee	(BR)	◆◆◆
Ranged - Light	(AG)	◆◆◆
Ranged - Heavy	(AG)	◆◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

PILOT-SPACE (AG)

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

GUNNERY (AG)

Brass Knuckles
(Engaged) Damage = 4
Crit = ◆◆◆◆
Special: Disorient 3

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

RANGED-LIGHT (AG)

Light Blaster Pistol
(Medium) Damage = 5
Crit = ◆◆◆◆
Special: Stun Setting

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Vacuum Sealed Flight Suit

PLANETARY DEFENSE FORCE TROOPER



VARIOUS SPECIES | HIRED SECURITY FORCE | MINION

SOAK VALUE: 3 | WOUNDS: 5 | DEFENSES: - | THRESHOLD: 5

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

GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆
Charm	(PR)	◆◆
Coercion	(WIL)	◆◆
Computers	(INT)	◆◆
Cool	(PR)	◆◆
Coordination	(AG)	◆◆
Deception	(CUN)	◆◆
Discipline	(WIL)	◆◆
Leadership	(PR)	◆◆
Mechanics	(INT)	◆◆
Medicine	(INT)	◆◆
Negotiation	(PR)	◆◆
Perception	(CUN)	◆◆
Piloting - Planet	(AG)	◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆◆
Skulduggery	(CUN)	◆◆
Stealth	(AG)	◆◆
Streetwise	(CUN)	◆◆
Survival	(CUN)	◆◆
Vigilance	(WIL)	◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆
Gunnery	(AG)	◆◆
Lightsaber	(BR)	◆◆
Melee	(BR)	◆◆
Ranged - Light	(AG)	◆◆
Ranged - Heavy	(AG)	◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

DISCIPLINE (WIL)

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

BRAWL (BR)

Fists
(Engaged) Damage = 2
Crit = ○○○○○
Special: Disorient 1, Knockdown 1

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

RANGED-LIGHT (AG)

Frag Grenade (x2)
(Short) Damage = 8
Crit = ○○○○
Special: Blast 6, Limited Amo 1

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

RANGED-HEAVY (AG)

Blaster Carbine
(Medium) Damage = 9
Crit = ○○○○
Special: Stun Setting

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Blast Vest (+1 Soak)

ANTIQUATED BATTLE DROID



DROID | SOLDIER | MINION

SOAK VALUE: 4 | WOUNDS: 4 | DEFENSES: - | THRESHOLD: 4

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

GENERAL SKILLS

Astrogation	(INT)	◆
Athletics	(BR)	◆◆
Charm	(PR)	◆◆
Coercion	(WIL)	◆
Computers	(INT)	◆
Cool	(PR)	◆
Coordination	(AG)	◆◆
Deception	(CUN)	◆
Discipline	(WIL)	◆
Leadership	(PR)	◆
Mechanics	(INT)	◆
Medicine	(INT)	◆
Negotiation	(PR)	◆
Perception	(CUN)	◆
Piloting - Planet	(AG)	◆◆
Piloting - Space	(AG)	◆◆
Resilience	(BR)	◆◆
Skulduggery	(CUN)	◆
Stealth	(AG)	◆◆
Streetwise	(CUN)	◆
Survival	(CUN)	◆
Vigilance	(WIL)	◆

COMBAT SKILLS

Brawl	(BR)	◆◆
Gunnery	(AG)	◆◆
Lightsaber	(BR)	◆◆
Melee	(BR)	◆◆
Ranged - Light	(AG)	◆◆
Ranged - Heavy	(AG)	◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆
Education	(INT)	◆
Lore	(INT)	◆
Outer Rim	(INT)	◆
Underworld	(INT)	◆
Warfare	(INT)	◆
Xenology	(INT)	◆

RANGED-HEAVY (AG)

Blaster Rifle
(Long) Damage = 9
Crit = ○○○○
Special: Stun Setting

Minion 1	◆◆
Minion 2	◆◆
Minion 3	◆◆
Minion 4	◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Droid (Does not need to breathe, eat or drink and can survive in vacuum or underwater. Immune to poisons or toxins.)

TWI'LEK DANCER



TWI'LEK

ENTERTAINER

MINION

SOAK VALUE 3	WOUNDS 5 THRESHOLD		DEFENSES - - RANGED MELEE
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2 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	4 PRESENCE
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GENERAL SKILLS

Astrogation	(INT)	◆◆
Athletics	(BR)	◆◆◆
Charm	(PR)	◆◆◆◆
Coercion	(WIL)	◆◆
Computers	(INT)	◆◆
Cool	(PR)	◆◆◆◆
Coordination	(AG)	◆◆◆
Deception	(CUN)	◆◆
Discipline	(WIL)	◆◆
Leadership	(PR)	◆◆◆◆
Mechanics	(INT)	◆◆
Medicine	(INT)	◆◆
Negotiation	(PR)	◆◆◆◆
Perception	(CUN)	◆◆
Piloting - Planet	(AG)	◆◆◆
Piloting - Space	(AG)	◆◆◆
Resilience	(BR)	◆◆
Skulduggery	(CUN)	◆◆
Stealth	(AG)	◆◆◆
Streetwise	(CUN)	◆◆
Survival	(CUN)	◆◆
Vigilance	(WIL)	◆◆

CHARM (PR)

Minion 1	◆◆◆◆
Minion 2	◆◆◆◆
Minion 3	◆◆◆◆
Minion 4	◆◆◆◆

COORDINATION (AG)

Minion 1	◆◆◆
Minion 2	◆◆◆
Minion 3	◆◆◆
Minion 4	◆◆◆

COMBAT SKILLS

Brawl	(BR)	◆◆
Gunnery	(AG)	◆◆◆
Lightsaber	(BR)	◆◆
Melee	(BR)	◆◆
Ranged - Light	(AG)	◆◆◆
Ranged - Heavy	(AG)	◆◆◆

KNOWLEDGE SKILLS

Core Worlds	(INT)	◆◆
Education	(INT)	◆◆
Lore	(INT)	◆◆
Outer Rim	(INT)	◆◆
Underworld	(INT)	◆◆
Warfare	(INT)	◆◆
Xenology	(INT)	◆◆

ABILITIES/TALENTS/OTHER EQUIPMENT

Dancing Attire