



MASSIFF

10

Hit Points

40

Defense

16

Attack

+9

Damage

20

Special Abilities

Speed 8

Melee Attack (Can attack only adjacent enemies)

Vicious Attack (Triple damage instead of double on a critical hit)



Common on Outer Rim worlds, the massiff is often domesticated to serve as a companion and guardian.



46/60 ♦

**STAR
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