



DARTH MALAK, DARK LORD OF THE SITH

49

Hit Points

130

Defense

20

Attack

+16

Damage

20



Special Abilities

Unique. Melee Attack; Double Attack

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Force Powers

Force 2. Force Renewal I

Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)

Force Stun (Force 1, usable only on this character's turn; range 6; target living enemy is considered activated this round; save 11)

Sith Rage (Force 1: +10 Damage on all attacks this turn)

Commander Effect

Followers get +4 Attack.



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STAR WARS

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