



OLD REPUBLIC CAPTAIN

19

Hit Points

40

Defense

16

Attack

+8

Damage

20



Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Commander Effect

Old Republic followers within 6 squares get +3 Defense and gain **Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares).

Following the Great Sith War, the Republic recruited and trained officers from planets across the galaxy to strengthen its forces.



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STAR WARS™

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