

Credit: Galaxy Clash was created by Requiem/CJ.

## GALAXY CLASH — \$0.50 TIER

(Each entry follows: NAME → About → Role → Signature Kit → Strengths → Weaknesses → Best pairings → Counter tips.)

**20 B1 BATTLE DROIDS** - About the character: Chattering clankers in overwhelming numbers. - Role: Swarm/Suppress - Signature Kit: E-5 blasters • Numbers • Marching fire. - Strengths: Board control; objective saturation. - Weaknesses: Poor accuracy; Ion/EMP; AOE. - Best pairings: Tactical/ST-droids • B2/B3 anchors. - Counter tips: AOE; Ion; force morale shocks.

**10 FIRST ORDER TROOPERS** - About the character: Disciplined FO line infantry. - Role: Gunline/Suppress - Signature Kit: F-11D blasters • Formation drills • Riot gear (variant). - Strengths: Good suppression; follow orders. - Weaknesses: Accuracy/initiative vs elites; morale if leaders die. - Best pairings: Hux/Phasma/Kylo • TIE support. - Counter tips: Guerrilla flanks; Jedi rush; artillery.

**10 STORMTROOPERS** - About the character: Imperial standard infantry, deadly with proper leadership. - Role: Gunline/Suppress - Signature Kit: E-11 blasters • Grenades • Formation discipline. - Strengths: Flexible; scales with command auras. - Weaknesses: Rigid; panic without officers. - Best pairings: Thrawn/Tarkin/Gideon • Scouts/Mortars. - Counter tips: Break comms; flanks; smoke into bayonets.

**10 CLONE TROOPERS** - About the character: Veteran CTs executing combined-arms doctrine. - Role: Flexible Infantry - Signature Kit: DC-15 blasters • Combined arms • Grenades. - Strengths: Durable under Jedi leadership; great focus fire. - Weaknesses: Out-scaled by elites without support. - Best pairings: Rex/Cody/Jedi generals • ARC/Mortars. - Counter tips: Artillery; Sith divers; mines on flanks.

**10 REBEL TROOPERS** - About the character: Adaptable freedom fighters with tricks. - Role: Skirmish Infantry - Signature Kit: Mixed blasters • Traps • Improvised cover. - Strengths: Adaptability; ambush potential. - Weaknesses: Light armor; suppression. - Best pairings: Han/Chewie • Ackbar • Jyn/Saw. - Counter tips: Area denial; snipers; shock troops.

**3 WOOKIEE FIGHTERS** - About the character: Furious melee trio with bows and blades. - Role: Shock Bruisers - Signature Kit: Bowcaster bursts • Charge • Roar. - Strengths: Smash light lines; peel. - Weaknesses: Focus fire; kiting. - Best pairings: Rebels • Chewie • Han. - Counter tips: Suppression; mines; flame.

**3 ARC TROOPERS** - About the character: Elite clone marksmen with gadgets. - Role: Marksman/Skirmisher - Signature Kit: DC-17M • Ziplines • EMP nades. - Strengths: Picks and anti-droid. - Weaknesses: Fragile in melee. - Best pairings: Rex/Cody • Jedi generals. - Counter tips: Smoke; divers; artillery.

**5 GUNGAN SWORDSMEN** - About the character: Shield-bearing melee line. - Role: Melee Line/Shield Wall - Signature Kit: Energy shields • Electropole. - Strengths: Hold lanes vs blasters; cheap wall. - Weaknesses: AOE/fire; artillery. - Best pairings: Jar Jar • Naboo allies. - Counter tips: Flamers; explosives; flank.

**5 EWOK SPEARMEN** - About the character: Forest ambushers using terrain and traps. - Role: Guerrilla Melee - Signature Kit: Spears • Log traps • Camouflage. - Strengths: Forest advantage; swarm. - Weaknesses: Open ground; armor. - Best pairings: Wicket • Rebels. - Counter tips: Clear brush; armor pushes.

**2 MANDALORIAN RIFLEMEN** - About the character: Jetpack snipers with precise fire. - Role: Overwatch/Skirmish - Signature Kit: Jetpack • Long rifles • Thermals. - Strengths: Vertical firing angles; pick control. - Weaknesses: AA fire; countersnipers. - Best pairings: Bo-Katan • Paz • Sabine. - Counter tips: Flak; deny perches; smoke.

**5 JAWAS** - About the character: Scavengers who turn battlefields into loot boxes. - Role: Utility/Trapper - Signature Kit: Ion blasters • Salvage/upgrade events • Static traps. - Strengths: Ion anti-droid; random upgrade spikes. - Weaknesses: Fragile; low DPS. - Best pairings: Droid allies • Trap teams (Saw/Jyn). - Counter tips: Pressure early; deny corpses and debris.

**3 SCOUT TROOPERS** - About the character: Recon marksmen feeding artillery. - Role: Recon/Marksman - Signature Kit: Sniper rifles • Sensor beacons • Camouflage. - Strengths: Information warfare; picks. - Weaknesses: Paper if revealed; bad in brawl. - Best pairings: Tarkin/Thrawn • Mortars. - Counter tips: Counter-snipe; smoke; divers.

**2 CLONE MEDICS** - About the character: Field medics who keep cheap lines standing. - Role: Healer/Support - Signature Kit: Medpacks • Stims • Prioritize lowest-cost allies. - Strengths: Cost-effective sustain; objective endurance. - Weaknesses: Priority target; no DPS. - Best pairings: Clones • Jedi generals • ARC. - Counter tips: Assassinate; disrupt triage; deny rescues.

**3 MORTAR STORMTROOPERS** - About the character: Indirect fire team that punishes blobs. - Role: Artillery/Area Denial - Signature Kit: Mortar arcs • Smoke/HE shells • Spotter links. - Strengths: Forces movement; chips supports. - Weaknesses: Vulnerable to flanks; needs spotters. - Best pairings: Thrawn/Tarkin • Scouts. - Counter tips: Flank batteries; kill spotters; keep spread.

**1 JEDI YOUNGLING** - About the character: Early-training Force user; better near mentors. - Role: Budget Duelist/Peel - Signature Kit: Simple saber forms • Push/Pull • Panic ping. - Strengths: Cheap Force utility; counters lone divers. - Weaknesses: Extremely fragile; terrified of AOE. - Best pairings: Tera Sinube • Temple Guards • Clone screens. - Counter tips: Suppression; anti-Force tech; avoid trickling into duels.

**5 NIHIL PIRATE MARAUDERS** - About the character: Chaotic raiders with gas bombs and shock plays. - Role: Shock Raiders - Signature Kit: Gas • Boarding hooks • Hit-and-run. - Strengths: Sudden violence; objective steals. - Weaknesses: Fold under sustained fire; poor discipline. - Best pairings: Marchion Ro • Trappers • Speed teams. - Counter tips: Overwatch; stun grenades; morale shock.

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## GALAXY CLASH — \$1 TIER

(Each entry follows: NAME → About → Role → Signature Kit → Strengths → Weaknesses → Best pairings → Counter tips.)

C-3PO - About the character: Protocol droid who organizes, translates, and steadies allied morale. - Role: Support/Coordinator - Signature Kit: Comms relay • Translation boosts • Panic reduction. - Strengths: Utility and cohesion for cheap. - Weaknesses: No combat presence; must be protected. - Best pairings: Mixed armies needing discipline; Thrawn/Tarkin gunlines. - Counter tips: Ignore unless he's the last; break comms he anchors.

R2-D2 - About the character: Astromech multitool that opens doors (literally) and situations. - Role: Utility/Support - Signature Kit: Scomp link hacks • Shock probe • Extinguish/repair. - Strengths: Objective play; light ion poke; clutch saves. - Weaknesses: Fragile; short range. - Best pairings: Pilots • Anakin/Luke • Saboteurs. - Counter tips: Ion; pick on exposure; deny objectives.

CHOPPER (C1-10P) - About the character: Chaotic saboteur droid who loves mayhem. - Role: Disruptor/Utility - Signature Kit: Ram • Shock • Jam • Booby-trap panels. - Strengths: Wrecks formations and comms. - Weaknesses: Easy to burst if caught. - Best pairings: Ghost crew • Rebels. - Counter tips: Keep distance; watch panels/doors.

JAR JAR BINKS - About the character: Accidental chaos engine whose slapstick often creates unexpected openings. - Role: Disruptor/Support - Signature Kit: Trip chain • Distract • Lucky throws. - Strengths: Cheap disruption; morale swings. - Weaknesses: Unreliable; fragile. - Best pairings: Gungan swordsmen • Rebel skirmishers. - Counter tips: Focus early; don't brawl in tight groups.

K-2SO - About the character: Reprogrammed Enforcer droid with crushing melee and deadpan menace. - Role: Bruiser/Protector - Signature Kit: Servo punch • Toss • Data jam. - Strengths: Tanky peel; good vs light infantry. - Weaknesses: Ion/EMP; kiting. - Best pairings: Cassian/Jyn • Rebel lines. - Counter tips: Ion; flanks; sustained fire.

PADMÉ AMIDALA - About the character: Diplomat with battlefield poise who rallies troops to hold. - Role: Support/Skirmisher - Signature Kit: Rally speeches • Cover-to-cover precision • Quick orders. - Strengths: Morale; clutch objective plays. - Weaknesses: Not a finisher. - Best pairings: Anakin • Clones • Naboo forces. - Counter tips: Assassinate; break her line of sight.

FINN - About the character: Brave defector whose courage spikes team performance in the storm. - Role: Skirmisher/Support - Signature Kit: DL-44/EE-3 swaps • Heroic surges • Team callouts. - Strengths: Clutch rallies; versatile lines. - Weaknesses: Limited gear; vulnerable to elites. - Best pairings: Rey • Resistance troopers. - Counter tips: Suppression; deny rally timing.

CAPTAIN PHASMA - About the character: Chromium-armored enforcer keeping FO squads disciplined. - Role: Anchor/Support - Signature Kit: Baton counters • Discipline aura • Shield tactics. - Strengths: Tough;

steadies FO gunlines. - Weaknesses: Sabers; focus fire. - Best pairings: Hux • FO Troopers • Kylo. - Counter tips: Ion; snipers; divers.

FENNEC SHAND - About the character: Elite sniper/fixer. - Role: Marksman/Assassin - Signature Kit: Long rifle • Tracking • Ambush lines. - Strengths: High-value picks. - Weaknesses: Divers/counter-snipers. - Best pairings: Boba/Jango • Thrawn/Gideon. - Counter tips: Smoke • flanks • decoys.

BOBA FETT - About the character: Jetpack hunter with precise, relentless fire. - Role: Skirmisher/Brawler - Signature Kit: EE-3 carbine • Jetpack • Wrist rockets. - Strengths: Mobile firepower; pressure. - Weaknesses: Nets/AA focus. - Best pairings: Fennec • Mandos • Underworld. - Counter tips: Trap approaches; EMP snares.

WICKET - About the character: Ewok scout-chieftain who turns forests into kill-boxes. - Role: Guerrilla Leader - Signature Kit: Traps • Logs • Ambush whistles. - Strengths: Forest control; morale. - Weaknesses: Open terrain; armor. - Best pairings: Ewoks • Rebels. - Counter tips: Clear brush; armor pushes; flamers.

BB-8 - About the character: Zippy astromech who creates micro-openings. - Role: Utility/Support - Signature Kit: Cables • Sparks • Scans. - Strengths: Setup plays; objective tricks. - Weaknesses: Fragile. - Best pairings: Rey/Finn • Resistance. - Counter tips: Keep distance; deny interactions.

TERA SINUBE - About the character: Patient mentor who steadies learners. - Role: Protector/Controller - Signature Kit: Cane-saber guard • Calm aura • TK checks. - Strengths: Stabilizes padawans/younglings. - Weaknesses: Slow; low burst. - Best pairings: Younglings • Jedi cores. - Counter tips: Bypass; pressure wards.

2 DROIDEKAS - About the character: Rolling shielded destroyers that anchor lanes. - Role: Anchor Shooters - Signature Kit: Deflector shields • Twin cannons • Roll mode. - Strengths: Hard to push; shreds light infantry. - Weaknesses: Ion; flanks; sabers once shields pop. - Best pairings: Tactical droids • B2/B3 lines. - Counter tips: Ion grenades; collapse after stun.

GENERAL HUX - About the character: FO ideologue who weaponizes discipline and volume of fire. - Role: Commander/Support - Signature Kit: Rallies • Target priorities • Suppression nets. - Strengths: Cohesion; mid-range dominance. - Weaknesses: Personally fragile. - Best pairings: FO Troopers/Phasma/Kylo. - Counter tips: Assassinate; jam comms; flanks.

GREEDO - About the character: Trigger-happy Rodian with fast (sometimes too fast) draws. - Role: Skirmisher - Signature Kit: Quickdraw • Scatter shots • Panic. - Strengths: Cheap pick potential; angles. - Weaknesses: Inconsistent; brittle. - Best pairings: Underworld • Jabba crews. - Counter tips: Overwatch; pressure.

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## GALAXY CLASH — \$2 TIER

(Each entry follows: NAME → About → Role → Signature Kit → Strengths → Weaknesses → Best pairings → Counter tips.)

**CHEWBACCA** - About the character: Wookiee powerhouse whose bowcaster staggers and deletes clustered lights. - Role: Bruiser/Marksman - Signature Kit: Bowcaster burst/knockback • Rage throws • Roar morale. - Strengths: Tough; great peel; big mid-range hits. - Weaknesses: Focused suppression; ion vs droid walls. - Best pairings: Han • Wookiee Fighters • Rebel lines. - Counter tips: Ion/EMP; crossfires; snares.

**HAN SOLO** - About the character: Gunslinger who turns timing and cover into hero plays. - Role: Skirmisher/Marksman - Signature Kit: DL-44 quickdraws • Lucky shots • Feint peeks. - Strengths: Pick potential; objective swings. - Weaknesses: Melee divers; CC. - Best pairings: Chewie • Rebel troopers • Scouts. - Counter tips: Smoke denial; dive perches; counter-snipe.

**CAPTAIN REX** - About the character: Veteran clone leader who extracts value from every squad. - Role: Commander/Skirmisher - Signature Kit: Battle scanners • Focus fire calls • Jump pack (situational). - Strengths: Elevated clone performance; disciplined trades. - Weaknesses: Needs troops; vulnerable to assassins. - Best pairings: ARC Troopers • Cody • Jedi generals. - Counter tips: Kill spotters; mines on flanks; jam comms.

**COMMANDER CODY** - About the character: Pragmatic clone commander with rock-solid logistics. - Role: Commander/Support - Signature Kit: Airstrike calls • Synchronized volleys • Fortify. - Strengths: Reliable artillery timing; stable gunlines. - Weaknesses: Telegraphed plays if scouted; fragile. - Best pairings: Rex • ARC/Mortars • Obi-Wan. - Counter tips: Counter-battery; assassinate; push before airstrikes cycle.

**IG-11** - About the character: Guardian droid toggling between nanny and murder machine. - Role: Skirmisher/Protector - Signature Kit: Auto-target routines • Self-sacrifice core charge • Med-subroutines (ally sustain). - Strengths: Great peel; surprise finish potential. - Weaknesses: Ion/EMP; telegraphed self-destruct. - Best pairings: Din/Grogu • Mando crews. - Counter tips: Ion and spread when he glows; finish at range.

**JYN ERSO** - About the character: Infiltrator with improvisational answers. - Role: Skirmisher/Support - Signature Kit: Disguises • Baton • Trick shots • Disruption gadgets. - Strengths: Utility; objective steals; anti-commander plays. - Weaknesses: Limited burst; folds to divers. - Best pairings: Cassian/K-2SO • Rebels • Saw. - Counter tips: Tight patrols; sensors; suppress on reveal.

**ZEB ORRELIOS** - About the character: Lasat bruiser who excels at peel and stun combos. - Role: Bruiser/Anchor - Signature Kit: Bo-rifle stun mode • Heavy strikes • Throw. - Strengths: Great bodyguard; wins scrums. - Weaknesses: Crossfire; artillery. - Best pairings: Ghost crew • Rebels. - Counter tips: Ion; kiting corridors; snipers.

**BO-KATAN KRYZE** - About the character: Mandalorian squad leader coordinating jetpack assaults. - Role: Commander/Skirmisher - Signature Kit: WESTAR pistols • Jetpack • Squad commands • Darksaber

(situational). - Strengths: Coordinated strikes; vertical control. - Weaknesses: Sniper focus; AA. - Best pairings: Mandalorian Riflemen • Sabine • Paz. - Counter tips: Flak; overwatch; trap landing pads.

JANGO FETT - About the character: Prototype bounty hunter with rockets and tricks for days. - Role: Skirmisher/Assassin - Signature Kit: Jetpack • Wrist rockets • Flamethrower • Cable. - Strengths: Mobility and burst; great pick threat. - Weaknesses: AA fire; nets; sustained suppression. - Best pairings: Mandos • Underworld • Gideon. - Counter tips: Suppression; trap his landing; counter-jet.

DIN DJARIN "MANDO" - About the character: Beskar-clad hunter who can switch between marksman, protector, and brawler. - Role: Skirmisher/Protector - Signature Kit: Amban rifle • Whistling birds • Grapple • Beskar guard. - Strengths: Versatile; durable; excellent peel for Grogu. - Weaknesses: Can be isolated by apex duelists. - Best pairings: Grogu • Paz • Armorer. - Counter tips: Crowd control; disarms; isolate from protégé.

GROGU - About the character: Tiny but potent Force prodigy who saves allies at clutch moments. - Role: Healer/Controller (micro-TK) - Signature Kit: TK hold • Minor heals • Force push on divers • Cute morale. - Strengths: Game-saving rescues; pairs perfectly with Din. - Weaknesses: Extremely fragile; must be screened. - Best pairings: Din • Armorer • Bodyguards. - Counter tips: Displacement to break line-of-sight to wards; fast assassins.

SABINE WREN - About the character: Artist-demolitionist with traps and paint bombs. - Role: Skirmisher/Trapper - Signature Kit: Mines • Paint bombs • Jet moves • Darksaber (situational). - Strengths: Area denial; objective play. - Weaknesses: Fragile when cornered. - Best pairings: Bo-Katan • Rebels • Scouts. - Counter tips: Clear lanes; push before traps seed; divers.

PAZ VIZSLA - About the character: Heavy Mandalorian with a rotary cannon and a grudge. - Role: Anchor/Gunline - Signature Kit: Rotary cannon • Shield attachments • Short bursts. - Strengths: Suppression; area denial; draws aggro. - Weaknesses: Slow; flanks; explosives. - Best pairings: Armorer • Mandos • Jawas (trap cover). - Counter tips: Flank routes; concussion; verticality.

THE ARMORER - About the character: Forge master whose presence hardens a Mandalorian team. - Role: Support/Bruiser - Signature Kit: Beskar tools • Team fortify • Disarm smashes. - Strengths: Team durability; soft cleanse via discipline. - Weaknesses: Limited range; ignorable if team is dead. - Best pairings: Paz • Din • Riflemen. - Counter tips: Route around; pick her allies; ignore until last.

2 IMPERIAL SUPER COMMANDOS - About the character: Jetpack riflemen trained for high-risk insertions. - Role: Skirmishers/Overwatch - Signature Kit: Jet assault • Scoped carbines • Thermals. - Strengths: Vertical picks; quick rotations. - Weaknesses: AA; counter-snipers. - Best pairings: Mandalorians • Gideon • Scouts. - Counter tips: Flak; deny perches; smoke.

1 JEDI PADAWAN - About the character: In-training Jedi duelist with flashes of brilliance. - Role: Duelist/Skirmisher - Signature Kit: Saber basics • Push/Pull • Resolve spikes. - Strengths: Cheap Force utility; decent peel. - Weaknesses: Inexperienced; melts to focus fire. - Best pairings: Masters • Temple Guards • Clone screens. - Counter tips: Suppression; anti-Force tech; traps.

1 SITH PADAWAN - About the character: Furious apprentice eager to prove themselves. - Role: Assassin/Skirmisher - Signature Kit: Aggressive rushes • Choke/Grip (short) • Fear flashes. - Strengths: High burst for

cost; snowballs on picks. - Weaknesses: Impulsive; punishable. - Best pairings: Sith masters • Guards • Droids. - Counter tips: Stuns; crossfires; bait the charge.

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## GALAXY CLASH — \$3 TIER

(Each entry follows: NAME → About → Role → Signature Kit → Strengths → Weaknesses → Best pairings → Counter tips.)

GENERAL GRIEVOUS - About the character: Kaleesh cyborg whirlwind who weaponizes intimidation and four sabers. - Role: Bruiser/Frontline Disruptor - Signature Kit: Quad-saber cyclone • Fear/falter aura • Rocket-assisted bursts • Terrifying charge. - Strengths: Devastating in close; droid synergy; forces mistakes. - Weaknesses: Ion/EMP; concentrated blaster fire at range. - Best pairings: MagnaGuards • Tactical droids • B2/B3 anchors. - Counter tips: Ion traps; kiting corridors; mines.

COUNT DOOKU - About the character: Elegant Makashi fencer with surgical lightning and counters. - Role: Duelist/Controller - Signature Kit: Precise ripostes • Lightning stuns • Footwork displacements. - Strengths: Shreds reckless bruisers; dictates tempo. - Weaknesses: Swarms and heavy suppression. - Best pairings: Grievous • Asajj • Droid walls. - Counter tips: Overwhelm with numbers; deny clean duel lanes.

MARA JADE - About the character: Emperor's Hand turned rogue agent; stealth, picks, and intel. - Role: Assassin/Flanker - Signature Kit: Stealth approach • Silent takedowns • Precision blaster/saber mix. - Strengths: Removes key supports; feeds team info. - Weaknesses: Brittle on reveal; needs exits. - Best pairings: Luke • SpecOps • Scouts. - Counter tips: Sensor nets; counter-snipers; bodyguard spacing.

GRAND INQUISITOR - About the character: Relentless hunter specializing in anti-Jedi pursuits. - Role: Duelist/Pressure - Signature Kit: Double-saber spin • TK shove • Fearful presence. - Strengths: Excellent vs padawans/guardians; pushes lines. - Weaknesses: Focus fire; counters by heavy armor. - Best pairings: Purge Troopers • Inquisitors • Empire commanders. - Counter tips: Crossfires; bait the spin; divers.

CAL KESTIS - About the character: Improviser with survivor instincts and mobility. - Role: Duelist/Skirmisher - Signature Kit: Slow field • Saber throw • Push/pull • Parkour paths. - Strengths: Adaptability; clutch survivals. - Weaknesses: Limited burst on tanks; needs map knowledge. - Best pairings: Rebels • BD-1 support • Scouts. - Counter tips: Pressure during cooldowns; trap routes.

AAYLA SECURA - About the character: Graceful Twi'lek commander with fluid bladework. - Role: Duelist/Support - Signature Kit: Agile forms • TK peel • Leadership calls. - Strengths: Smooth team coordination; reliable peel. - Weaknesses: Focused ranged fire. - Best pairings: Clones • Jedi cores. - Counter tips: Pin with stuns; snipe while she commits.

ASAJJ VENTRESS - About the character: Nightsister assassin who escalates pressure the longer she fights. - Role: Assassin/Duelist - Signature Kit: Frenzied twin blades • Choke • Hexes/bleeds. - Strengths: High burst; snowballs in extended melees. - Weaknesses: Fragile when countered; hates heavy suppression. - Best pairings: Talzin/Savage • Droids creating chaos. - Counter tips: Stuns/ion; overwatch lanes; burst disengages.

**EZRA BRIDGER** - About the character: Unpredictable scrapper who uses tricks and TK to create openings. - Role: Duelist/Skirmisher - Signature Kit: Saber-blaster hybrid • Slingshot/traps • Push/pull. - Strengths: Creativity and clutch plays. - Weaknesses: Inconsistent vs armor; punishable when flashy. - Best pairings: Ghost crew • Rebels. - Counter tips: Deny gadgets; hold range; punish whiffs.

**BAD BATCH — CROSSHAIR** - About the character: Surgical sniper who turns sightlines into death zones. - Role: Marksman/Overwatch - Signature Kit: Ricochet lines • Marking shots • Camouflage roosts. - Strengths: Pick control; space creation. - Weaknesses: Vulnerable to divers and counter-snipers. - Best pairings: Bad Batch • Clones • Spotter drones. - Counter tips: Smoke; flanks; decoy armor.

**ST-SERIES SUPER TACTICAL DROID** - About the character: Battle optimizer that squeezes perfect trades from droid armies. - Role: Commander/Support - Signature Kit: Real-time tactic algorithms • Formation buffs • Target prioritization. - Strengths: Makes B2/B3 lines terrifying; efficient trades. - Weaknesses: Ion/EMP; needs bodies to command. - Best pairings: B2/B3/Droidekas • OG-9. - Counter tips: Ion alpha; assassinate the ST-droid.

**2 JEDI TEMPLE GUARDS** - About the character: Sentinel duo anchoring tight corridors. - Role: Protector/Anchor - Signature Kit: Saber pikes • Formation shields • Guard swaps. - Strengths: Peel for supports; hold chokes. - Weaknesses: Multi-angle flanks; explosives. - Best pairings: Yoda/Daughter • Jedi cores. - Counter tips: Two-pronged pushes; AOE.

**2 PRAETORIAN GUARDS** - About the character: Elite crimson guardians specialized in anti-assassin work. - Role: Protector/Duelist - Signature Kit: Electro-bisento and chain weapons • Guard stances • Counter-grapples. - Strengths: Shuts down divers; ideal for Snoke/Kylo. - Weaknesses: Weak to AOE and Force throws. - Best pairings: Snoke/Kylo • FO gunlines. - Counter tips: Displacement and AOE; isolate ward.

**DARTH SION** - About the character: Pain-immortal who refuses to fall as long as rage burns. - Role: Anchor/Bruiser - Signature Kit: Pain regeneration • Crushing strikes • Fearful approach. - Strengths: Stalls lanes forever; amazing Talzin/Nihilus partner. - Weaknesses: Anti-heal and massive burst. - Best pairings: Nihilus/Talzin • Sith lines. - Counter tips: Grievous-like dive with anti-heal; focus everything.

**OG-9 SPIDER DROID** - About the character: Mobile heavy cannon that erases armor at range. - Role: Siege/Anti-Armor - Signature Kit: Stabilized heavy shot • Long-range arcs • Brace stance. - Strengths: Crushes vehicles/beasts; forces enemy movement. - Weaknesses: Ion/EMP; flankable when braced. - Best pairings: Tactical droids • Droid screens. - Counter tips: Saboteurs; ion strikes; smoke to cross.

**2 MAGNAGUARDS** - About the character: Grievous's elite electrostaff bodyguards. - Role: Protector/Bruiser - Signature Kit: Electrostaff anti-saber • Guard protocol • Bash/knockdown. - Strengths: Great vs Jedi/Sith divers; durable. - Weaknesses: Ion; sustained heavy fire. - Best pairings: Grievous/Dooku • Droid lines. - Counter tips: Ion/EMP; kiting and focus.

**SAVAGE OPPRESS** - About the character: Nightbrother berserker who converts pain into kill pressure. - Role: Bruiser/Assassin - Signature Kit: Ferocity surges • Heavy cleaves • Short-range TK shove. - Strengths: Terrifying melee burst. - Weaknesses: Predictable charges; ranged chip. - Best pairings: Maul/Talzin • Chaos squads. - Counter tips: Stuns, traps, overlapping fire.

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## GALAXY CLASH — \$4 TIER

(Each entry follows: NAME → About → Role → Signature Kit → Strengths → Weaknesses → Best pairings → Counter tips.)

MACE WINDU - About the character: Vaapad master who weaponizes enemy fury. - Role: Duelist/Bruiser - Signature Kit: Vaapad ripostes • Force crush • Shatterpoint reads • Relentless pressure. - Strengths: Apex anti-Sith duelist; wins in tight lanes; great peel. - Weaknesses: Weak to layered ranged suppression; numbers overwhelm. - Best pairings: Yoda/Clones/Temple Guards. - Counter tips: Spread, kite, and suppress; avoid isolated duels.

QUI-GON JINN - About the character: Unorthodox master with serene aggression and battlefield intuition. - Role: Duelist/Support - Signature Kit: Ataru feints • Resolve guidance • Mind tricks. - Strengths: Initiation timing; team steadiness. - Weaknesses: Not a true tank; can be spiked. - Best pairings: Obi-Wan, Padawans, Clones. - Counter tips: Stuns when he closes; break line-of-sight to force bad engages.

OBI-WAN KENOBI (CLOAK) - About the character: Living bastion of Soresu who turns allies into a phalanx. - Role: Protector/Controller - Signature Kit: Soresu guard • Mind trick peels • Force push • Counter-parries. - Strengths: Stonewall anchor; great bodyguard. - Weaknesses: Modest burst; can be ignored if objective isn't his. - Best pairings: Anakin/Clones • Temple Guards • Ranged cores. - Counter tips: Route around; displace allies away from his guard arc.

LUKE SKYWALKER - About the character: Balanced hero with clutch surges and iconic saber throws. - Role: Duelist/Support - Signature Kit: Saber throw • Force pull • Resolve surge • Deflection. - Strengths: Comeback factor; flexible. - Weaknesses: Suppression denies his entries; vulnerable to focus fire during surges. - Best pairings: Han/Chewie • Yoda/Daughter • Rebel gunlines. - Counter tips: Early pressure; jam surge windows; counter-throw with pushes.

AHSOKA TANO - About the character: Agile dual-saber flanker who shreds supports and peels for allies. - Role: Assassin/Flanker - Signature Kit: Twin saber rush • Aerial evasion • Force push/pull • Disengage flip. - Strengths: High pick potential; elite peel. - Weaknesses: Fragile when pinned; dislikes hard CC. - Best pairings: Yoda/Daughter • Clone lines • Marksmen. - Counter tips: Nets, stuns, and overlapping crossfires.

REY - About the character: Tenacious prodigy with instinctive parries and self-sustain. - Role: Duelist/Bruiser - Signature Kit: Guarded parries • Short heals • TK pull • Staff/saber mixups. - Strengths: Excellent survival; thrives in scrappy fights. - Weaknesses: Overwhelmed by elite burst; hates artillery. - Best pairings: Finn/Resistance • Healers • Controllers. - Counter tips: Overmatch with focus fire; deny heals; keep at range.

KYLO REN - About the character: Pain-fueled bruiser that sticks to targets until they break. - Role: Duelist/Bruiser - Signature Kit: Freeze • TK pull • Crossguard saber mauls • Bloodied surges. - Strengths: Target stickiness; brutal finishes. - Weaknesses: Tunnel-visioned; kiting counters him. - Best pairings: Snoke • Praetorians • FO gunlines. - Counter tips: Traps/mines, mobility, and AA for jetpack partners.

DARTH MAUL - About the character: Acrobat killer with a double-blade and a taste for ambush. - Role: Assassin/Duelist - Signature Kit: Spinning assaults • TK shove • Ambush leaps • Fear on kill. - Strengths: Burst and flanks; deletes supports. - Weaknesses: Fragile under focused fire; poor vs heavy armor. - Best pairings: Savage/Talzin • Droids for chaos. - Counter tips: Overwatch lanes; stun windows; mines.

CAD BANE - About the character: Gadgeteer marksman with an answer for every angle. - Role: Marksman/Trapper - Signature Kit: Jet boots • Cable lines • Thermal detonators • Wrist rockets • Sniper pistol. - Strengths: Map control; selective picks. - Weaknesses: Folds to saber divers; hates sustained pressure. - Best pairings: Thrawn/Gideon • Bounty crews • Scouts. - Counter tips: Smoke and flanks; chase him off perches;

ANAKIN SKYWALKER - About the character: Raw, volatile power that snowballs on momentum. - Role: Bruiser/Duelist - Signature Kit: Saber rush • TK push • Rage surges • Saber throw. - Strengths: Insane mid-fight swings; punishes staggered teams. - Weaknesses: Baitable into traps; vulnerable to mines and CC. - Best pairings: Obi-Wan • Clone lines • Padmé support. - Counter tips: Bait then punish; mines/ion; multi-angle kites.

PLO KOON - About the character: Calm, reliable master who keeps lines steady and sees through ambushes. - Role: Support/Duelist - Signature Kit: Force sense • TK peel • Saber defense. - Strengths: Team poise; dependable peel. - Weaknesses: Limited finisher power. - Best pairings: Wolfpack clones • Jedi lines. - Counter tips: Break screens; force hurried engages.

RANCOR - About the character: Living siege engine that crushes formations. - Role: Siege Breaker/Disruptor - Signature Kit: Charge • Grab-and-crush • Roar fear • Boulder toss (map-dependent). - Strengths: Area shock; object destruction; crowd disruption. - Weaknesses: Focus fire, nets, ion, and high ground. - Best pairings: Jabba/Beastmasters • Jawas for traps. - Counter tips: AA/AT emplacements; snares; explosives; vertical kiting.

TORBAN BUCK - About the character: Tactical specialist with mid-line marksmanship. - Role: Skirmisher/Support - Signature Kit: Mark shots • Fieldcraft • Rally taps. - Strengths: Solid mid-range pressure; boosts team accuracy. - Weaknesses: Needs coordination; brittle if isolated. - Best pairings: Partisans • Rebel lines. - Counter tips: Counter-scout; deny perches.

SAW GERRERA - About the character: Uncompromising insurgent commander who fights dirty. - Role: Saboteur Commander - Signature Kit: IED webs • Ambush chains • Morale shock. - Strengths: Chaos and attrition; objective demolition. - Weaknesses: Collateral risk; brittle if contained. - Best pairings: Partisans • Jyn • Saboteurs. - Counter tips: EOD sweeps; tight patrols; intel denial.

TIE FIGHTER SQUAD (5) - About the character: Fast air cover for strafes and rocket runs. - Role: Air Denial/Strike - Signature Kit: Strafing patterns • Micro-rockets • Quick RTB. - Strengths: Picks exposed supports; breaks open lanes. - Weaknesses: AA fire; Force throws; weather penalties. - Best pairings: Imperial armies • Scout spotters. - Counter tips: Field AA; Force grabs; bait overdefended zones.

ADMIRAL ACKBAR - About the character: Naval tactician who lives for counter-engagements. - Role: Commander/Trap-Setter - Signature Kit: Ambush nets • Coordinated volleys • Kill-zone calls. - Strengths: Punishes careless pushes; amplifies Rebel shooters. - Weaknesses: Needs prepped lines and spotters. - Best pairings: Rebel troopers • Artillery • Han/Chewie guns. - Counter tips: Force early fights; disrupt spotters; rotate quickly.

Credit: Galaxy Clash was created by Requiem/CJ.

## GALAXY CLASH — \$5 TIER

(Each entry follows: NAME → About → Role → Signature Kit → Strengths → Weaknesses → Best pairings → Counter tips.)

**PALPATINE (DARTH SIDIOUS)** - About the character: Apex dark-side orchestrator who turns the sky into a storm of lightning. - Role: Artillery Caster/Controller - Signature Kit: Chain Lightning • Force Storm (wide AOE) • Choke • Deceptive counters • Morale shock on executions. - Strengths: Erases clustered infantry; dictates mid-range; pairs with guards to cast safely. - Weaknesses: Collapses to fast assassin dives; poor in tight melee without peel; LOS breaks neuter storms. - Best pairings: Praetorian Guards • Vader as bully • Thrawn/Tarkin for focus-fire. - Counter tips: Smoke/terrain to break sight • Assassin jumps (Maul, Ahsoka) • Spread to avoid chaining.

**YODA** - About the character: Grand Master whose agility and serenity keep teams alive while he bleeds enemies slowly. - Role: Support Duelist/Healer - Signature Kit: Whirlwind defense • Small heals/cleanse • Force push/pull • Saber throw parries • Resolve aura. - Strengths: High sustain; excellent peel; hard to pin. - Weaknesses: Modest finishing power; relies on partners to secure kills. - Best pairings: Ahsoka, Luke, Temple Guards; Daughter for invincible cores. - Counter tips: Cut off kiting routes; suppress to limit acrobatics; commit burst with displacement.

**SNOKE** - About the character: Amplifier of allied rage and a cruel telekinetic. - Role: Support/Controller - Signature Kit: TK ragdolls • Mind probes • Rage amplification aura • Shockwave lanes. - Strengths: Massive team DPS spikes; shuts down fragile supports. - Weaknesses: Physically fragile; folds to assassin dives. - Best pairings: Kylo Ren, Praetorians, FO Troopers. - Counter tips: Decapitation strike; jammers; counter-snipe.

**DARTH VADER** - About the character: Armored terror who controls lanes with choke-lift and inexorable advances. - Role: Bruiser/Frontline Anchor - Signature Kit: Saber maul combos • Choke-lift • Push • Saber throw • Deflection. - Strengths: Tanky; superb zone control; punishes overextensions. - Weaknesses: Susceptible to multi-angle kiting and armor-piercing fire. - Best pairings: Stormtrooper screens • Thrawn/Tarkin focus-fire • Hux/Phasma for discipline. - Counter tips: Crossfires and stuns; mines; avoid funneling into him.

**GRAND ADMIRAL THRAWN** - About the character: Art-of-War savant who converts discipline into inevitability. - Role: Commander/Force Multiplier - Signature Kit: Target marking • Counterplay traps • Logistics boosts • Ambush timing. - Strengths: Elevates average troops; lethal with artillery. - Weaknesses: Personally fragile; needs a corps to command. - Best pairings: Stormtroopers/Scouts/Mortars • Vader or Gideon to enforce marks. - Counter tips: Break comms/spotters; assassinate aides; force messy brawls.

**GRAND MOFF TARKIN** - About the character: Calculating strategist who wages attrition from beyond your sightlines. - Role: Artillery Commander - Signature Kit: Orbital/field strikes • Morale suppression • Recon chains with scouts. - Strengths: Punishes static teams; wins map control battles. - Weaknesses: Crumbles if lines collapse; poor personal duel. - Best pairings: Scout Troopers • Mortar teams • Stormtroopers as screen. - Counter tips: Flank batteries; kill spotters; force close-quarters collapse.

MARCHION RO - About the character: Wielder of the Nihil's "Eye," specialized tech that blunts Force powers. - Role: Anti-Force Support - Signature Kit: Force-dampening pulses • Ambush coordination • Gas/perception disruptors. - Strengths: Hard-counters Jedi/Sith timing; opens windows for raiders. - Weaknesses: Low personal DPS; value drops vs non-Force rosters. - Best pairings: Nihil Pirate Marauders • Fast strikers (Maul, Savage) • Snipers to punish neutered Jedi. - Counter tips: Long-range pressure; artillery; isolate before engages.

MOFF GIDEON - About the character: Iron-fisted disciplinarian with ruthless target calling. - Role: Commander/Coordinator - Signature Kit: Command aura • Target priority • Reserve control • Dark Trooper logistics (if fielded). - Strengths: Turns gunlines surgical; excellent mid-fight re-tasking. - Weaknesses: Fragile; needs disciplined shooters. - Best pairings: Stormtroopers • Death/Scout Troopers • Fennec/Boba for picks. - Counter tips: Jam comms; flank overwatch; snipe command.

JABBA THE HUTT - About the character: Crime lord whose bribes, beasts, and traps reshape the battlefield. - Role: Manipulator/Controller - Signature Kit: Bribe/blackmail (morale flips) • Beast calls (Rancor/sand denizens) • Trap networks. - Strengths: Wins without direct damage; denies approaches. - Weaknesses: Immobile; relies on entourage. - Best pairings: Bounty hunters • Trappers (Jawas) • Rancor. - Counter tips: Long-range artillery; assassins; ignore the throne and pick the crew.

DARTH MALAK - About the character: Ruthless enforcer whose resilience and drains grind teams down. - Role: Bruiser/Attrition - Signature Kit: Force drain • Heavy saber combos • Fear pulses. - Strengths: Sticky frontline presence; excellent in brawls. - Weaknesses: Kited by mobile marksmen; weak to coordinated ion. - Best pairings: Revan/HK-47 • Sith Troopers. - Counter tips: Disengage and chip; burst on drain cooldowns.

BASTILA SHAN - About the character: Beacon of Battle Meditation who steadies allies and blunts fear. - Role: Support/Controller - Signature Kit: Battle Meditation • Guarded parries • Short heals • TK pushes. - Strengths: Huge team stability; control tools. - Weaknesses: High-value target; modest burst. - Best pairings: Revan core; Temple Guards; Jedi lines. - Counter tips: Dive her; stagger engages to erode Meditation value.

200 IMPERIAL ARMY TROOPERS - About the character: A massive wall of plastoid and blasters. - Role: Massed Infantry/Suppression - Signature Kit: Blaster volleys • Grenades • Portable mortars/RT-97C heavies (attached teams vary). - Strengths: Zone denial by numbers; objective control. - Weaknesses: Melt to Force AOE and artillery; panic if commanders drop. - Best pairings: Tarkin/Thrawn/Hux • Mortar teams • Scout spotters. - Counter tips: AOE/Force storms; flanking shock; assassinate officers.

ENFYS NEST - About the character: Swoop-riding insurgent who breaks backlines. - Role: Flanker/Disruptor - Signature Kit: Swoop charge • Electro-staff • Hit-and-run. - Strengths: Breaks artillery nests and snipers; objective steals. - Weaknesses: Nets/ion; focused overwatch. - Best pairings: Partisans • Jyn • Saboteurs. - Counter tips: Overwatch lanes; trip mines; counter-charge teams.

4 B3 ULTRAS - About the character: Up-armored super battle droids with heavy wrists. - Role: Anchor Shooters - Signature Kit: Wrist cannons • Micro-rockets • Marching fire. - Strengths: Durable suppressors; great into organics. - Weaknesses: Ion/EMP; saber divers. - Best pairings: Tactical droids • Droidekas. - Counter tips: Ion bursts; flank and collapse once staggered.

HK-47 - About the character: Assassin droid purpose-built to terminate "meatbags." - Role: Backline Assassin/Counter-Support - Signature Kit: Anti-organic munitions • Cloak • Finish sub-50% protocols • Taunt

bait. - Strengths: Deletes fragile supports; punishes resurrects. - Weaknesses: Ion vulnerability; needs angles. - Best pairings: Revan • Snipers • Droids as screen. - Counter tips: Ion traps; detector drones; tight bodyguarding.

CLOSE COMMANDER FAIE - About the character: Aggressive recon/assault leader who turns flanks into routs. - Role: Skirmish Commander - Signature Kit: Recon beacons • Ambush calls • Rapid redeploy. - Strengths: Mid-fight tempo swings; strong with ARC/Bad Batch. - Weaknesses: Relies on troops; exposed while marking. - Best pairings: ARC Troopers • Rex/Cody • Jedi generals. - Counter tips: Deny flanks with mines; counter-recon; snipe beacons.

Credit: Galaxy Clash was created by Requiem/CJ.

## GALAXY CLASH — \$10 TIER

(Use this whole doc as a copy-paste block. Each entry follows: NAME → About → Role → Signature Kit → Strengths → Weaknesses → Best pairings → Counter tips.)

STARKILLER (Galen Marek) - About the character: Vader's secret apprentice turned force of nature. In Galaxy Clash he's a hyper-aggressive dive threat who deletes clusters and shatters formations. - Role: Assassin/Bruiser (Force & melee hybrid) - Signature Kit: Force Repulse shockwave (AOE knockback + burst) • Chain Lightning & Lightning Maelstrom • Force Grip/Push/Pull for displacement • Acrobatics/dual-saber rushes • Mid-combat weapon tosses • Short-cooldown gap closes - Strengths: Explosive initiation; wipes light/medium squads; thrives in chaotic midlines; excellent self-peel through knockback; high threat against support backlines. - Weaknesses: Focus-fire melts him during or after a dive; limited ranged sustain; can overcommit when screens are absent; vulnerable during Repulse wind-up if suppressed. - Best pairings: Vader or Praetorians to soak return fire • Yoda/Daughter for sustain • Cheap trooper screens (FO/Storm/Clones) for pathing cover • HK-47 to punish organics he displaces. - Counter tips: Layered suppression and stuns to catch his wind-ups • Kiting firelines; mines and tripwires on angles • Ion/EMP to neuter allied droids that shore up his dives • Keep supports far apart to blunt Repulse.

DARTH REVAN - About the character: A battlefield grandmaster who blends blade skill, Force dominance, and Battle Meditation to raise teamwide performance. - Role: Commander/Duelist (Force control + party auras) - Signature Kit: Battle Meditation (team accuracy/resolve buffs, anti-panic) • Force Lightning & Choke for pick control • Short-range heals and morale restoration • Dual-wield pressure, feints, and guard breaks • Fear pulses after kills. - Strengths: Turns good teams great; flexible answers to melee or gunlines; tempo control that stabilizes scrappy engagements. - Weaknesses: Not a pure damage sponge; if isolated from bodyguards he's burstable; Meditation uptime suffers when forced to kite. - Best pairings: Bastila Shan (amplifies Meditation) • HK-47 (finishers on organics) • Sith Troopers/MagnaGuards as guard wall • Darth Malak for a bruiser core. - Counter tips: Separate him from his phalanx with displacement • Disrupt Meditation with constant ranged pressure • Prioritize bodyguards, then spike Revan during reposition windows.

DARTH NIHILUS - About the character: A walking wound in the Force who feeds on clustered life; a slow, inexorable controller who wins long fights. - Role: Controller/Sustain (Force drain specialist) - Signature Kit: Wide-cone Mass Drain (damage + self-heal) • Terror aura reducing nearby resolve • Force Scream/Push to open clumps • Targeted Drain on elites • Soul-siphon overkills on low-HP crowds. - Strengths: Out-sustains most squads; denies turtling; punishes blobbed formations; pairs into attrition maps superbly. - Weaknesses: Telegraphed cones; poor mobility; large profile that draws every gun; needs screens to reach drain angles. - Best pairings: Darth Sion as immortal bodyguard • Droideka or MagnaGuard screens • Talzin for post-wipe tempo swings • Tactical droids to shepherd approach paths. - Counter tips: Spread out; commit mobility to disengage cones • Hit him with precision burst during drain cooldowns • Ion and snares to pin escorts, then focus Nihilus.

MOTHER TALZIN - About the character: Nightsister matriarch who warps life and death. She can raise most fallen organics (friend or foe) as weaker Undead; headshots end them; droids cannot be raised. - Role:

Necromancer/Support Controller - Signature Kit: Ichor curses (DoT + accuracy debuffs) • Life Drain beams • Mass hex that softens elites • Resurrection ritual (organic corpses → “Undead [Name]” with reduced stats) • Spectral summons for body-blocking. - Strengths: Swing turns via mid-round resurrects; incredible psychological pressure; snowballs after first pick; excellent vs organic-heavy rosters. - Weaknesses: Fragile and high priority; casting windows interruptible; weak vs droid/ion metas; headshots hard-counter Undead. - Best pairings: Asajj Ventress & Savage Opress as murderous escorts • Shield units (Droidekas) to buy cast time • Ranged screen (B3 Ultras) to protect the ritual. - Counter tips: Focus-fire Talzin early; finish corpses with headshots; field droids to reduce rez value; use scouts to ambush during ritual wind-up.

MANDALORE THE ULTIMATE - About the character: Apex Mandalorian warlord in layered beskar’gam. A combined-arms leader deadly in melee and mid-range. - Role: Frontline Leader/Bruiser (non-Force) - Signature Kit: Beskad cleaves • Dual WESTARs for mid-range pressure • Wrist flamethrower and micro-missiles • Grapples and detonators • Beskar armor resisting blasters/explosives and glancing saber cuts. - Strengths: Tough, versatile, and decisive; rallies non-Force shooters; shines in tight terrain where jet and flamers punish. - Weaknesses: Draws massive aggro; extended kiting tires him; vulnerable to displacement into kill-zones. - Best pairings: Mandalorian Riflemen, Bo-Katan, Sabine for aerial envelopes • Paz Vizsla for suppressive anchor • Jawas to seed traps on his lanes. - Counter tips: Displace and kite with overlapping fire • Anti-armor and concussion blasts to stagger • Deny vertical control with AA and overwatch.

THE DAUGHTER - About the character: Light-side avatar whose presence mends allies and dampens dark power. She’s not a carry; she makes your carries unkillable. - Role: Supreme Support/Healer (Force shielding & purification) - Signature Kit: Radiant heal pulses • Purify/cleanse of curses and fear • Protective barriers on priority allies • Aura that attenuates nearby dark-side Force output • Emergency invulnerability bubble with long cooldown. - Strengths: Best-in-class sustain; excels in drawn-out lanes; hard-counters fear/curse teams; tilts morale in your favor. - Weaknesses: Minimal personal damage; susceptible to coordinated dark-side burst; needs disciplined formation to maximize aura. - Best pairings: Yoda/Ahsoka/Jedi Temple Guards for impenetrable cores • Luke/Rey for resilient frontlines • Thrawn gunlines that can exploit prolonged uptime. - Counter tips: Commit apex dark-siders (Vader, Maul) to force bubble trades • Ignore her when possible and delete carries through displacement • Anti-support dives.

DARTH PLAGUEIS - About the character: The Sith mastermind of manipulation and attrition. Wins through drains, mind games, and sustained control. - Role: Support Controller/Attrition Specialist - Signature Kit: Focused Force Drain and Lightning • Battlefield manipulation (chokes, staggers, fear) • Limited mind control attempts on weak-willed foes • Situational revive gambits on fallen allies • Long-range suppression via terror pulses. - Strengths: Superb in slow, methodical fights; cripples enemy morale; sets up allies for effortless executions. - Weaknesses: Brittle in close duels; demands bodyguards; can be out-ranged by heavy artillery if screened poorly. - Best pairings: Vader or Maul as finishers • Sith Troopers/MagnaGuards for peel • Thrawn/Tarkin artillery to exploit his control windows. - Counter tips: Hard dive with divers that ignore stagger (Grievous, Maul) • Jam his casts with suppression • Disrupt screens and snipe during control cooldowns.