

10 STORMTROOPERS

Description:

- Imperial Stormtroopers are the iconic foot soldiers of the Galactic Empire. While numerous, they are often criticized for their lack of accuracy and rigid adherence to orders, which can limit their effectiveness in flexible combat scenarios. Nevertheless, they are an intimidating presence, serving as enforcers of the Empire's will.

Introduced:

- First seen in *Star Wars: Episode IV – A New Hope*, Stormtroopers served as the Empire's primary military force, deployed across the galaxy to maintain control and suppress dissent.

Weapons and Armor:

- **Weapons:**
 - E-11 Blaster Rifle:
 - A standard-issue blaster for Imperial forces, designed for simplicity and mass production.
 - Effective range: Short to medium.
 - Strengths: Lightweight and easy to use.
 - Weaknesses: Poor accuracy, particularly at long range.
- **Armor:**
 - Plastoid Body Armor:
 - White armor offering basic protection against environmental hazards and limited defense against blaster fire.
 - Strengths: Lightweight and durable enough for mass deployment.
 - Weaknesses: Offers minimal protection against heavy weaponry or melee strikes.

Type of Unit:

- Infantry/General Purpose:
 - Stormtroopers are versatile units deployed for front-line combat, patrols, and crowd control.

Advantages:

- High Numbers: A squad of 10 for \$0.50 allows players to bolster their team with a significant amount of infantry.
- Area Control: Effective at holding positions, suppressing weaker enemies, and establishing a front-line presence.
- Cost-Effective: Their low price enables you to allocate more resources to higher-tier units.
- Psychological Impact: Their reputation and iconic armor can intimidate weaker or less experienced enemies.

Disadvantages:

- Poor Accuracy: Stormtroopers' E-11 rifles are infamously inaccurate, limiting their effectiveness in ranged combat.
- Limited Durability: Their plastoid armor offers only basic protection, making them vulnerable to sustained fire or melee attacks.
- Rigid Tactics: Their strict adherence to orders often hampers adaptability and initiative.
- Reliance on Leadership: Without a commander or tactical guidance, they struggle to function effectively in chaotic scenarios.

Best Pairings:

- Darth Vader (\$5 Tier): His commanding presence and unmatched combat ability make them far more effective as an aggressive force.
- Grand Admiral Thrawn (\$5 Tier): His tactical brilliance compensates for their rigid structure, turning them into a disciplined and strategic asset.
- General Hux (\$1 Tier): Provides tactical improvements, enhancing their effectiveness on the battlefield.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His erratic behavior and chaotic influence would disrupt their regimented combat style.
- C3PO (\$1 Tier): Offers no combat synergy or tactical benefit for infantry units.
- Greedo (\$1 Tier): His self-serving nature conflicts with the disciplined structure of Stormtroopers, leading to poor synergy.

Best Utilized For:

- **Cannon Fodder:** They are excellent for soaking up damage, distracting enemies, or overwhelming weaker units with sheer numbers.
- **Defensive Lines:** Stormtroopers can hold positions effectively when led by a strong commander.
- **Budget Filler:** Their low cost allows you to spend more on elite or specialized units while still fielding a reliable core of infantry.

10 CLONETROOPERS

Description:

- Clone Troopers are the highly trained and genetically enhanced soldiers of the Galactic Republic. Created from the DNA of the bounty hunter Jango Fett, they are disciplined, adaptable, and effective in nearly all combat scenarios. Unlike other mass-produced infantry, Clone Troopers excel in coordination and teamwork, often making them formidable even in smaller numbers.

Introduced:

- First seen in *Star Wars: Episode II – Attack of the Clones*, Clone Troopers fought during the Clone Wars under Jedi leadership, serving as the Republic's primary military force.

Weapons and Armor:

- **Weapons:**
 - DC-15A Blaster Rifle:
 - A reliable and powerful blaster rifle, designed for versatility and precision.
 - Effective range: Medium to long.
 - Strengths: High damage output and accuracy compared to standard infantry blasters.
 - Weaknesses: Bulkier than some other blasters, which can hinder mobility in close quarters.
- **Armor:**
 - Phase I or Phase II Clone Trooper Armor:
 - Durable, protective armor designed for versatility and to withstand a range of combat conditions.
 - Strengths: Offers better protection than most infantry armors, capable of withstanding direct blaster fire.
 - Weaknesses: Heavier than other types of armor, which can reduce mobility over time.

Type of Unit:

- Infantry/Elite General Purpose:
 - Clone Troopers are versatile soldiers, capable of excelling in offensive, defensive, or tactical roles.

Advantages:

- Superior Training: Clones are highly skilled and effective in coordinated strikes, often outmatching other infantry in tactical situations.
- Versatility: Their training and equipment allow them to adapt to nearly any battlefield scenario.
- Durability: Their armor and genetic enhancements make them more resilient than other mass-produced infantry units.
- Synergy with Leaders: Clone Troopers benefit significantly from Jedi or Clone commanders, making them even more effective in combat.

Disadvantages:

- Cost Efficiency: Though more durable and skilled, they are less numerous than other units at the same price point.
- Reliance on Command: Clones perform best when directed by a strong leader, such as a Jedi or Clone officer.
- Heavy Armor: While protective, their armor can reduce speed and maneuverability in extended engagements.

Best Pairings:

- Commander Cody (\$2 Tier) or Captain Rex (\$2 Tier): These Clone commanders enhance the coordination and efficiency of Clone Troopers, boosting their effectiveness significantly.
- Obi-Wan Kenobi (\$4 Tier): As a skilled leader and tactician, he synergizes perfectly with Clone Troopers, improving their battlefield performance.
- Yoda (\$5 Tier): His wisdom and force abilities inspire the Clones, making them even more effective and coordinated.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His clumsiness would interfere with the Clone Troopers' discipline and tactics.
- Saw Gerrera (\$4 Tier): His reckless, guerrilla-style tactics clash with the precision and structure of Clone Troopers.
- Wicket (\$1 Tier): Offers no strategic value to Clone Troopers and lacks synergy with their combat style.

Best Utilized For:

- **Tactical Assaults:** Clone Troopers excel in coordinated offensive maneuvers, taking advantage of their training and equipment.
- **Defensive Lines:** With their superior durability and training, they are excellent for holding key positions.
- **Team Backbone:** They provide a strong and reliable core for any team, especially when paired with skilled leaders.

10 Rebel Troopers

Description:

- Rebel Troopers are the frontline infantry of the Rebel Alliance, fighting against the tyranny of the Galactic Empire. While not as well-equipped or trained as Clone Troopers or Stormtroopers, their resourcefulness and determination make them formidable in the right circumstances. They rely on guerrilla tactics and teamwork to offset their limitations.

Introduced:

- First seen in *Star Wars: Episode IV – A New Hope*, Rebel Troopers represent the backbone of the Alliance's military efforts against the Galactic Empire.

Weapons and Armor:

- **Weapons:**
 - A280 Blaster Rifle:
 - A reliable and versatile rifle used by the Rebel Alliance.
 - Effective range: Medium.
 - Strengths: Decent accuracy and rate of fire.
 - Weaknesses: Limited stopping power compared to more advanced weaponry.
- **Armor:**
 - Standard Rebel Uniform:
 - Light armor designed more for mobility than protection.
 - Strengths: Allows greater freedom of movement and minimal weight.
 - Weaknesses: Provides little defense against blasters or melee strikes.

Type of Unit:

- Infantry/Support:
 - Rebel Troopers are versatile and excel at flanking maneuvers, supporting elite units, or holding objectives.

Advantages:

- Cost-Effective: At only \$0.50, they are a budget-friendly option to increase unit count.
- Team-Oriented: Work well in squads, supporting each other to enhance their effectiveness.
- Resourceful: Their experience in guerrilla warfare allows them to take advantage of terrain and adapt to changing battle conditions.
- Synergy Potential: Perform significantly better when paired with Rebel leaders or units that complement their strengths.

Disadvantages:

- Low Durability: Their light armor makes them vulnerable to sustained fire and melee attacks.
- Moderate Firepower: While their weapons are reliable, they lack the damage output of more advanced infantry units.
- Leadership Dependency: Require strong leadership to maximize their potential and keep them coordinated.

Best Pairings:

- Leia Organa (\$4 Tier): Her leadership inspires Rebel Troopers, boosting their morale and coordination.
- Admiral Ackbar (\$4 Tier): His tactical abilities enhance their positioning and strategic impact on the battlefield.
- Saw Gerrera (\$4 Tier): His guerrilla warfare expertise aligns with their strengths, making them far more effective in skirmishes.

Worst Pairings:

- Darth Vader (\$5 Tier): His presence would disrupt their morale and strategies.
- General Hux (\$1 Tier): His leadership is tailored for disciplined Imperial units, clashing with the Rebels' dynamic tactics.
- Jabba the Hutt (\$5 Tier): Provides no synergy for a group of infantry like Rebel Troopers.

Best Utilized For:

- **Flanking and Ambushes:** Their mobility and familiarity with guerrilla tactics make them excellent for outmaneuvering opponents.
- **Objective Holding:** While fragile, they are capable of securing and defending objectives when supported by stronger units.
- **Support Roles:** Rebel Troopers work well as complementary units, providing cover fire and distractions for more powerful teammates.

3 Wookie Fighters

Description:

- Wookie Fighters are fierce and towering warriors from the planet Kashyyyk, known for their incredible strength, loyalty, and resilience. They are formidable in close combat, wielding brute force to crush enemies and create chaos on the battlefield. While lacking advanced weapons, their ferocity and physical prowess make them a valuable addition to any team.

Introduced:

- Wookies are iconic characters first introduced in *Star Wars: Episode IV – A New Hope*. As warriors, they have appeared prominently in battles during the Clone Wars and Galactic Civil War, most notably defending their homeworld, Kashyyyk, from invaders.

Weapons and Armor:

- **Weapons:**
 - Bowcasters:
 - A unique Wookie weapon that fires energy bolts with incredible force.
 - Effective range: Medium.
 - Strengths: High stopping power capable of piercing through light armor.
 - Weaknesses: Slow rate of fire and requires strength to handle effectively.
 - Vibro-axes or Wookie blades (occasionally):
 - Close-range weapons for devastating melee strikes.
- **Armor:**
 - Natural Resilience:
 - Wookies rely on their dense fur and tough skin rather than traditional armor.
 - Strengths: High endurance and resistance to environmental hazards.
 - Weaknesses: Vulnerable to blaster fire and heavy weaponry due to lack of actual armor.

Type of Unit:

- Melee Combatants/Support:
 - Wookie Fighters excel in close-quarters combat, disrupting enemy formations and dealing significant damage.

Advantages:

- Exceptional Strength: Devastating in melee, capable of overpowering standard infantry with ease.
- High Resilience: Their natural toughness allows them to survive situations that would incapacitate most other units.
- Morale Boosters: Wookie presence can inspire allied units, particularly Rebel Troopers, to fight harder.
- Terrain Utilization: Excel in forest or jungle environments, taking advantage of natural cover and ambush tactics.

Disadvantages:

- Limited Numbers: Only three Wookie Fighters are included per selection, which can make them vulnerable to being overwhelmed by larger groups.
- Lack of Ranged Focus: While Bowcasters provide some range, their effectiveness diminishes in long-range firefights.
- Vulnerable to Heavy Weapons: Their lack of proper armor makes them susceptible to concentrated blaster fire or explosives.

Best Pairings:

- Chewbacca (\$2 Tier): Enhances their effectiveness, providing additional leadership and synergy through his iconic Bowcaster and tactical support.
- Leia Organa (\$4 Tier): Her leadership boosts the morale and coordination of Wookie Fighters and allied units.
- Rebel Troopers (\$0.50 Tier): Work well together, with Wookies drawing enemy attention while Rebel Troopers provide cover fire.

Worst Pairings:

- Stormtroopers (\$0.50 Tier): No synergy and their allegiance to the Empire clashes with Wookie loyalty.
- General Hux (\$1 Tier): His tactics and leadership style are incompatible with the Wookies' feral combat methods.
- Droidekas (\$1 Tier): While powerful, their rigid and mechanical nature doesn't complement the dynamic fighting style of Wookies.

Best Utilized For:

- **Close-Quarters Combat:** Wookie Fighters are most effective in melee range, breaking enemy lines with brute force.
- **Disruption Tactics:** Use them to scatter enemy infantry formations or draw fire away from more fragile units.
- **Jungle or Forest Scenarios:** They thrive in natural environments, where they can maximize their ambush and mobility potential.

3 Arc Troopers

Description:

- ARC (Advanced Recon Commando) Troopers are elite Clone soldiers trained for special operations and high-risk missions. Equipped with advanced weaponry and armor, they excel in precision strikes, infiltration, and battlefield leadership. Their superior training makes them significantly more skilled than standard Clone Troopers, capable of turning the tide of battle even in small numbers.

Introduced:

- ARC Troopers were first featured in the *Star Wars: Clone Wars* animated series (2003) and later expanded upon in *Star Wars: The Clone Wars* (2008). They were an essential part of the Republic's military during the Clone Wars, often leading critical missions.

Weapons and Armor:

- **Weapons:**
 - DC-17 Hand Blasters:
 - Dual pistols providing high accuracy and rate of fire.
 - Effective range: Short to medium.
 - Strengths: Precision, rapid-fire capabilities.
 - Weaknesses: Limited range and stopping power compared to rifles.
 - Optional Heavy Blasters or Sniper Rifles:
 - Some ARC Troopers carry specialized weapons for specific missions.
- **Armor:**
 - Advanced Phase II Clone Trooper Armor:
 - Enhanced durability and equipped with tactical systems, including rangefinders and comms.
 - Strengths: Offers excellent protection and advanced battlefield tools.
 - Weaknesses: Slightly heavier than standard armor, reducing agility marginally.

Type of Unit:

- Elite Infantry/Special Operations:
 - ARC Troopers specialize in precision missions, making them perfect for targeted strikes and small-unit tactics.

Advantages:

- Superior Training: Highly skilled in marksmanship, tactics, and hand-to-hand combat.
- Versatility: Capable of adapting to any mission, whether it's defense, offense, or infiltration.
- Leadership: Can inspire and coordinate nearby Clone Troopers for maximum efficiency.
- Durability: Their advanced armor and resilience allow them to survive encounters that would overwhelm standard infantry.

Disadvantages:

- Limited Numbers: Only three per selection, making them susceptible to being overwhelmed by larger groups.
- Cost: At \$0.50, they're more expensive than standard infantry units, requiring careful budgeting.
- Leadership Dependency: Perform even better when paired with a strong leader, though they're capable solo.

Best Pairings:

- Captain Rex (\$2 Tier): His leadership and tactical mind elevate ARC Troopers' effectiveness, turning them into a devastating strike team.
- Commander Cody (\$2 Tier): Enhances coordination and strategic capabilities, especially in conjunction with other Clone Troopers.
- Obi-Wan Kenobi (\$4 Tier): His leadership and battlefield wisdom make ARC Troopers even more formidable, creating a well-rounded and highly effective force.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unstructured approach would clash with the discipline and precision of ARC Troopers.
- General Hux (\$1 Tier): Designed for Imperial units, his leadership style would not complement ARC Troopers' specialized tactics.
- BB-8 (\$1 Tier): While helpful in tech-based scenarios, BB-8's abilities don't enhance ARC Troopers' combat potential.

Best Utilized For:

- **Precision Strikes:** ARC Troopers excel in targeted missions to eliminate high-value targets or weaken enemy lines.
- **Small-Scale Engagements:** Their skills allow them to outperform larger groups in tactical skirmishes.
- **Team Leaders:** Pairing them with standard Clone Troopers creates a cohesive, well-coordinated force.

5 Gungan Swordsman

Description:

- Gungan Swordsmen are melee-focused warriors from the planet Naboo, known for their agility, unique weaponry, and teamwork. Although not as heavily armed or armored as other melee units, they rely on their speed, tactics, and natural resilience to overwhelm opponents in close quarters.

Introduced:

- Gungan warriors, including swordsmen, were prominently featured in *Star Wars: Episode I – The Phantom Menace*, fighting in the Battle of Naboo against the Trade Federation's droid army.

Weapons and Armor:

- **Weapons:**
 - Electropole Swords:
 - Electrified melee weapons capable of delivering powerful strikes.
 - Effective range: Close.
 - Strengths: Delivers high-impact blows that can penetrate light armor.
 - Weaknesses: Limited to close combat, making them vulnerable to ranged attacks.
- **Armor:**
 - Traditional Gungan Shielding and Light Armor:
 - Protective energy shields used to deflect blaster bolts.
 - Strengths: Shields offer limited defense against ranged attacks.
 - Weaknesses: Light armor provides minimal protection against melee and heavy blaster fire.

Type of Unit:

- Melee Infantry/Disruption:
 - Gungan Swordsmen are designed for close-quarters combat and disrupting enemy formations.

Advantages:

- Agile and Fast: Their speed allows them to close gaps quickly and outmaneuver slower opponents.
- Strong Teamwork: Gungans fight in coordinated groups, amplifying their effectiveness when acting together.
- Shield Technology: Their energy shields provide a brief defense against blaster fire, giving them time to reach enemies.
- Synergy: Perform well when paired with other Gungan units or leaders who enhance their resilience and coordination.

Disadvantages:

- Vulnerable to Ranged Attacks: Despite their shields, they struggle against concentrated fire from ranged units.
- Lightly Armored: Lack of durable armor makes them susceptible to heavy weapons and melee-focused opponents.
- Leadership Dependency: They are significantly more effective when commanded by a strong Gungan leader.

Best Pairings:

- Jar Jar Binks (\$1 Tier): While controversial, Jar Jar's chaotic unpredictability and accidental tactics complement Gungan units, potentially creating opportunities in battle.
- Captain Tarpals (\$2 Tier, if present in gameplay): Enhances their coordination and resilience, making them more effective as frontline units.
- Rebel Troopers (\$0.50 Tier): Provide ranged support, compensating for the Swordsmen's vulnerability to distant attacks.

Worst Pairings:

- Stormtroopers (\$0.50 Tier): No synergy and differing tactics make them an ineffective pairing.
- General Grievous (\$3 Tier): His brutal combat style clashes with the Gungan's reliance on teamwork and coordination.
- Droidekas (\$1 Tier): Static and rigid, they offer no complementary abilities to the mobile and agile Gungan Swordsmen.

Best Utilized For:

- **Frontline Assaults:** Use them to charge enemy lines and create chaos in close-quarters combat.
- **Disrupting Formations:** Their agility and shields make them excellent for breaking through defensive positions.
- **Ambush Scenarios:** Ideal for surprise attacks in environments where they can quickly close the distance with enemies.

5 Ewok Spearmen

Description:

- Ewok Spearmen are fierce and crafty warriors from the forest moon of Endor. Armed with primitive but effective weapons, they use their small size and agility to outmaneuver and ambush enemies. Despite their seemingly harmless appearance, they are resourceful and lethal in their natural habitat, excelling in guerrilla warfare.

Introduced:

- Ewoks first appeared in *Star Wars: Episode VI – Return of the Jedi*, where they played a pivotal role in defeating the Imperial forces during the Battle of Endor.

Weapons and Armor:

- **Weapons:**
 - Wooden Spears:
 - Basic melee weapons with sharpened tips, effective in close combat.
 - Effective range: Close.
 - Strengths: Lightweight, quick strikes, and effective against unarmored targets.
 - Weaknesses: Struggle against heavily armored opponents or vehicles.
 - Slingshots (occasionally):
 - Useful for minor ranged attacks, dealing small amounts of damage from a distance.
- **Armor:**
 - Natural Camouflage:
 - Their fur and simple attire blend well into forest environments.
 - Strengths: Excellent for stealth and ambushes.
 - Weaknesses: Provides no real protection against weapons or environmental hazards.

Type of Unit:

- Melee Ambush Infantry:
 - Specialize in close-range attacks, hit-and-run tactics, and setting traps for enemies.

Advantages:

- **Stealthy and Agile:** Small size and natural camouflage make them difficult to detect, especially in forests.
- **Guerrilla Warfare:** Ideal for setting traps and ambushing unsuspecting foes.
- **Synergy with Terrain:** Thrive in forested or jungle environments, leveraging natural cover to maximize effectiveness.
- **High Morale:** Their unwavering determination often allows them to fight beyond expectations for such a low-cost unit.

Disadvantages:

- **Low Durability:** Their lack of armor makes them highly vulnerable to ranged and melee attacks.
- **Primitive Weaponry:** Their spears and slingshots are ineffective against heavily armored or shielded opponents.
- **Terrain Dependency:** They perform poorly in open environments where they lack cover and ambush opportunities.

Best Pairings:

- **Chewbacca (\$2 Tier):** His strength and leadership inspire the Ewoks and provide them with a powerful front-line ally.
- **Rebel Troopers (\$0.50 Tier):** Their ranged firepower complements the Ewoks' close-combat capabilities.
- **Saw Gerrera (\$4 Tier):** His guerrilla tactics and leadership align perfectly with the Ewoks' natural fighting style, enhancing their effectiveness.

Worst Pairings:

- **Stormtroopers (\$0.50 Tier):** Their rigid combat style conflicts with the Ewoks' hit-and-run tactics.

- Moff Gideon (\$5 Tier): Offers no synergy with their primitive style and would likely disregard their potential.
- Jabba the Hutt (\$5 Tier): His abilities provide no value to the small, mobile Ewoks and their combat strategies.

Best Utilized For:

- **Ambush Tactics:** Use them to hide and strike unsuspecting enemies from the flanks or rear.
- **Forest Combat:** They excel in wooded areas, where their natural camouflage and terrain familiarity give them a significant edge.
- **Distraction and Disruption:** Draw enemy attention with hit-and-run attacks while other units capitalize on the chaos..

2 Mandalorian Rifleman

- **Description:**
 - Mandalorian Riflemen are highly skilled snipers and tactical warriors hailing from Mandalore. Armed with precision rifles and jetpacks, they specialize in long-range combat and mobility, striking enemies from a distance while maintaining superior positioning. Their combat prowess and versatility make them invaluable assets in a wide variety of battle scenarios.
- **Introduced:**
 - Mandalorians have been a core part of *Star Wars* lore since *The Empire Strikes Back* introduced Boba Fett. Mandalorian Riflemen, specifically, draw inspiration from the tactical sharpshooters seen in *The Mandalorian* series and *The Clone Wars*.
- **Weapons and Armor:**
 - **Weapons:**
 - Long-Range Sniper Rifles:
 - High-powered precision rifles capable of delivering deadly shots at great distances.
 - Effective range: Long.
 - Strengths: High accuracy, powerful single-target damage.
 - Weaknesses: Slower rate of fire and less effective in close combat.
 - **Armor:**
 - Beskar-Infused Combat Armor:
 - Offers excellent protection against blaster fire and lightsaber strikes.
 - Strengths: Durable and resistant to most forms of damage.
 - Weaknesses: While highly protective, it can be slightly restrictive in prolonged engagements.
 - **Equipment:**
 - Jetpacks:
 - Provide superior mobility, allowing for quick repositioning and aerial strikes.
 - Strengths: Tactical flexibility and enhanced evasion.
 - Weaknesses: Vulnerable when grounded or during refueling.
- **Type of Unit:**
 - Long-Range Specialists/Elite Infantry:
 - Mandalorian Riflemen excel in sniping and high-ground dominance, offering critical support in battle.
- **Advantages:**
 - Precision Strikes: Capable of eliminating key targets with pinpoint accuracy, disrupting enemy plans.
 - Mobility: Jetpacks allow them to evade threats and secure advantageous positions quickly.
 - Durability: Beskar armor provides them with resilience against most attacks.
 - Tactical Versatility: Can function as both offensive snipers and defensive sentinels.
- **Disadvantages:**
 - Limited Numbers: Only two Riflemen per selection, making them vulnerable to being overwhelmed.
 - Low Rate of Fire: Their rifles are not suited for rapid engagements or suppressive fire.
 - Close-Range Weakness: Less effective in melee combat or against swarming enemies.
- **Best Pairings:**

- Din Djarin "Mando" (\$2 Tier): His leadership and tactical acumen align well with Riflemen, enhancing their mobility and precision.
- Bo-Katan Kryze (\$2 Tier): Boosts their effectiveness in combat and provides synergy through shared Mandalorian tactics.
- Rebel Troopers (\$0.50 Tier): Provide covering fire, allowing the Riflemen to focus on high-value targets without being overrun.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His erratic behavior disrupts the precision and discipline required for sniping.
 - Droidekas (\$1 Tier): Their static combat style offers no synergy with the Riflemen's mobile, long-range approach.
 - Saw Gerrera (\$4 Tier): His reckless, close-quarters focus clashes with the tactical style of Mandalorian Riflemen.
- **Best Utilized For:**
 - **Sniper Support:** Use them to eliminate enemy leaders or high-value targets from a safe distance.
 - **Aerial Domination:** Their jetpacks make them ideal for controlling high ground and securing tactical advantages.
 - **Harassment Tactics:** Engage enemies from long range while staying mobile to draw attention away from other units.

5 Jawas

Description:

- Jawas are small scavengers from the desert planet Tatooine, known for their ingenuity and resourcefulness. On the battlefield, they are unconventional units that focus on sabotage, setting traps, and scavenging resources to support their allies. While not combat-focused, their utility can shift the tide of battle in unexpected ways.

Introduced:

- Jawas first appeared in *Star Wars: Episode IV – A New Hope*, where they were portrayed as resourceful traders and scavengers on Tatooine.

Weapons and Armor:

- **Weapons:**
 - Ion Blasters:
 - Designed to disable machinery and droids rather than cause significant damage to living targets.
 - Effective range: Short to medium.
 - Strengths: Devastating against droids and other mechanical units.
 - Weaknesses: Low damage output against organic enemies.
 - Traps and Explosives:
 - Include small-scale mines or improvised devices to hinder enemies.
- **Armor:**
 - Thick Robes:
 - Provide basic protection against harsh environments but offer little in terms of defense.
 - Strengths: Lightweight and non-restrictive.
 - Weaknesses: Vulnerable to most weapons due to lack of true armor.

Type of Unit:

- Support/Saboteur:
 - Jawas excel in setting traps, scavenging resources, and disrupting enemy strategies.

Advantages:

- Scavenger Ability: Can salvage items and resources on the battlefield, potentially providing upgrades to allied units or disabling enemy equipment.
- Excellent Against Droids: Ion Blasters make them highly effective at neutralizing mechanical units.
- Trap Setters: Capable of laying traps and explosives to hinder enemy movements and create chaos.
- Low Cost: At \$0.50, they are an affordable utility unit.

Disadvantages:

- Fragile: Low health and minimal armor make them easy to eliminate if caught in direct combat.

- Low Damage Output: Struggle against organic enemies due to their reliance on ion weapons.
- Situational Effectiveness: Their utility is highly dependent on the presence of droids or machinery.

Best Pairings:

- IG-11 (\$2 Tier): Combines well with Jawas, as they can repair or salvage parts to enhance his performance.
- Rebel Troopers (\$0.50 Tier): Jawas disrupt enemies with traps while Rebel Troopers provide consistent firepower.
- Din Djarin "Mando" (\$2 Tier): His combat skills complement the Jawas' utility, creating a balanced team.

Worst Pairings:

- Stormtroopers (\$0.50 Tier): Their rigid tactics and focus on combat don't align with the Jawas' utility-based style.
- Droidekas (\$1 Tier): Jawas are inherently counterproductive to droid units due to their ion weaponry.
- Jabba the Hutt (\$5 Tier): Offers no synergy for Jawas, as his abilities don't align with their scavenging and sabotage focus.

Best Utilized For:

- **Droid Disruption:** Use them to disable enemy droid units or neutralize mechanical threats.
- **Battlefield Sabotage:** Lay traps and mines to control enemy movement and create chaos.
- **Scavenger Support:** Salvage resources to upgrade allied units or hinder enemy operations.

3 Scout Troopers

Description:

- Scout Troopers are Imperial reconnaissance specialists trained for speed, stealth, and precision. Equipped with advanced optics and lightweight gear, they are designed for scouting ahead, laying ambushes, and taking out high-value targets. Their focus on agility and tactical awareness makes them excellent skirmishers in combat.

Introduced:

- First seen in *Star Wars: Episode VI – Return of the Jedi*, Scout Troopers played a key role during the Battle of Endor, using their speeders and sharpshooting skills to engage the Rebel forces.

Weapons and Armor:

- **Weapons:**
 - EC-17 Holdout Blaster:
 - A compact sidearm designed for quick draw and high accuracy.
 - Effective range: Short to medium.
 - Strengths: Quick and lightweight for fast engagements.
 - Weaknesses: Limited stopping power and range compared to standard rifles.
 - Sniper Rifles (occasionally):
 - For precision strikes on high-value targets.
- **Armor:**
 - Scout Trooper Armor:
 - Lighter and more flexible than standard Stormtrooper armor, optimized for speed and stealth.
 - Strengths: Increased mobility and comfort for extended operations.
 - Weaknesses: Offers less protection against blaster fire and melee strikes.

Type of Unit:

- Reconnaissance/Skirmisher:
 - Designed for scouting, ambushes, and precision strikes rather than sustained combat.

Advantages:

- Mobility: Lightweight armor and training allow them to maneuver quickly and evade larger forces.
- Precision: Highly accurate with their weapons, making them excellent for picking off key targets.
- Stealth: Their tactical gear and training make them adept at ambushes and remaining undetected.
- Reconnaissance: Ideal for gathering information on enemy movements and positions.

Disadvantages:

- **Low Durability:** Their armor offers limited protection, making them vulnerable in direct combat.
- **Limited Firepower:** Their weapons are not designed for suppressive fire or engaging large groups.
- **Specialized Role:** Ineffective in prolonged firefights or as frontline combatants.

Best Pairings:

- **General Hux (\$1 Tier):** Enhances their tactical capabilities, allowing them to better exploit enemy weaknesses.
- **TIE Fighter Squad (\$4 Tier):** Works well together, as Scout Troopers can provide reconnaissance while TIE Fighters deliver aerial support.
- **10 Stormtroopers (\$0.50 Tier):** Scout Troopers can guide standard infantry into optimal positions for engaging enemies.

Worst Pairings:

- **Wookie Fighters (\$0.50 Tier):** Their loud and aggressive combat style clashes with the stealthy approach of Scout Troopers.
- **Saw Gerrera (\$4 Tier):** His chaotic tactics don't align with the precision and planning required by Scout Troopers.
- **Rebel Troopers (\$0.50 Tier):** No natural synergy due to opposing factions and differing tactical philosophies.

Best Utilized For:

- **Scouting and Recon:** Use them to identify enemy positions and set up ambushes.
- **Precision Eliminations:** Target high-value units or leaders to disrupt enemy plans.
- **Support Role:** Pair them with heavier units or artillery to provide intel and harass enemy forces.

2 Clone Trooper Medics

Description:

- Clone Trooper Medics are specialized soldiers trained to provide medical support on the battlefield. They prioritize healing and stabilizing injured allies, ensuring that critical units remain in the fight. While they are lightly armed for self-defense, their primary role is to enhance team survivability, particularly in prolonged engagements.

Introduced:

- Clone Trooper Medics appeared during the *Star Wars: The Clone Wars* animated series, where they were seen assisting injured clones and Jedi during battles of the Clone Wars.

Weapons and Armor:

- **Weapons:**
 - **DC-15S Blaster Carbine:**
 - A compact and lightweight blaster for defense.
 - Effective range: Short to medium.
 - Strengths: Reliable for self-defense and maintaining mobility.
 - Weaknesses: Lower damage output compared to standard infantry weapons.
- **Armor:**
 - **Phase II Clone Medic Armor:**
 - Modified Clone Trooper armor with additional medical gear.
 - Strengths: Durable enough to withstand light blaster fire.
 - Weaknesses: Less protective than frontline combat armor to reduce weight for carrying medical supplies.

Type of Unit:

- **Support/Healer:**
 - Clone Trooper Medics focus on sustaining allied units, prioritizing injured or low-cost units in battle.

Advantages:

- **Healing Ability:** Can stabilize or heal injured units, allowing key allies to continue fighting.
- **Enhances Survivability:** Significantly increases the effectiveness of other units by keeping them operational longer.
- **Mobility:** Lightly armed and armored for quick movement between wounded allies.
- **Synergy with Clones:** Works exceptionally well in Clone Trooper-heavy teams, extending their durability in engagements.

Disadvantages:

- **Limited Combat Role:** Their weapons and training make them ill-suited for direct combat.
- **Low Durability:** Less protective armor leaves them vulnerable if targeted.
- **Priority Targets:** Enemies may focus on eliminating Medics early to cripple allied sustainability.

Best Pairings:

- **10 Clone Troopers (\$0.50 Tier):** Clone Medics keep these infantry units alive longer, increasing their overall impact.
- **Commander Cody (\$2 Tier) or Captain Rex (\$2 Tier):** Enhances Clone Trooper survivability and efficiency when Medics are present.
- **Jedi Leaders (Obi-Wan Kenobi or Anakin Skywalker, \$4 Tier):** Medics allow Jedi to stay in the fight longer, leveraging their force abilities for prolonged engagements.

Worst Pairings:

- **Droidekas (\$1 Tier):** Medics are ineffective with droids, as they cannot heal mechanical units.
- **Sith Units:** Their aggression and combat-focused nature don't benefit from the Medics' support role.
- **Wookie Fighters (\$0.50 Tier):** Wookies rely more on brute force and resilience, making healing less critical to their effectiveness.

Best Utilized For:

- **Sustaining Key Units:** Clone Trooper Medics shine in keeping high-value units alive and operational.
- **Prolonged Battles:** Ideal for scenarios where survival and endurance play a significant role.
- **Defensive Positions:** Place them in the rear to heal injured allies while staying protected from direct fire.

3 Mortar Stormtroopers

- **Description:**
 - Mortar Stormtroopers are specialized Imperial infantry equipped with portable mortars for delivering powerful explosive attacks. They excel in area denial, suppressing enemy movement, and targeting groups of foes. While vulnerable in direct combat, their ability to deal significant damage from a distance makes them a valuable asset in tactical scenarios.
- **Introduced:**
 - Mortar Stormtroopers appeared in *The Mandalorian* (Season 2, Episode 7), demonstrating their destructive potential by bombarding enemy positions during a key battle.
- **Weapons and Armor:**
 - **Weapons:**
 - **Mortar Launcher:**
 - Fires explosive rounds designed for area-of-effect damage.
 - Effective range: Long.
 - Strengths: Devastating against clustered enemies or stationary targets.
 - Weaknesses: Limited rate of fire and accuracy at close range.
 - **Armor:**
 - **Modified Stormtrooper Armor:**
 - Standard Imperial armor with minor adjustments for carrying heavy equipment.
 - Strengths: Provides moderate protection against blaster fire.
 - Weaknesses: Offers minimal resistance to heavy weapons or melee attacks.
- **Type of Unit:**
 - **Artillery/Support:**
 - Mortar Stormtroopers specialize in providing long-range fire support and controlling enemy movements.
- **Advantages:**
 - **Area Damage:** Capable of inflicting significant damage to groups of enemies, especially clustered units.
 - **Area Denial:** Explosives can restrict enemy movement and force them into less advantageous positions.
 - **Range:** Long-distance attacks keep them out of harm's way while dealing damage.
 - **Tactical Impact:** Ideal for breaking through enemy defenses or softening up targets before a direct assault.

- **Disadvantages:**
 - Low Durability: Vulnerable to direct attacks due to standard Stormtrooper armor.
 - Limited Mobility: Carrying a mortar launcher restricts their ability to reposition quickly.
 - Requires Setup: Mortar Stormtroopers need time to aim and fire, making them less effective in fast-paced engagements.
 - Close-Range Weakness: Struggle to defend themselves in melee or against fast-moving units.
- **Best Pairings:**
 - General Hux (\$1 Tier): Enhances their tactical use, allowing them to maximize area denial and precision targeting.
 - 10 Stormtroopers (\$0.50 Tier): Stormtroopers can act as a defensive screen, protecting Mortar Stormtroopers from direct engagement.
 - TIE Fighter Squad (\$4 Tier): Provides aerial reconnaissance and distraction, giving Mortar Stormtroopers time to set up and fire.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His unpredictable nature and chaotic tactics would disrupt the precision Mortar Stormtroopers rely on.
 - Wookie Fighters (\$0.50 Tier): Their aggressive melee style doesn't align with the Mortar Troopers' need for distance and setup.
 - Droidekas (\$1 Tier): Their stationary and defensive nature offers no synergy with the offensive focus of Mortar Stormtroopers.
- **Best Utilized For:**
 - **Area Denial:** Use their explosives to force enemies out of cover or deny access to strategic locations.
 - **Group Suppression:** Target clustered enemy units to maximize damage and disrupt formations.
 - **Long-Range Fire Support:** Pair them with defensive or frontline units to provide consistent firepower from a safe distance.

1 Jedi Youngling

Description:

- Jedi Younglings are the youngest members of the Jedi Order, training in the ways of the Force under the guidance of Jedi Masters. While lacking combat experience, they possess latent Force abilities and can grow stronger if paired with skilled leaders or mentors. In battle, they are a wildcard, relying on their potential rather than proven skills.

Introduced:

- Jedi Younglings appeared in *Star Wars: Episode II – Attack of the Clones* and *Star Wars: The Clone Wars*, often shown training in the Jedi Temple or participating in basic missions under supervision.

Weapons and Armor:

- **Weapons:**
 - Training Lightsaber:
 - A weaker variant of a standard lightsaber designed for practice.
 - Effective range: Melee.
 - Strengths: Retains the cutting power of a lightsaber but is less dangerous to allies.
 - Weaknesses: Less effective against armored opponents or experienced combatants.
- **Armor:**
 - Jedi Robes:
 - Standard robes worn by Jedi trainees.
 - Strengths: Lightweight and non-restrictive for mobility.
 - Weaknesses: Provides no protection against blasters or melee strikes.

Type of Unit:

- Support/Wildcard:
 - Jedi Younglings are a gamble, relying on their latent abilities and the influence of strong allies to contribute meaningfully in battle.

Advantages:

- Force Potential: Younglings can adapt and grow under the guidance of skilled Jedi or Sith leaders, learning new techniques mid-battle.
- Cost-Effective: At \$0.50, they are a low-cost option with the potential for significant impact when paired correctly.

- Synergy: Perform exceptionally well with Jedi or Sith mentors, gaining strength from their leadership.
- Unpredictable: Their lack of training can sometimes lead to unexpected moments of brilliance, catching enemies off guard.

Disadvantages:

- Fragile: Their lack of armor and combat experience makes them highly vulnerable in direct engagements.
- Limited Combat Effectiveness: Without a mentor, they contribute very little to a team's overall power.
- Inconsistent: Their potential is heavily reliant on the strength and presence of allied leaders.

Best Pairings:

- Tera Sinube (\$1 Tier): Enhances the Youngling's combat abilities and teaches them defensive techniques, significantly improving their survival and effectiveness.
- Obi-Wan Kenobi (\$4 Tier): His mentorship and combat prowess inspire the Youngling, enabling them to learn and adapt quickly.
- Ahsoka Tano (\$4 Tier): A skilled mentor with a history of guiding younger Jedi, she amplifies the Youngling's potential in both combat and support roles.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior hinders the Youngling's ability to focus and learn.
- Droidekas (\$1 Tier): Offers no synergy or support for a Jedi trainee, leaving the Youngling vulnerable.
- Saw Gerrera (\$4 Tier): His aggressive and unorthodox tactics clash with the Youngling's need for mentorship and structure.

Best Utilized For:

- **Mentorship-Driven Growth:** Pair them with experienced Jedi or Sith to unlock their latent potential and improve their combat effectiveness.
- **Support Role:** Keep them in the rear lines, using their limited Force abilities to assist allies while avoiding direct combat.
- **Wildcard Impact:** Their unpredictable nature can lead to surprising contributions, especially if supported well.

5 Nihil Pirate Marauders

Description:

- Nihil Pirate Marauders are ruthless and chaotic raiders known for their unorthodox combat style and disregard for conventional tactics. These fearsome warriors from the Nihil organization thrive on sowing chaos and disrupting enemy plans. While not as disciplined as trained soldiers, their unpredictability and aggression make them dangerous foes in battle.

Introduced:

- The Nihil were introduced in *Star Wars: The High Republic* era, specifically in the novels and comics set during that time. They are portrayed as anarchistic marauders who terrorize the galaxy with their brutal and chaotic methods.

Weapons and Armor:

- **Weapons:**
 - Vibro-Weapons (Maces, Axes, or Swords):
 - Brutal melee weapons designed for hacking through enemies with raw force.
 - Effective range: Close.
 - Strengths: High damage in melee combat.
 - Weaknesses: Ineffective against heavily armored opponents.
 - Blaster Carbines:
 - Basic ranged weapons for mid-range skirmishes.
 - Effective range: Medium.
 - Strengths: Quick and adaptable.
 - Weaknesses: Lack precision and stopping power compared to military-grade blasters.
- **Armor:**
 - Scrap Plating and Leather Gear:
 - Improvised armor that offers limited protection.
 - Strengths: Lightweight and flexible for fast movement.
 - Weaknesses: Provides minimal defense against blasters or melee strikes.

Type of Unit:

- Disruption/Skirmisher:

- Nihil Pirate Marauders excel in hit-and-run tactics, ambushes, and breaking enemy formations.

Advantages:

- **Aggression:** Their relentless combat style overwhelms weaker or unprepared opponents.
- **Chaos-Inducing:** Their unpredictability and disruptive tactics can throw enemy plans into disarray.
- **High Mobility:** Light gear and guerrilla-style combat allow them to outmaneuver slower or more rigid forces.
- **Synergy with Pirates:** Perform exceptionally well when paired with other pirates or chaotic leaders.

Disadvantages:

- **Fragile:** Their improvised armor leaves them highly vulnerable to concentrated fire or powerful melee strikes.
- **Lack of Discipline:** Their chaotic style can backfire, leading to mistakes or losses in structured engagements.
- **Limited Effectiveness:** Struggle against well-organized or heavily armored foes.

Best Pairings:

- **Marchion Ro (\$5 Tier):** Their leader enhances their coordination and amplifies their disruptive impact on the battlefield.
- **10 Rebel Troopers (\$0.50 Tier):** Rebel Troopers' ranged firepower complements the close-combat focus of the Marauders.
- **Cad Bane (\$4 Tier):** As a rogue and tactician, Cad Bane can direct their chaos effectively to exploit enemy weaknesses.

Worst Pairings:

- **Stormtroopers (\$0.50 Tier):** Their rigid and structured combat style conflicts with the Marauders' chaotic nature.
- **General Hux (\$1 Tier):** His leadership style is incompatible with the reckless tactics of the Marauders.
- **Wookie Fighters (\$0.50 Tier):** While both units excel in melee, their lack of ranged support leaves them vulnerable to long-range enemies.

Best Utilized For:

- **Ambush Tactics:** Use them to strike from unexpected positions, disrupting enemy plans.
- **Disruption and Chaos:** Their unpredictable style is ideal for breaking enemy formations and sowing confusion.
- **Supporting Aggressive Leaders:** Pair them with similarly aggressive or chaotic leaders to maximize their impact on the battlefield.

C3PO

Description:

- C-3PO is a protocol droid specializing in translation and diplomacy. While not designed for combat, his extensive knowledge of languages and cultural etiquette can provide unique advantages in strategic or diplomatic scenarios. His comedic personality and cautious demeanor make him a wildcard in battle.

Introduced:

- C-3PO first appeared in *Star Wars: Episode IV – A New Hope* as a companion to R2-D2 and a pivotal character throughout the original and prequel trilogies.

Weapons and Armor:

- **Weapons:**
 - None: C-3PO is not equipped with any weapons, relying entirely on allies for protection.
- **Armor:**
 - Plated Droid Frame:
 - Offers minimal durability, primarily to protect his internal systems.
 - Strengths: Resistant to minor environmental hazards like dust and sand.
 - Weaknesses: Fragile against physical strikes, blaster fire, or any direct combat damage.

Type of Unit:

- **Support/Diplomat:**
 - C-3PO provides minimal combat utility but can be leveraged for morale-boosting, distraction, or narrative-driven strategies.

Advantages:

- Translation Expertise: Useful for understanding and negotiating with alien species or rival factions.
- Morale Booster: His presence can improve camaraderie among certain units, particularly those familiar with his antics.
- Distraction: His awkward and overly cautious nature can draw enemy attention away from more critical units.
- Low Cost: At \$1, he's a budget-friendly choice for adding a wildcard element to a team.

Disadvantages:

- No Combat Abilities: C-3PO contributes nothing in terms of offensive or defensive power.
- Fragility: Extremely vulnerable to any form of damage due to his lack of armor or combat training.
- Situational Utility: His advantages are highly niche and rarely impactful in combat-heavy scenarios.

Best Pairings:

- R2-D2 (\$1 Tier): Their iconic partnership enhances morale and provides a small boost to team cohesion.
- Leia Organa (\$4 Tier): As a skilled diplomat, Leia can capitalize on C-3PO's translation and negotiation abilities in specific scenarios.
- Padme Amidala (\$1 Tier): Another diplomatic leader, Padme can leverage his skills for strategic negotiations.

Worst Pairings:

- Darth Vader (\$5 Tier): Vader's brutal tactics and disdain for droids make C-3PO an awkward and ineffective pairing.
- Nihil Pirate Marauders (\$0.50 Tier): Their chaotic and aggressive nature offers no synergy with C-3PO's passive role.
- Droidekas (\$1 Tier): The combat-focused Droidekas gain nothing from C-3PO's presence.

Best Utilized For:

- **Diplomatic Scenarios:** Leverage his translation and etiquette skills in situations where negotiation or alliances are possible.
- **Moral Support:** Pair him with allies who value his presence for emotional or narrative-driven reasons.
- **Distraction:** Use him to draw enemy attention or confuse opponents during chaotic engagements.

R2D2

Description:

- R2-D2 is an astromech droid known for his resourcefulness, loyalty, and versatility. Despite his small size and lack of combat capabilities, he excels in support roles, providing technical expertise, hacking, and battlefield utility. His bravery and quick thinking often make him a surprising asset in even the most perilous situations.

Introduced:

- R2-D2 first appeared in *Star Wars: Episode IV – A New Hope* and has been a central figure throughout the *Star Wars* saga, playing a key role in the Rebel Alliance's success and beyond.

Weapons and Armor:

- **Weapons:**
 - None directly, but he is equipped with:
 - Electroshock Prod: A short-range defensive tool capable of stunning enemies.
 - Fire Extinguisher: Used for distractions or minor utility.
- **Armor:**
 - Astromech Droid Frame:
 - Durable enough to protect his internal systems.
 - Strengths: Resistant to environmental hazards like vacuum exposure or extreme temperatures.
 - Weaknesses: Vulnerable to direct attacks due to lack of combat armor.

Type of Unit:

- Support/Technician:
 - R2-D2 excels in technical tasks, offering hacking, sabotage, and minor defensive support.

Advantages:

- Hacking Ability: Can disable enemy systems, open locked doors, or turn enemy machinery against them.
- Battlefield Utility: His tools, like the fire extinguisher or electroshock prod, can provide small but impactful support in tight situations.

- **Durability:** While not impervious, his sturdy design allows him to withstand more damage than expected for his size.
- **Morale Booster:** His presence often lifts the spirits of allied units, particularly those familiar with him.

Disadvantages:

- **Limited Combat Ability:** Offers little offensive power aside from his electroshock prod.
- **Vulnerable to Concentrated Fire:** While durable, he's far from invulnerable and can be easily overwhelmed.
- **Situational Effectiveness:** His advantages are most useful in technical or sabotage scenarios rather than direct combat.

Best Pairings:

- **C-3PO (\$1 Tier):** Their iconic partnership provides unique morale and utility synergies, especially in narrative-driven situations.
- **Luke Skywalker (\$4 Tier):** Their history and bond enhance morale and teamwork, and R2's technical skills complement Luke's combat prowess.
- **Rebel Troopers (\$0.50 Tier):** R2 can provide battlefield support, like disabling enemy systems, to give Rebel Troopers an edge.

Worst Pairings:

- **Droidekas (\$1 Tier):** R2's hacking abilities don't synergize with Droidekas, who require no external support.
- **Wookie Fighters (\$0.50 Tier):** Their aggressive and melee-focused combat style doesn't benefit from R2's technical expertise.
- **Nihil Pirate Marauders (\$0.50 Tier):** Their chaotic tactics and lack of reliance on technology limit R2's utility.

Best Utilized For:

- **Hacking and Sabotage:** Use him to disable enemy defenses, open strategic paths, or turn enemy systems against them.
- **Support Role:** Provide small but impactful utility to allies, distracting enemies or delivering minor defensive assistance.
- **Morale Boosting:** Deploy him alongside key allies for narrative or emotional synergy, bolstering team cohesion.

C1-10P "Chopper"

Description:

- C1-10P, also known as "Chopper," is a cranky and chaotic astromech droid with a talent for improvisation and sabotage. Despite his gruff demeanor, he is fiercely loyal and highly effective in technical roles, using his abilities to disrupt enemies and support allies in unexpected ways. His unpredictability makes him both an asset and a wildcard on the battlefield.

Introduced:

- Chopper was introduced in *Star Wars Rebels*, serving as the crew's astromech droid aboard the Ghost and playing a critical role in the early Rebellion against the Empire.

Weapons and Armor:

- **Weapons:**
 - **Electroshock Prod:**
 - Effective for close-range self-defense and disabling enemies or systems.
 - Strengths: Can incapacitate foes or short out electronic systems.
 - Weaknesses: Ineffective against heavily armored enemies.
- **Armor:**
 - **Astromech Droid Frame:**
 - Built for durability and resistance to environmental hazards.
 - Strengths: Sturdy enough to withstand moderate attacks.
 - Weaknesses: Vulnerable to concentrated fire or heavy weaponry.

Type of Unit:

- **Support/Saboteur:**
 - Chopper excels in disrupting enemy systems, providing battlefield support, and sowing chaos with his unpredictable methods.

Advantages:

- **Sabotage Expert:** Capable of hacking systems, disabling enemy defenses, or creating distractions.
- **Battlefield Utility:** Offers a variety of support functions, including minor repairs, distractions, and technical assistance.

- **Durability:** His frame allows him to withstand environmental challenges and minor damage.
- **Unpredictability:** Chopper's chaotic nature can catch enemies off guard, leading to surprising outcomes.

Disadvantages:

- **Limited Combat Ability:** Primarily a support unit, Chopper lacks offensive firepower.
- **Wildcard Nature:** His unpredictability can sometimes disrupt allied plans as much as enemy ones.
- **Fragility in Prolonged Combat:** While durable for an astromech, he is not built for sustained engagements.

Best Pairings:

- **Ezra Bridger (\$3 Tier):** Together, their creativity and synergy create unique opportunities for disruption and tactical maneuvers.
- **Rebel Troopers (\$0.50 Tier):** Chopper can provide technical support to enhance their effectiveness in battle.

Worst Pairings:

- **Nihil Pirate Marauders (\$0.50 Tier):** Their chaotic and aggressive combat style doesn't align with Chopper's sabotage-focused role.
- **Droidekas (\$1 Tier):** Offers no synergy, as Chopper's abilities are irrelevant to their self-sustaining nature.
- **Jabba the Hutt (\$5 Tier):** No strategic benefit or synergy between Chopper's technical focus and Jabba's bribery tactics.

Best Utilized For:

- **Sabotage and Disruption:** Use Chopper to hack enemy systems, disable defenses, or create distractions to give your team an edge.
- **Support Role:** Provide minor repairs, assistance with battlefield obstacles, or utility in securing objectives.
- **Morale and Chaos:** His presence can boost allied morale while introducing chaos to enemy plans, especially in guerilla-style operations.

Jar Jar Binks

Description:

- Jar Jar Binks is a clumsy and unpredictable Gungan whose unintentional antics often lead to chaotic and surprising outcomes. Though he lacks combat skills, his unpredictability can occasionally create opportunities or distractions that disrupt enemy plans. Jar Jar is a high-risk, high-reward wildcard whose effectiveness depends heavily on the situation and team synergy.

Introduced:

- Jar Jar first appeared in *Star Wars: Episode I – The Phantom Menace* as a bumbling but well-meaning ally to Qui-Gon Jinn and Obi-Wan Kenobi, later playing a minor role in the Galactic Senate during the Clone Wars.

Weapons and Armor:

- **Weapons:**
 - None: Jar Jar relies entirely on improvised tools or accidental success in combat situations.
- **Armor:**
 - Traditional Gungan Garb:
 - Provides minimal protection, focusing on mobility rather than defense.
 - Strengths: Lightweight and flexible.
 - Weaknesses: Completely ineffective against blasters or melee attacks.

Type of Unit:

- **Wildcard/Distractor:**
 - Jar Jar's chaotic nature makes him a distraction on the battlefield, sometimes creating opportunities for allies or confusion among enemies.

Advantages:

- **Unpredictability:** His clumsiness can unintentionally disrupt enemy plans or provide unexpected opportunities for allies.
- **Distraction Potential:** Draws enemy attention, allowing more valuable units to act unimpeded.
- **Morale Boost (Situational):** Allies familiar with Jar Jar may find his antics entertaining, lightening the mood in tense battles.
- **Low Cost:** At \$1, Jar Jar is a budget-friendly option for adding a wildcard element to your team.

Disadvantages:

- **No Combat Ability:** Jar Jar contributes little to nothing in terms of offense or defense.
- **Liability:** His actions can inadvertently harm his own team or disrupt carefully laid plans.
- **Fragility:** Lacks armor or durability, making him easy to eliminate if targeted.
- **Situational Usefulness:** His advantages are niche and highly dependent on specific circumstances.

Best Pairings:

- **Gungan Swordsmen (\$0.50 Tier):** As a fellow Gungan, Jar Jar can inspire and coordinate their efforts, even if by accident.
- **Rebel Troopers (\$0.50 Tier):** His distraction potential can create openings for Rebel Troopers to attack or reposition.
- **Chewbacca (\$2 Tier):** Chewbacca's strength and leadership can mitigate Jar Jar's chaos, turning it into a manageable asset.

Worst Pairings:

- **Sith Units (e.g., Darth Vader \$5 Tier):** Sith Lords are unlikely to tolerate Jar Jar's clumsiness, and his antics would likely hinder their focused combat style.
- **Stormtroopers (\$0.50 Tier):** Their rigid and structured nature clashes with Jar Jar's chaotic presence.
- **Droidekas (\$1 Tier):** Static and disciplined units like Droidekas gain no benefit from Jar Jar's unpredictable nature.

Best Utilized For:

- **Distraction and Chaos:** Use Jar Jar to confuse enemies, drawing their focus away from key units.
- **Wildcard Opportunities:** Deploy him in scenarios where his unpredictable nature can create unexpected openings or disrupt enemy plans.
- **Comic Relief:** In narrative-driven scenarios, Jar Jar adds levity to the otherwise intense atmosphere of battle.

K-2SO

- K-2SO is a reprogrammed Imperial security droid with a sharp wit and a surprising knack for combat. Combining intelligence, physical strength, and tactical awareness, he excels as both a frontline combatant and a support unit. His sarcastic humor and unwavering loyalty to his team make him a standout on any battlefield.

Introduced:

- K-2SO first appeared in *Rogue One: A Star Wars Story* as a key member of the team that stole the Death Star plans.

Weapons and Armor:

- **Weapons:**
 - **Blaster Rifle (Imperial Standard):**
 - Effective range: Medium to long.
 - Strengths: High accuracy and stopping power due to his advanced targeting systems.
 - Weaknesses: Slower rate of fire compared to lighter weapons.
 - **Melee Combat:**
 - K-2SO's considerable strength makes him highly effective in close-quarters combat, capable of incapacitating enemies with ease.
- **Armor:**
 - **Security Droid Chassis:**
 - Highly durable, designed to withstand blaster fire and physical strikes.
 - Strengths: Exceptional resilience, allowing him to take significant damage and remain operational.
 - Weaknesses: His size and weight can make him a target for heavy weaponry.

Type of Unit:

- **Frontline Fighter/Support:**
 - K-2SO combines brute force with tactical awareness, making him effective in both offensive and defensive roles.

Advantages:

- **High Durability:** His robust frame allows him to absorb significant damage before being disabled.
- **Combat Versatility:** Effective in both ranged and melee combat, capable of adapting to various battlefield scenarios.
- **Tactical Awareness:** Can analyze situations and provide valuable support to allied units.
- **Morale Booster:** His humor and confidence can inspire and entertain allies, boosting overall morale.

Disadvantages:

- **High Priority Target:** His size and combat effectiveness make him a target for concentrated fire.
- **Limited Numbers:** As a single unit, he can be overwhelmed by larger groups of enemies.
- **Heavy Frame:** His weight reduces mobility in situations requiring rapid repositioning or stealth.

Best Pairings:

- **Rebel Troopers (\$0.50 Tier):** His durability and firepower complement their numbers, providing a solid frontline anchor.
- **Chewbacca (\$2 Tier):** Both units are durable and capable of significant damage, making them an effective pair for offensive or defensive strategies.

Worst Pairings:

- **Jar Jar Binks (\$1 Tier):** His chaotic nature conflicts with K-2SO's tactical precision.
- **Droidekas (\$1 Tier):** Their stationary, shielded combat style doesn't align with K-2SO's dynamic role.
- **Sith Units:** K-2SO's loyalty and Rebel alignment make him an awkward fit alongside Sith characters.

Best Utilized For:

- **Frontline Combat:** Use him to anchor your lines, soaking up damage and eliminating threats with his precision firepower and melee strength.
- **Support Role:** Pair him with less durable allies to protect them and draw enemy fire.
- **Disruption Tactics:** Leverage his strength and durability to disrupt enemy formations and neutralize key targets.

Padmé

Description:

- Padmé Amidala is a skilled diplomat and leader with a strong sense of justice. While not a combatant by nature, her intelligence, charisma, and leadership abilities can inspire allies and bring strategic advantages to the battlefield. She excels in providing morale boosts and tactical coordination rather than direct combat.

Introduced:

- Padmé first appeared in *Star Wars: Episode I – The Phantom Menace* as the Queen of Naboo and later served as a senator in the Galactic Republic.

Weapons and Armor:

- **Weapons:**
 - **Naboo Blaster Pistol:**
 - A lightweight, elegant sidearm designed for self-defense.
 - Effective range: Short to medium.
 - Strengths: Accurate and easy to use in defensive scenarios.
 - Weaknesses: Limited stopping power and rate of fire.
- **Armor:**
 - **Royal or Senatorial Attire:**
 - Offers no true protection, designed for diplomacy rather than combat.
 - Strengths: Lightweight and non-restrictive.
 - Weaknesses: Provides no defense against blaster fire or melee attacks.

Type of Unit:

- **Support/Leader:**
 - Padmé's strengths lie in her ability to rally allies, boost morale, and support strategic decision-making.

Advantages:

- **Morale Booster:** Her leadership inspires confidence and determination in allied units.
- **Strategic Insight:** Offers tactical advantages by improving team coordination and decision-making.
- **Diplomatic Influence:** Can potentially sway neutral parties or disrupt enemy cohesion in narrative-driven scenarios.
- **Low Cost:** At \$1, Padmé is a budget-friendly support option for teams needing a leadership figure.

Disadvantages:

- No Combat Specialization: She lacks offensive or defensive capabilities, relying on her team for protection.
- Fragile: Without armor or combat training, Padmé is vulnerable to direct attacks.
- Situational Utility: Her advantages are most impactful in large teams or narrative-heavy scenarios.

Best Pairings:

- Anakin Skywalker (\$4 Tier): Their bond enhances morale and coordination, making both units more effective in battle.
- Clone Troopers (\$0.50 Tier): Padmé's leadership inspires Clone Troopers, increasing their effectiveness and cohesion.
- Obi-Wan Kenobi (\$4 Tier): Together, they form a balanced team with strong tactical and morale-boosting elements.

Worst Pairings:

- Nihil Pirate Marauders (\$0.50 Tier): Their chaotic and lawless nature conflicts with Padmé's sense of justice and diplomacy.
- General Hux (\$1 Tier): His authoritarian and ruthless approach clashes with Padmé's principles and leadership style.
- Droidekas (\$1 Tier): Offers no synergy as they are self-sufficient and lack need for morale boosts or tactical support.

Best Utilized For:

- **Team Leadership:** Padmé excels in boosting the morale and cohesion of a diverse team.
- **Supporting Troopers:** Works best with infantry units like Clone Troopers or Rebel Troopers, amplifying their battlefield performance.
- **Narrative Scenarios:** Ideal for situations involving diplomacy, negotiation, or narrative-driven decision-making.

Finn "FN-2187"

- **Description:**
 - Finn, formerly known as FN-2187, is a defected First Order Stormtrooper turned Resistance fighter. With his combat training and newfound sense of purpose, Finn excels as a versatile infantry unit. His courage and adaptability make him a valuable ally in both offensive and defensive roles, though his lack of experience in leadership can sometimes hinder his effectiveness.
- **Introduced:**
 - Finn first appeared in *Star Wars: Episode VII – The Force Awakens* as a reluctant Stormtrooper who chose to fight for the Resistance after witnessing the atrocities of the First Order.
- **Weapons and Armor:**
 - **Weapons:**
 - F-11D Blaster Rifle:
 - Effective range: Medium to long.
 - Strengths: Reliable and accurate, with decent stopping power.
 - Weaknesses: Limited versatility compared to heavier or more specialized weapons.
 - Lightsaber (briefly):
 - Finn has limited experience with a lightsaber, making it more of a desperation weapon than a reliable tool.
 - **Armor:**
 - Scavenged Resistance Gear:
 - Lightweight and practical, designed for mobility.
 - Strengths: Doesn't restrict movement or speed.
 - Weaknesses: Provides minimal protection against blasters or melee strikes.
- **Type of Unit:**
 - Infantry/Skirmisher:
 - Finn's training as a Stormtrooper and his growing Resistance skills make him effective in both frontline and flanking roles.
- **Advantages:**
 - Adaptability: Finn's experience with both the First Order and the Resistance gives him tactical flexibility in combat.
 - Courage Under Fire: His determination and bravery allow him to hold his ground even in difficult situations.
 - Moderate Combat Training: As a former Stormtrooper, he's competent in ranged and close-quarters combat.

- Cost-Effective: At \$1, Finn provides a balance of utility and firepower without breaking the budget.
- **Disadvantages:**
 - Lack of Leadership Skills: Finn is better as a fighter than a commander, often relying on others for direction.
 - Limited Durability: His lightweight gear makes him vulnerable to sustained attacks.
 - Emotional Impulsiveness: His decisions can sometimes be driven by personal stakes, potentially disrupting team cohesion.
- **Best Pairings:**
 - Rey Skywalker (\$4 Tier): Their bond enhances teamwork, allowing them to complement each other's strengths.
 - 10 Rebel Troopers (\$0.50 Tier): Finn's training and courage make him an ideal leader for infantry units, enhancing their combat effectiveness.
- **Worst Pairings:**
 - General Hux (\$1 Tier): As a former First Order officer, Hux would likely undermine Finn's presence and create discord.
 - Stormtroopers (\$0.50 Tier): Finn's defection makes him a natural enemy of First Order units, limiting any chance of synergy.
 - Jar Jar Binks (\$1 Tier): Jar Jar's chaotic antics would disrupt Finn's focus and hinder team coordination.
- **Best Utilized For:**
 - **Infantry Leadership:** While not a natural leader, Finn works well as a frontline fighter supporting infantry units like Rebel Troopers.
 - **Flanking and Skirmishing:** Use Finn's combat skills to attack from unexpected angles and disrupt enemy formations.
 - **Morale Booster:** Pair him with key allies like Rey or Poe to maximize team morale and battlefield performance.

Captain Phasma

Description:

- Captain Phasma is a highly skilled and ruthless commander of the First Order, known for her imposing chrome armor and strict adherence to discipline. A tactical leader and formidable combatant, she inspires loyalty in her troops and elevates the effectiveness of lower-tier units like Stormtroopers. Phasma is both a powerful frontline fighter and an invaluable leader for any First Order-centric team.

Introduced:

- Captain Phasma first appeared in *Star Wars: Episode VII – The Force Awakens* as a high-ranking officer of the First Order, overseeing its Stormtrooper forces.

Weapons and Armor:

- **Weapons:**
 - F-11D Blaster Rifle:
 - Effective range: Medium to long.
 - Strengths: Accurate and reliable with decent stopping power.
 - Weaknesses: Lacks the firepower of heavy or specialized weapons.
 - Vibroblade (occasionally):
 - A melee weapon used in close combat.
 - Strengths: Effective against lightly armored foes.
 - Weaknesses: Limited reach compared to other melee options.
- **Armor:**
 - Chromium-Plated Stormtrooper Armor:
 - Exceptionally durable, offering superior protection compared to standard Stormtrooper gear.
 - Strengths: Resistant to blaster fire and environmental hazards.
 - Weaknesses: Its weight slightly reduces mobility in prolonged combat.

Type of Unit:

- Frontline Fighter/Leader:
 - Phasma is both a skilled combatant and a leader who enhances the performance of allied infantry units.

Advantages:

- **Buffs Infantry:** Her leadership inspires and improves the tactical effectiveness of units like Stormtroopers and First Order Troopers.
- **High Durability:** Her chrome armor provides exceptional protection, allowing her to withstand sustained enemy fire.
- **Tactical Leadership:** Elevates the coordination and discipline of lower-tier units, turning them into a more formidable force.
- **Versatile Fighter:** Effective in both ranged and melee combat, capable of adapting to battlefield conditions.

Disadvantages:

- **High Priority Target:** Her presence draws enemy focus, making her a primary target.
- **Reliance on Infantry:** Pasma's effectiveness is maximized when paired with infantry units, reducing her utility in mixed teams.
- **Moderate Firepower:** While versatile, she lacks the overwhelming offensive capabilities of some other high-tier units.

Best Pairings:

- **10 First Order Troopers (\$0.50 Tier):** Pasma's leadership enhances their discipline and effectiveness, creating a cohesive and deadly infantry force.
- **Stormtroopers (\$0.50 Tier):** Turns standard Stormtroopers into a more efficient and coordinated unit capable of holding their own.
- **Kylo Ren (\$4 Tier):** Together, they form a powerful First Order duo, with Kylo providing brute force and Pasma leading the infantry.

Worst Pairings:

- **Rebel Troopers (\$0.50 Tier):** As enemies of the First Order, their presence would be counterproductive and thematically inappropriate.
- **Jar Jar Binks (\$1 Tier):** His chaotic and undisciplined nature would clash with Pasma's strict and calculated leadership style.
- **Droidekas (\$1 Tier):** Static and autonomous units like Droidekas gain no benefit from Pasma's leadership.

Best Utilized For:

- **Infantry Leadership:** Pasma is best paired with large groups of infantry to maximize their potential and dominate the battlefield.
- **Defensive Holds:** Use her to anchor a defensive line with enhanced troops, creating a durable and effective barrier.
- **Tactical Assaults:** Lead coordinated strikes with her infantry units, leveraging her buffs and durability to overwhelm enemy forces.

Boba Fett

Description:

- Boba Fett is one of the galaxy's most feared bounty hunters, renowned for his unmatched skill, tactical brilliance, and unrelenting determination. Armed with advanced weaponry and equipped with Mandalorian armor, he excels in both ranged and close-quarters combat. His jetpack adds mobility and allows him to dominate the battlefield from multiple angles.

Introduced:

- Boba Fett first appeared in *Star Wars: Episode V – The Empire Strikes Back*, solidifying his reputation as a skilled and ruthless bounty hunter in service of the Empire and Jabba the Hutt.

Weapons and Armor:

- **Weapons:**
 - **EE-3 Carbine Rifle:**
 - Effective range: Medium to long.
 - Strengths: High accuracy and damage output, with burst fire capabilities.
 - Weaknesses: Limited versatility at close range.
 - **Wrist-Mounted Flamethrower:**
 - Effective for short-range crowd control and melee combat.
 - Strengths: Causes area-of-effect damage to multiple enemies.
 - Weaknesses: Limited range and fuel capacity.
 - **Jetpack Missile:**
 - A powerful single-use explosive weapon.
 - Strengths: Devastating against clustered enemies or heavily armored units.
 - Weaknesses: Requires precision to avoid collateral damage.
- **Armor:**
 - **Mandalorian Beskar Armor:**
 - Provides exceptional durability and resistance to blasters and melee strikes.
 - Strengths: Nearly impervious to most standard weaponry.
 - Weaknesses: Weight slightly impacts mobility in prolonged engagements.

Type of Unit:

- **Versatile Fighter/Skirmisher:**
 - Boba Fett combines mobility, ranged firepower, and close-quarters lethality, making him adaptable to any combat scenario.

Advantages:

- **High Mobility:** His jetpack allows for rapid repositioning and superior tactical flexibility.
- **Versatility:** Excels at ranged combat, close-quarters combat, and crowd control.
- **Durability:** His Beskar armor makes him difficult to eliminate in direct confrontations.
- **Tactical Expertise:** Boba Fett's combat experience ensures he can adapt to shifting battlefield conditions.

Disadvantages:

- **High Priority Target:** His reputation and effectiveness make him a primary focus for enemy attacks.
- **Jetpack Vulnerability:** If grounded or his jetpack is damaged, his mobility advantage is negated.
- **Situational AoE:** While powerful, his flamethrower and missile require careful positioning to maximize effectiveness.

Best Pairings:

- **Fennec Shand (\$1 Tier):** A natural ally, Fennec complements Boba's skillset with her sharpshooting and combat expertise.
- **Cad Bane (\$4 Tier):** Together, these bounty hunters create a fearsome duo capable of handling diverse battlefield challenges.
- **Rebel Troopers (\$0.50 Tier):** Their numbers provide cover and support for Boba to unleash his high-damage abilities.

Worst Pairings:

- **Jar Jar Binks (\$1 Tier):** His chaotic and uncoordinated nature would hinder Boba's tactical precision.
- **Droidekas (\$1 Tier):** Their static and shield-dependent combat style doesn't synergize with Boba's dynamic approach.
- **Jedi Units (e.g., Obi-Wan Kenobi, \$4 Tier):** Historically adversarial, Jedi units clash thematically and tactically with Boba's bounty hunter role.

Best Utilized For:

- **Hit-and-Run Tactics:** Use his jetpack to strike key targets and reposition before enemies can respond.
- **Versatile Combat:** Boba Fett can seamlessly switch between ranged firepower, area damage, and melee attacks, adapting to the flow of battle.
- **Disruption and Elimination:** Target high-value enemies or disrupt enemy formations with his wrist-mounted flamethrower and missile strikes.

Fennec Shand

Description:

- Fennec Shand is a deadly and precise assassin known for her sharpshooting, agility, and tactical brilliance. As a skilled bounty hunter, she thrives in ranged combat, picking off enemies with precision while outmaneuvering her foes. Her adaptability and resilience make her a powerful support or skirmishing unit on any battlefield.

Introduced:

- Fennec Shand first appeared in *The Mandalorian* and later played a prominent role in *The Book of Boba Fett* as an ally and confidant to Boba Fett.

Weapons and Armor:

- **Weapons:**
 - **Sniper Rifle:**
 - Effective range: Long.
 - Strengths: Exceptional accuracy and high single-target damage.
 - Weaknesses: Limited rate of fire and ineffective at close range.
 - **Blaster Pistol:**
 - Effective range: Short to medium.
 - Strengths: Quick and reliable for close-range engagements.
 - Weaknesses: Lower damage output compared to heavier weapons.

- **Armor:**
 - Light Tactical Armor:
 - Offers moderate protection while prioritizing agility and mobility.
 - Strengths: Allows for quick movement and flexibility.
 - Weaknesses: Less durable than heavy armor, leaving her vulnerable to sustained fire.

Type of Unit:

- Sniper/Skirmisher:
 - Fennec excels in precision eliminations and flanking maneuvers, making her ideal for disrupting enemy strategies.

Advantages:

- Precision and Accuracy: Her sharpshooting skills allow her to take down high-value targets with ease.
- Agility: Fennec's mobility makes her difficult to hit and allows her to reposition effectively.
- Versatility: Effective at both long-range sniping and close-quarters skirmishes.
- Tactical Expertise: Her strategic mind ensures she adapts well to shifting battlefield dynamics.

Disadvantages:

- Low Durability: Her light armor offers limited protection, making her vulnerable to concentrated fire.
- Range Dependency: Most effective at long range, where she can avoid close combat threats.
- Situational Damage: Her single-target focus can limit her effectiveness against groups.

Best Pairings:

- Boba Fett (\$1 Tier): Together, their skills and tactical prowess create a lethal duo capable of dominating the battlefield.
- Cad Bane (\$4 Tier): Complements her abilities with his own versatility, creating a formidable team of bounty hunters.
- Rebel Troopers (\$0.50 Tier): Provide covering fire and distractions, giving Fennec the time and space to line up her shots.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable antics clash with Fennec's precision-focused approach.
- Droidekas (\$1 Tier): Their static nature doesn't synergize with her mobile and adaptive style.
- Wookie Fighters (\$0.50 Tier): While effective in melee, their aggressive style doesn't complement her sniping and flanking tactics.

Best Utilized For:

- **Precision Eliminations:** Use her to target enemy leaders or high-value units from a safe distance.
- **Flanking Maneuvers:** Leverage her agility to attack from unexpected angles and disrupt enemy formations.
- **Support Role:** Pair her with more durable units to provide long-range firepower and tactical support.

Wicket

Description:

- Wicket W. Warrick is a brave and resourceful Ewok warrior from the forest moon of Endor. Despite his small stature and reliance on primitive weaponry, Wicket is a tenacious and clever combatant, excelling in guerrilla tactics and ambushes. His agility and intimate knowledge of forested terrain make him a valuable asset in specific environments.

Introduced:

- Wicket first appeared in *Star Wars: Episode VI – Return of the Jedi*, where he played a pivotal role in helping the Rebel Alliance defeat the Imperial forces on Endor.

Weapons and Armor:

- **Weapons:**
 - Spear:
 - Effective range: Close.
 - Strengths: Lightweight and deadly in melee.
 - Weaknesses: Ineffective against heavily armored opponents.
 - Sling and Rocks:

- Effective range: Short to medium.
 - Strengths: Quick, silent, and ideal for harassment.
 - Weaknesses: Minimal damage output compared to blasters.
- **Armor:**
 - None: Wicket relies on natural agility and stealth for survival.
 - Strengths: Lightweight and non-restrictive.
 - Weaknesses: Offers no protection against weapons or environmental hazards.

Type of Unit:

- Ambush Skirmisher:
 - Wicket specializes in surprise attacks, disruption, and using terrain to his advantage.

Advantages:

- Stealth and Agility: Difficult to detect and able to outmaneuver larger, less mobile enemies.
- Guerrilla Tactics: Excels in hit-and-run attacks and setting traps in forested or jungle environments.
- Morale Booster: Wicket's courage and determination can inspire other units, particularly fellow Ewoks or Rebel forces.
- Cost-Effective: At \$1, Wicket is a low-cost skirmisher with situational utility.

Disadvantages:

- Fragile: Without armor or advanced weaponry, Wicket is vulnerable to direct engagements.
- Situational Effectiveness: Performs best in forests or terrain-rich environments, struggling in open areas.
- Limited Damage Output: Primitive weapons are less effective against heavily armored or shielded foes.

Best Pairings:

- 5 Ewok Spearmen (\$0.50 Tier): Their combined efforts maximize Wicket's potential in guerrilla tactics and ambushes.
- Rebel Troopers (\$0.50 Tier): Provide ranged support while Wicket disrupts and distracts enemy forces.
- Chewbacca (\$2 Tier): Chewbacca's strength and leadership complement Wicket's agility and courage, forming an effective partnership.

Worst Pairings:

- Stormtroopers (\$0.50 Tier): As sworn enemies of the Ewoks, their presence undermines any synergy.
- General Hux (\$1 Tier): His tactical rigidity clashes with Wicket's free-spirited and unconventional fighting style.
- Droidekas (\$1 Tier): Their stationary and shield-focused combat offers no synergy with Wicket's hit-and-run approach.

Best Utilized For:

- **Ambush Tactics:** Use Wicket to strike unsuspecting enemies from cover, creating chaos in their ranks.
- **Disruption and Harassment:** Pair him with ranged or durable allies to distract and weaken opponents.
- **Forest Combat:** Leverage his knowledge of terrain to set traps and outmaneuver more powerful foes.

BB-8

Description:

- BB-8 is a spherical astromech droid with a charismatic personality and impressive technical skills. Loyal and resourceful, BB-8 excels in support roles, providing hacking, sabotage, and minor repairs. His small size and agility make him difficult to target, while his array of tools allows him to disrupt enemy systems and assist allies.

Introduced:

- BB-8 first appeared in *Star Wars: Episode VII – The Force Awakens* as Poe Dameron's loyal companion and an essential ally in the Resistance.

Weapons and Armor:

- **Weapons:**
 - Electric Shock Prod:
 - Effective range: Close.
 - Strengths: Capable of stunning enemies or disabling electronic systems.

- Weaknesses: Ineffective against heavily armored opponents or groups.
- Weaknesses: Vulnerable to direct attacks due to lack of combat-grade armor.

Type of Unit:

- Support/Technician:
 - BB-8 specializes in hacking, sabotage, and minor battlefield utility rather than direct combat.

Advantages:

- Hacking and Sabotage: Can disable enemy defenses, open locked paths, or reprogram hostile droids.
- Agility: His spherical design makes him quick and hard to hit, especially in chaotic scenarios.
- Repair Capabilities: Provides minor repairs to mechanical allies or equipment.
- Morale Booster: BB-8's endearing personality lifts the spirits of allied units, particularly Resistance fighters.

Disadvantages:

- Limited Combat Ability: BB-8 has minimal offensive capabilities, making him reliant on his team for protection.
- Fragility: While agile, BB-8 is highly vulnerable if directly targeted.
- Situational Utility: His effectiveness depends heavily on the presence of droids or electronic systems to hack.

Best Pairings:

- Finn (\$1 Tier): Works well together, with BB-8 providing support while Finn handles combat.
- Rebel Troopers (\$0.50 Tier): BB-8 can assist them with sabotage and technical support, improving their battlefield effectiveness.

Worst Pairings:

- Droidekas (\$1 Tier): Offers no synergy, as Droidekas don't require the type of support BB-8 provides.
- Nihil Pirate Marauders (\$0.50 Tier): Their chaotic and aggressive nature doesn't align with BB-8's technical and utility-focused abilities.
- Wookie Fighters (\$0.50 Tier): Their melee-focused combat style doesn't benefit from BB-8's hacking or support functions.

Best Utilized For:

- Hacking and Sabotage:** Use BB-8 to disable enemy defenses, reprogram hostile droids, or disrupt machinery.
- Support Role:** Provide minor repairs and assistance to allies, particularly mechanical units or equipment-dependent forces.
- Agile Distraction:** BB-8's speed and unpredictability can draw enemy attention, creating openings for more powerful units.

Tera Sinube

- Description:
 - Tera Sinube is an elderly Jedi Master known for his wisdom, patience, and skill in teaching. Though not a frontline combatant, Sinube excels in supporting roles, offering guidance and defensive expertise to his allies. He is particularly effective at mentoring younger or inexperienced units, significantly enhancing their combat abilities over time.
 - Introduced:
 - Tera Sinube appeared in *Star Wars: The Clone Wars*, where he assisted Ahsoka Tano and demonstrated his mastery of the Force and his unique teaching style.
 - Weapons and Armor:
 - Weapons:
 - Lightsaber Cane:
 - A unique weapon that doubles as a walking stick and lightsaber.
 - Effective range: Melee.
 - Strengths: Allows for precise strikes and defensive maneuvers.
 - Weaknesses: Lacks the offensive power of a traditional lightsaber in prolonged combat.

- **Armor:**
 - Jedi Robes:
 - Designed for comfort and mobility rather than defense.
 - Strengths: Lightweight and non-restrictive.
 - Weaknesses: Provides no protection against blasters or melee attacks.
- **Type of Unit:**
 - Support/Mentor:
 - Tera Sinube focuses on enhancing the skills of allied units and providing defensive support rather than engaging in direct combat.
- **Advantages:**
 - Mentor Abilities: Greatly enhances the potential of younger or inexperienced units like Jedi Younglings or Padawans.
 - Defensive Expertise: Skilled in protecting allies and deflecting blaster fire, making him a reliable support unit.
 - Tactical Wisdom: Offers valuable strategic insights and aids in team coordination.
 - Cost-Effective: At \$1, Sinube provides significant support value for a low cost.
- **Disadvantages:**
 - Limited Mobility: His age and reliance on a cane make him slower than other units.
 - Low Durability: His robes provide no protection, making him vulnerable to sustained attacks.
 - Limited Offensive Capabilities: Sinube is not suited for prolonged combat or aggressive tactics.
- **Best Pairings:**
 - Jedi Youngling (\$0.50 Tier): His mentorship can transform Younglings into more effective combatants, maximizing their potential.
 - Ahsoka Tano (\$4 Tier): A trusted ally, Ahsoka benefits from his guidance, improving her already considerable skills.
 - Clone Trooper Medics (\$0.50 Tier): Their healing abilities complement Sinube's defensive expertise, creating a durable support team.
- **Worst Pairings:**
 - Nihil Pirate Marauders (\$0.50 Tier): Their chaotic and aggressive tactics are incompatible with Sinube's patient and disciplined approach.
 - Droidekas (\$1 Tier): Their independent and stationary nature doesn't benefit from Sinube's mentorship or support.
 - Jar Jar Binks (\$1 Tier): His unpredictable behavior clashes with Sinube's calculated and measured style.
- **Best Utilized For:**
 - **Mentorship and Training:** Use Sinube to enhance the abilities of young or inexperienced units, especially in longer battles.
 - **Defensive Support:** Position him to protect key units or objectives, utilizing his defensive skills and wisdom.
 - **Team Coordination:** His presence improves the cohesion and effectiveness of allied units, particularly Jedi and Clone Troopers.

2 Droidekas

- **Description:**
 - Droidekas, also known as "Destroyer Droids," are heavy combat droids deployed by the Trade Federation and Separatists. Renowned for their impenetrable energy shields, high mobility, and devastating firepower, they excel in defensive and offensive roles. Their ability to roll into battle and deploy instantly makes them a formidable presence on the battlefield.
- **Introduced:**
 - Droidekas first appeared in *Star Wars: Episode I – The Phantom Menace*, where they quickly demonstrated their lethality and strategic value in combat.
- **Weapons and Armor:**
 - **Weapons:**
 - Twin Blaster Cannons:

- Effective range: Medium.
- Strengths: High rate of fire with devastating damage output.
- Weaknesses: Vulnerable during reloading or when shields are down.
- **Armor:**
 - **Energy Shields:**
 - Protects against blaster fire and many types of explosive damage.
 - Strengths: Shields provide near-impenetrable defense while active.
 - Weaknesses: Vulnerable when shields are down or recharging.
 - **Durasteel Chassis:**
 - Provides additional protection once shields are breached.
 - Strengths: Highly durable.
 - Weaknesses: Still vulnerable to sustained or heavy weapon fire.
- **Type of Unit:**
 - Heavy Infantry/Defensive Specialist:
 - Droidekas are ideal for holding key positions, suppressing enemy forces, and neutralizing groups of weaker units.
- **Advantages:**
 - Energy Shields: Grants exceptional durability, allowing them to withstand concentrated fire.
 - High Firepower: Twin blaster cannons can quickly eliminate infantry and light vehicles.
 - Mobility: Rolling mode enables rapid repositioning and deployment.
 - Area Denial: Droidekas can lock down key areas, forcing enemies to divert or regroup.
- **Disadvantages:**
 - Vulnerable in Transition: While rolling or when shields are down, they are susceptible to concentrated fire.
 - Limited Range: While powerful, their blasters lack the reach of snipers or artillery.
 - Cost: At \$1 per unit, they are more expensive than other units, requiring careful budgeting.
- **Best Pairings:**
 - General Grievous (\$3 Tier): His aggressive combat style draws attention, allowing Droidekas to maintain control of strategic areas.
 - Tactical Droid (\$3 Tier): Enhances their positioning and timing, maximizing their defensive and offensive potential.
 - B1 Battle Droids (\$0.50 Tier): Use as cannon fodder to protect the Droidekas while they deal damage.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His unpredictable behavior could disrupt the precise positioning Droidekas require.
 - Wicket (\$1 Tier): Offers no tactical or combat synergy, as his ambush tactics don't align with Droidekas' stationary power.
 - Jedi Youngling (\$0.50 Tier): Droidekas don't benefit from mentorship or Force-based abilities, making the pairing ineffective.
- **Best Utilized For:**
 - **Defensive Holds:** Use Droidekas to lock down choke points or defend key objectives with their shields and firepower.
 - **Area Denial:** Position them to suppress enemy advances and force tactical diversions.
 - **Rapid Deployment:** Roll them into strategic positions quickly, capitalizing on their mobility and immediate firepower.

General Hux

- **Description:**
 - General Hux is a ruthless and calculating officer of the First Order, known for his unyielding loyalty and strategic mind. As a battlefield commander, he excels at organizing and leading infantry units, boosting their efficiency and discipline. While not a combatant himself, his ability to enhance the performance of allied units makes him a valuable support and leadership figure.
- **Introduced:**

- General Hux first appeared in *Star Wars: Episode VII – The Force Awakens* as a high-ranking officer of the First Order, commanding Starkiller Base and its forces.
- **Weapons and Armor:**
 - **Weapons:**
 - None: General Hux does not engage in combat directly, focusing instead on commanding from the rear.
 - **Armor:**
 - First Order Officer Uniform:
 - Designed for aesthetics and authority, not combat.
 - Strengths: None in combat scenarios.
 - Weaknesses: Provides no protection, leaving him vulnerable if attacked.
- **Type of Unit:**
 - Leadership/Support:
 - Hux enhances the coordination, morale, and efficiency of allied First Order units.
- **Advantages:**
 - Tactical Boosts: Greatly improves the discipline and performance of infantry units such as First Order Troopers or Stormtroopers.
 - Morale Enhancer: His commanding presence inspires allies to fight harder and maintain cohesion.
 - Strategic Leadership: Hux's leadership ensures that troops execute battlefield strategies effectively.
 - Cost-Effective: At \$1, he is a budget-friendly choice for enhancing larger groups of units.
- **Disadvantages:**
 - No Combat Ability: Hux contributes nothing offensively or defensively on his own.
 - Fragility: Without armor or weapons, he is highly vulnerable if targeted.
 - Reliant on Infantry: His abilities are maximized only when paired with infantry-heavy teams.
 - High Priority Target: Enemies may focus on eliminating him to cripple allied coordination.
- **Best Pairings:**
 - 10 First Order Troopers (\$0.50 Tier): Hux significantly enhances their discipline and performance, turning them into a more cohesive fighting force.
 - Captain Phasma (\$1 Tier): Together, they create a well-organized First Order team, with Hux directing and Phasma leading on the front lines.
 - Kylo Ren (\$4 Tier): Hux's tactical support complements Kylo's raw power and leadership, creating a balanced and dangerous First Order team.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His chaotic nature undermines Hux's strict and calculated leadership style.
 - Rebel Troopers (\$0.50 Tier): As sworn enemies of the First Order, their presence negates any synergy with Hux.
 - Droidekas (\$1 Tier): Their independent and static nature does not benefit from Hux's infantry-focused boosts.
- **Best Utilized For:**
 - **Infantry Leadership:** Pair Hux with large groups of infantry to maximize their effectiveness and battlefield presence.
 - **Strategic Coordination:** Use Hux to orchestrate tactical maneuvers and ensure disciplined execution of plans.
 - **Morale and Discipline:** His presence can stabilize teams, especially in prolonged battles or when facing powerful opponents.

Greedo

Description:

- Greedo is a Rodian bounty hunter with a quick trigger finger and a penchant for getting himself into trouble. While not the most skilled or strategic fighter, he is a capable combatant in close-range firefights. Greedo thrives in chaotic skirmishes where his aggression can catch enemies off guard, though his recklessness often leads to his downfall.

Introduced:

- Greedo first appeared in *Star Wars: Episode IV – A New Hope*, famously confronting Han Solo in the Mos Eisley Cantina.

Weapons and Armor:

- **Weapons:**
 - DT-12 Heavy Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: Packs a decent punch with rapid-fire capabilities.
 - Weaknesses: Lacks precision at long range.
- **Armor:**
 - Rodian Bounty Hunter Gear:
 - Provides minimal protection, prioritizing mobility over durability.
 - Strengths: Lightweight and allows for quick movements.
 - Weaknesses: Offers little defense against blaster fire or melee attacks.

Type of Unit:

- Aggressive Skirmisher:
 - Greedo's combat style is best suited for close-range firefights and quick skirmishes.

Advantages:

- Quick Draw: His rapid-fire capabilities can overwhelm weaker or unprepared enemies.
- Aggression: Excels in chaotic, fast-paced engagements where precision and strategy are less critical.
- Cost-Effective: At \$1, Greedo is a budget-friendly option for adding firepower to a team.
- Opportunistic Fighter: Can perform well against distracted or isolated targets.

Disadvantages:

- Poor Durability: His lack of armor and defensive skills make him easy to eliminate if targeted.
- Limited Utility: Offers no support or leadership benefits to allies.
- Reckless Nature: His impulsiveness can lead to tactical missteps or unnecessary risks.

Best Pairings:

- Boba Fett (\$1 Tier): Together, they form a bounty hunter duo capable of handling a variety of battlefield challenges.
- Cad Bane (\$4 Tier): Cad's tactical expertise complements Greedo's aggression, creating a balanced team.
- 5 Nihil Pirate Marauders (\$0.50 Tier): Their chaotic and aggressive combat style pairs well with Greedo's impulsive nature.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable antics would further disrupt Greedo's already chaotic approach.
- General Hux (\$1 Tier): Hux's calculated and disciplined leadership clashes with Greedo's reckless tendencies.
- Jedi Youngling (\$0.50 Tier): Offers no synergy, as Greedo's aggressive combat style doesn't benefit from mentorship or support.

Best Utilized For:

- **Close-Range Firefights:** Greedo thrives in chaotic battles, where his rapid-fire blaster can deal damage quickly.
- **Ambush Tactics:** Use him to engage isolated enemies or exploit openings created by stronger allies.
- **Distraction and Harassment:** His aggression can draw attention away from more critical units, creating opportunities for his team.

Chewbacca

Description:

- Chewbacca, or "Chewie," is a loyal and ferocious Wookiee warrior from Kashyyyk. Known for his immense strength, mechanical skills, and exceptional marksmanship, Chewbacca is a versatile unit capable of both brute force and support roles. His unwavering loyalty makes him a key ally in battle, often inspiring those around him.

Introduced:

- Chewbacca first appeared in *Star Wars: Episode IV – A New Hope* as Han Solo's co-pilot and loyal companion aboard the Millennium Falcon.

Weapons and Armor:

- **Weapons:**
 - Bowcaster:
 - Effective range: Medium.
 - Strengths: High stopping power, capable of taking down armored enemies.
 - Weaknesses: Slow rate of fire and reload speed.
- **Armor:**
 - None: Chewbacca relies on his natural resilience rather than traditional armor.
 - Strengths: His durability and Wookiee toughness allow him to withstand significant damage.
 - Weaknesses: Vulnerable to heavy fire or melee strikes.

Type of Unit:

- Versatile Tank/Support:
 - Chewbacca is effective as both a frontline tank and a supporting unit, depending on the team's needs.

Advantages:

- **High Durability:** His natural toughness makes him hard to kill, even under heavy fire.
- **Powerful Attacks:** The Bowcaster delivers high-impact shots, and his melee strength can overpower most foes.
- **Mechanical Expertise:** Chewbacca can repair mechanical units or vehicles, providing utility beyond combat.
- **Morale Booster:** His presence inspires allies, particularly Rebel units or other iconic characters like Han Solo.

Disadvantages:

- **Lack of Armor:** While tough, Chewbacca can be overwhelmed by sustained firepower.
- **Limited Speed:** His large size and lack of agility make him less mobile than smaller units.
- **Slow Weaponry:** The Bowcaster's slow rate of fire makes him vulnerable in high-paced skirmishes.

Best Pairings:

- **Han Solo (\$2 Tier):** Their iconic partnership enhances teamwork, creating a versatile duo capable of adapting to any situation.
- **5 Ewok Spearmen (\$0.50 Tier):** Chewbacca's strength and resilience pair well with the Ewoks' hit-and-run tactics, forming an effective team for guerrilla warfare.
- **Rebel Troopers (\$0.50 Tier):** Chewbacca's durability and Bowcaster firepower complement the Troopers' numbers and ranged attacks.

Worst Pairings:

- **Droidekas (\$1 Tier):** Their static and shield-based combat style doesn't align with Chewbacca's dynamic approach.
- **General Hux (\$1 Tier):** Their opposing allegiances and leadership styles are incompatible.
- **Jar Jar Binks (\$1 Tier):** His chaotic antics can disrupt Chewbacca's focused and strategic combat style.

Best Utilized For:

- **Frontline Combat:** Chewbacca can soak up damage and hold key positions while dealing significant damage to enemies.
- **Support Role:** Use his mechanical skills to repair vehicles or droids, keeping them operational in prolonged battles.
- **High-Impact Attacks:** Target high-value enemies or objectives with his Bowcaster for maximum effectiveness.

Han Solo

- **Description:**
 - Han Solo is a quick-witted smuggler turned hero of the Rebel Alliance. Known for his charm, resourcefulness, and incredible piloting skills, Han excels in skirmishes and ranged combat. Armed with his iconic DL-44 blaster and an uncanny ability to think on his feet, Han is a versatile combatant who thrives in chaotic battles.
- **Introduced:**
 - Han Solo first appeared in *Star Wars: Episode IV – A New Hope* as the roguish pilot of the Millennium Falcon, ultimately becoming a key figure in the Rebel Alliance's fight against the Empire.

- **Weapons and Armor:**
 - **Weapons:**
 - DL-44 Heavy Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: High damage output with exceptional stopping power.
 - Weaknesses: Limited range compared to rifles.
 - **Armor:**
 - Smuggler's Attire:
 - Lightweight clothing designed for mobility rather than protection.
 - Strengths: Non-restrictive and allows for quick movements.
 - Weaknesses: Provides no real protection against blasters or melee attacks.
- **Type of Unit:**
 - Skirmisher/Support:
 - Han Solo is effective at hit-and-run tactics, disrupting enemy lines, and supporting allies with precise fire.
- **Advantages:**
 - High Firepower: The DL-44 delivers devastating single-target damage, capable of taking down weaker foes with ease.
 - Agility: Han's quick reflexes and mobility make him hard to pin down in battle.
 - Tactical Brilliance: His resourcefulness allows him to adapt to changing scenarios and exploit enemy weaknesses.
 - Morale Booster: Han's leadership and charisma can inspire nearby allies, particularly Rebel Troopers or other heroes.
- **Disadvantages:**
 - Low Durability: His lack of armor makes him vulnerable to sustained fire or melee combat.
 - Limited Range: While deadly at short to medium range, Han struggles to engage enemies at long distances.
 - Recklessness: His overconfidence can occasionally lead to risky decisions or tactical missteps.
- **Best Pairings:**
 - Chewbacca (\$2 Tier): Their iconic partnership provides exceptional synergy, with Chewbacca's durability and strength complementing Han's agility and firepower.
 - Rebel Troopers (\$0.50 Tier): Han's precise firepower and tactical insights enhance the effectiveness of standard infantry units.
- **Worst Pairings:**
 - General Hux (\$1 Tier): Their opposing allegiances and leadership styles are incompatible.
 - Droidekas (\$1 Tier): Their static nature doesn't align with Han's dynamic, skirmishing approach.
 - Jar Jar Binks (\$1 Tier): Jar Jar's unpredictable behavior would disrupt Han's tactical focus.
- **Best Utilized For:**
 - **Hit-and-Run Tactics:** Han thrives in skirmishes, using his agility and blaster to disrupt enemy formations and eliminate key targets.
 - **Flanking Maneuvers:** Use Han to attack from unexpected angles, drawing attention away from more fragile allies.
 - **Morale Boosting:** Pair Han with Rebel units to inspire confidence and create a cohesive fighting force.
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Captain Rex

- **Description:**
 - Captain Rex is a seasoned Clone Trooper commander renowned for his leadership, loyalty, and combat expertise. As a veteran of the Clone Wars, Rex is a highly skilled tactician and a formidable fighter, capable of inspiring Clone Troopers and allied units to greater heights. His ability to adapt to changing battlefield conditions makes him a versatile and invaluable ally.
- **Introduced:**

- Captain Rex first appeared in *Star Wars: The Clone Wars*, serving under Jedi General Anakin Skywalker as the leader of the 501st Legion.
- **Weapons and Armor:**
 - **Weapons:**
 - Dual DC-17 Blaster Pistols:
 - Effective range: Short to medium.
 - Strengths: High accuracy, rapid-fire capability, and excellent for close-quarters combat.
 - Weaknesses: Less effective at long range.
 - **Armor:**
 - Phase II Clone Trooper Armor:
 - Modified with additional markings and upgrades to reflect his rank and experience.
 - Strengths: Durable and protective, offering significant defense against blasters and shrapnel.
 - Weaknesses: Slightly heavier than standard armor, reducing mobility.
- **Type of Unit:**
 - Elite Leader/Versatile Infantry:
 - Rex is both a frontline fighter and a tactical leader, excelling at directing allied units and engaging in direct combat.
- **Advantages:**
 - Leadership Abilities: Enhances the coordination and effectiveness of Clone Troopers and allied infantry.
 - Versatile Combatant: Skilled in both ranged and close combat, capable of adapting to various scenarios.
 - Tactical Expertise: Provides strategic insights and maintains cohesion in chaotic battles.
 - High Durability: His advanced armor and experience allow him to withstand prolonged engagements.
- **Disadvantages:**
 - Limited Firepower: While effective in close to medium range, Rex lacks heavy weaponry for area damage or long-range engagements.
 - Reliance on Infantry: His leadership abilities are best utilized with groups of allied units.
 - High Priority Target: As a key leader, enemies are likely to focus on eliminating him early.
- **Best Pairings:**
 - 10 Clone Troopers (\$0.50 Tier): Rex significantly enhances their performance, turning them into a disciplined and formidable fighting force.
 - Ahsoka Tano (\$4 Tier): Their strong bond and complementary skills create a dynamic duo capable of handling any battlefield challenge.
 - Jedi Leaders (e.g., Obi-Wan Kenobi \$4 Tier): Rex's tactical expertise pairs well with Jedi abilities, creating a balanced and synergistic team.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior disrupts Rex's disciplined leadership style.
 - Droidekas (\$1 Tier): As droid enemies of the Clone Army, Droidekas are incompatible with Rex's abilities and tactics.
 - Nihil Pirate Marauders (\$0.50 Tier): Their lawless and reckless nature clashes with Rex's structured and strategic approach.
- **Best Utilized For:**
 - **Infantry Leadership:** Use Rex to lead groups of Clone Troopers or other infantry, maximizing their efficiency and cohesion.
 - **Tactical Strikes:** Deploy Rex in key areas to direct skirmishes or reinforce vulnerable positions.
 - **Defensive Support:** His durability and leadership make him ideal for holding critical objectives while maintaining team morale.

Commander Cody:

- **Description:**

- Commander Cody is a battle-hardened Clone Trooper officer known for his loyalty, discipline, and tactical brilliance. Serving as a trusted ally to Jedi General Obi-Wan Kenobi during the Clone Wars, Cody is an exceptional leader who enhances the coordination and effectiveness of allied units. His combat experience and strategic acumen make him a cornerstone of any team.
- **Introduced:**
 - Commander Cody first appeared in *Star Wars: Episode III – Revenge of the Sith* and was later expanded upon in *Star Wars: The Clone Wars* series as the commander of the 212th Attack Battalion.
- **Weapons and Armor:**
 - **Weapons:**
 - DC-15A Blaster Rifle:
 - Effective range: Medium to long.
 - Strengths: Reliable and powerful, ideal for infantry combat.
 - Weaknesses: Bulkier than smaller arms, reducing mobility in tight spaces.
 - Wrist-Mounted Holo-Projector:
 - Used for communication and battlefield coordination.
 - Strengths: Enables tactical command from any location.
 - Weaknesses: No combat application.
 - **Armor:**
 - Phase II Clone Trooper Armor:
 - Customized with a bright orange color scheme and visor for enhanced visibility and identification.
 - Strengths: Durable, providing excellent protection against blasters and shrapnel.
 - Weaknesses: Heavier than standard armor, slightly limiting mobility.
- **Type of Unit:**
 - Elite Leader/Tactical Infantry:
 - Cody is both a capable fighter and a commanding officer, excelling in directing troops and leading tactical maneuvers.
- **Advantages:**
 - Leadership Abilities: Boosts the coordination, accuracy, and effectiveness of allied Clone Troopers and infantry.
 - Versatility: Effective in both frontline combat and as a battlefield strategist.
 - High Durability: His advanced armor and experience make him a tough unit to eliminate.
 - Tactical Coordination: His wrist-mounted holo-projector allows for rapid and precise communication, ensuring smooth execution of strategies.
- **Disadvantages:**
 - Reliance on Infantry: His abilities are optimized for teams with large numbers of Clone Troopers or similar units.
 - Limited Mobility: Slightly slower than some units due to his heavier armor.
 - Moderate Firepower: While effective in combat, Cody lacks the area damage or heavy weaponry of more specialized units.
- **Best Pairings:**
 - 10 Clone Troopers (\$0.50 Tier): Cody's leadership turns standard Clone Troopers into a highly disciplined and effective force.
 - Obi-Wan Kenobi (\$4 Tier): Their established bond and complementary skills create a formidable duo, balancing strategy and raw power.
 - ARC Troopers (\$0.50 Tier): Cody's tactical support enhances the precision and effectiveness of these elite units.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His unpredictable behavior clashes with Cody's disciplined and calculated approach.
 - Droidekas (\$1 Tier): As enemies of the Clone Army, Droidekas offer no synergy with Cody's abilities.
 - Nihil Pirate Marauders (\$0.50 Tier): Their chaotic tactics and lack of discipline are incompatible with Cody's structured leadership style.
- **Best Utilized For:**

- **Infantry Leadership:** Use Cody to lead Clone Troopers or other infantry, boosting their performance and battlefield cohesion.
- **Defensive Operations:** His durability and tactical prowess make him ideal for holding critical positions or objectives.
- **Tactical Strikes:** Deploy Cody in focused skirmishes, where his leadership can turn the tide of battle.

IG-11:

Description:

- IG-11 is a highly advanced assassin droid known for his lethal precision and unyielding combat effectiveness. Initially designed for assassination, IG-11 was reprogrammed to prioritize caregiving and protection, combining his original combat prowess with newfound utility as a protector. He excels as both a frontline fighter and a support unit capable of shielding allies and devastating enemies.

Introduced:

- IG-11 appeared in *The Mandalorian*, serving as both a fearsome bounty hunter and later a loyal ally to Din Djarin after being reprogrammed by Kuiil.

Weapons and Armor:

- **Weapons:**
 - Dual Blaster Rifles:
 - Effective range: Medium to long.
 - Strengths: High accuracy and sustained firepower, capable of engaging multiple targets.
 - Weaknesses: Requires precise positioning for maximum effectiveness.
 - Self-Destruct Mechanism:
 - A powerful last-resort explosion, dealing massive area damage.
 - Strengths: Devastating to surrounding enemies.
 - Weaknesses: One-time use, requiring IG-11's destruction.
- **Armor:**
 - Durasteel Droid Chassis:
 - Durable frame designed to endure heavy fire and environmental hazards.
 - Strengths: Provides significant resistance to damage.
 - Weaknesses: Vulnerable to concentrated attacks or ion weapons.

Type of Unit:

- Combat Protector/Support:
 - IG-11 is both a lethal combatant and a defensive asset, capable of shielding allies while dealing significant damage.

Advantages:

- Versatile Combatant: Effective in both ranged firefights and close-quarters combat.
- High Durability: His droid frame can withstand considerable damage before being disabled.
- Area Damage Potential: The self-destruct mechanism can turn the tide of battle in dire situations.
- Support Capabilities: As a reprogrammed droid, IG-11 can shield allies or provide distraction, enhancing team survivability.

Disadvantages:

- High Priority Target: IG-11's firepower and durability make him a key focus for enemy forces.
- Limited Mobility: His rigid design restricts dynamic repositioning in fast-paced battles.
- Self-Destruct Risk: Using his ultimate ability sacrifices IG-11, removing him from play.

Best Pairings:

- Din Djarin (\$2 Tier): Their partnership complements IG-11's combat prowess with Din's tactical versatility.
- Rebel Troopers (\$0.50 Tier): IG-11's durability provides cover for the Troopers, allowing them to focus on ranged attacks.
- BB-8 (\$1 Tier): BB-8's technical support enhances IG-11's functionality, repairing damage or disrupting enemies.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt IG-11's precise and calculated combat style.
- Wookie Fighters (\$0.50 Tier): Their aggressive, melee-focused combat doesn't align with IG-11's ranged and calculated approach.

- Droidekas (\$1 Tier): Both units are durable but static, leading to redundancy without complementary tactics.

Best Utilized For:

- **Frontline Assault:** Deploy IG-11 to absorb damage while engaging enemies with his dual blasters.
- **Defensive Support:** Use him to shield vulnerable allies and hold strategic positions.
- **Desperation Plays:** Activate his self-destruct mechanism in critical situations to eliminate clustered enemies or secure objectives.

Jyn Erso

Description:

- Jyn Erso is a resourceful and determined Rebel operative who thrives in stealth and skirmish roles. A natural leader and survivor, Jyn uses her agility, improvisation skills, and expertise with ranged weapons to strike key targets and inspire her allies. Her unyielding spirit and ability to adapt to changing situations make her a versatile and impactful combatant.

Introduced:

- Jyn Erso first appeared in *Rogue One: A Star Wars Story*, where she led the mission to steal the Death Star plans, a pivotal event for the Rebel Alliance.

Weapons and Armor:

- **Weapons:**
 - A180 Blaster Pistol (Modular):
 - Effective range: Short to medium.
 - Strengths: Highly adaptable, capable of being modified for different combat scenarios.
 - Weaknesses: Requires careful setup for optimal use.
 - Melee Weapon (Tonfa):
 - Effective range: Close.
 - Strengths: Useful for silent takedowns or close-quarters combat.
 - Weaknesses: Ineffective against heavily armored enemies.
- **Armor:**
 - Rebel Field Gear:
 - Lightweight clothing designed for mobility and stealth.
 - Strengths: Doesn't restrict movement or agility.
 - Weaknesses: Provides no protection against blasters or melee attacks.

Type of Unit:

- Stealth Skirmisher/Support:
 - Jyn excels in ambush tactics, flanking maneuvers, and providing morale boosts to allied units.

Advantages:

- **Stealth and Mobility:** Her agility and Rebel training make her difficult to detect and highly effective in ambush scenarios.
- **Tactical Adaptability:** Jyn can adjust her weapon loadout and tactics to fit a wide variety of combat situations.
- **Morale Booster:** Her leadership and resolve inspire allies, particularly Rebel Troopers, to fight harder.
- **Cost-Effective:** At \$2, Jyn provides a mix of leadership and combat prowess at a reasonable cost.

Disadvantages:

- **Low Durability:** Without armor, Jyn is highly vulnerable to sustained fire or heavy attacks.
- **Limited Firepower:** While versatile, her weapons lack the overwhelming damage output of more specialized units.
- **Reliant on Terrain:** Performs best in environments that favor stealth and maneuverability.

Best Pairings:

- Rebel Troopers (\$0.50 Tier): Jyn's leadership and combat skills elevate their effectiveness, creating a cohesive and determined unit.
- K-2SO (\$1 Tier): His durability and firepower complement Jyn's agility and stealth, forming a dynamic team.

Worst Pairings:

- Stormtroopers (\$0.50 Tier): As enemies of the Rebel Alliance, they are incompatible with Jyn both tactically and thematically.
- Droidekas (\$1 Tier): Their static nature doesn't align with Jyn's mobile and stealth-based approach.
- Jar Jar Binks (\$1 Tier): His chaotic behavior disrupts Jyn's precise and calculated tactics.

Best Utilized For:

- **Ambush Tactics:** Use Jyn to flank and strike unsuspecting enemies, disrupting their formations.
- **Hit-and-Run Attacks:** Leverage her mobility and adaptability to engage key targets and retreat before retaliation.
- **Morale and Leadership:** Position Jyn with Rebel units to boost their performance and resolve in battle.

Zeb Orrelios

- **Description:**
 - Garazeb "Zeb" Orrelios is a Lasat warrior and a member of the Ghost crew. A skilled melee combatant and sharpshooter, Zeb excels in frontline combat and physical engagements. His immense strength, agility, and combat experience make him a versatile and dependable ally, capable of taking on multiple enemies at once.
- **Introduced:**
 - Zeb first appeared in *Star Wars Rebels* as the muscle of the Ghost crew, bringing both humor and ferocity to the fight against the Empire.
- **Weapons and Armor:**
 - **Weapons:**
 - **Bo-Rifle:**
 - Effective range: Short to medium.
 - Strengths: Doubles as a melee weapon and a ranged blaster, making it highly versatile.
 - Weaknesses: Limited range compared to specialized blasters or rifles.
 - **Hand-to-Hand Combat:**
 - Zeb's raw strength allows him to overpower most enemies in close combat.
 - Strengths: Devastating in melee, capable of disarming or incapacitating foes with ease.
 - Weaknesses: Ineffective against heavily armored or ranged units.
 - **Armor:**
 - **Lasat Combat Gear:**
 - Lightweight and designed for mobility rather than heavy protection.
 - Strengths: Non-restrictive, allowing for fast and agile movements.
 - Weaknesses: Provides minimal defense against blasters or heavy weaponry.
- **Type of Unit:**
 - **Melee Tank/Versatile Fighter:**
 - Zeb thrives in close-quarters combat and as a durable frontline fighter capable of disrupting enemy lines.
- **Advantages:**
 - **Exceptional Strength:** Zeb can overpower most enemies in melee combat, making him a formidable brawler.
 - **Versatility:** His Bo-Rifle provides effective options for both melee and ranged engagements.
 - **High Morale:** His loyalty and camaraderie boost the morale of allied units, particularly members of the Ghost crew or Rebel forces.
 - **Agility:** Zeb's combat style is fast and dynamic, allowing him to close the gap on enemies quickly.
- **Disadvantages:**
 - **Low Durability:** Without heavy armor, Zeb is vulnerable to sustained fire or powerful attacks.
 - **Limited Range:** While effective at short to medium range, he struggles in engagements against long-range units.
 - **Overreliance on Melee:** Against enemies with strong defenses or ranged superiority, Zeb can be outmatched.
- **Best Pairings:**
 - **Ezra Bridger (\$3 Tier):** Their teamwork and complementary fighting styles create a balanced and effective duo.

- Sabine Wren (\$2 Tier): Her ranged explosives and tactical prowess pair well with Zeb's close-quarters strength.
- Rebel Troopers (\$0.50 Tier): Zeb can shield the Troopers from enemy advances, allowing them to focus on ranged attacks.
- **Worst Pairings:**
 - Droidekas (\$1 Tier): Their stationary nature clashes with Zeb's dynamic, melee-focused combat style.
 - General Hux (\$1 Tier): Opposing allegiances and tactical philosophies make them incompatible.
 - Wicket (\$1 Tier): While both excel in ambushes, their lack of ranged support can leave them vulnerable.
- **Best Utilized For:**
 - **Frontline Disruption:** Deploy Zeb to charge enemy lines, using his strength and Bo-Rifle to scatter opponents.
 - **Flanking Maneuvers:** Utilize his agility and versatility to attack from unexpected angles.
 - **Team Anchor:** Pair him with ranged or support units to create a balanced and resilient team.

Bo-Katan Kryze

Description:

- Bo-Katan Kryze is a Mandalorian warrior and former leader of the Nite Owls. Skilled in combat and leadership, she wields a combination of precision weaponry and tactical expertise to dominate the battlefield. As a charismatic and determined figure, Bo-Katan inspires her allies and excels in both offensive and defensive roles, often leading from the front.

Introduced:

- Bo-Katan first appeared in *Star Wars: The Clone Wars* as a key figure in Mandalorian politics and warfare. She later appeared in *Star Wars Rebels* and *The Mandalorian*.

Weapons and Armor:

- **Weapons:**
 - Dual Westar-35 Blaster Pistols:
 - Effective range: Short to medium.
 - Strengths: High accuracy and rate of fire, ideal for close-quarters and mid-range combat.
 - Weaknesses: Limited range compared to rifles or sniper weapons.
 - Wrist-Mounted Tools:
 - Includes flamethrower and grappling hook for utility and close combat.
 - Strengths: Versatile tools for various combat scenarios.
 - Weaknesses: Limited fuel or ammo for sustained use.
- **Armor:**
 - Mandalorian Beskar Armor:
 - Offers exceptional durability and protection, even against blasters and lightsabers.
 - Strengths: Lightweight and protective, allowing for mobility.
 - Weaknesses: None significant, though reliance on mobility can be exploited in prolonged engagements.
 - Jetpack:
 - Provides aerial mobility and rapid repositioning.
 - Strengths: Enhances tactical flexibility and evasion.
 - Weaknesses: Vulnerable when grounded or during refueling.

Type of Unit:

- Versatile Leader/Skirmisher:
 - Bo-Katan excels in leading Mandalorian units, performing rapid strikes, and inspiring her team.

Advantages:

- Tactical Leadership: Boosts the effectiveness and cohesion of allied Mandalorian or infantry units.
- High Mobility: Jetpack and agility allow her to quickly reposition and evade threats.
- Durability: Beskar armor ensures she can endure heavy firepower while staying in the fight.
- Versatile Combatant: Effective at both ranged and close-quarters combat with her dual pistols and wrist-mounted tools.

Disadvantages:

- **Limited Area Damage:** Focuses on precision and skirmishing rather than crowd control.
- **Jetpack Dependency:** Reduced effectiveness if her jetpack is disabled or grounded.
- **High Priority Target:** As a leader and skilled fighter, she will attract concentrated enemy fire.

Best Pairings:

- **Din Djarin (\$2 Tier):** Their shared Mandalorian tactics and Beskar armor create a well-coordinated and durable duo.
- **Mandalorian Rifleman (\$1 Tier):** Bo-Katan's leadership enhances their ranged firepower and precision.
- **Rebel Troopers (\$0.50 Tier):** Provides strong leadership and firepower, elevating the performance of standard infantry units.

Worst Pairings:

- **Droidekas (\$1 Tier):** Their static nature doesn't complement Bo-Katan's mobile and dynamic combat style.
- **Nihil Pirate Marauders (\$0.50 Tier):** Their chaotic and reckless approach is incompatible with her disciplined tactics.
- **Jar Jar Binks (\$1 Tier):** His unpredictable behavior disrupts Bo-Katan's calculated and tactical methods.

Best Utilized For:

- **Team Leadership:** Use her to lead Mandalorian or infantry units, maximizing their effectiveness and coordination.
- **Rapid Strikes:** Deploy her for hit-and-run tactics, utilizing her jetpack and weapons for maximum impact.
- **Aerial Supremacy:** Control high ground and critical positions with her jetpack and ranged capabilities.

Jango Fett

Description:

- Jango Fett is a renowned Mandalorian bounty hunter and the genetic template for the Clone Army. Armed with deadly weapons, tactical prowess, and a jetpack, Jango is an agile and adaptable fighter capable of excelling in both ranged and close-quarters combat. His reputation as a skilled and ruthless hunter is well-earned, making him a fearsome asset on the battlefield.

Introduced:

- Jango Fett was introduced in *Star Wars: Episode II – Attack of the Clones* as the galaxy's premier bounty hunter and the biological source for the Clone Troopers.

Weapons and Armor:

- **Weapons:**
 - **Dual WESTAR-34 Blaster Pistols:**
 - Effective range: Short to medium.
 - Strengths: High rate of fire and excellent accuracy for rapid engagements.
 - Weaknesses: Limited range compared to rifles or sniper weapons.
 - **Wrist-Mounted Flamethrower:**
 - Effective range: Short.
 - Strengths: Devastating area-of-effect damage for crowd control.
 - Weaknesses: Limited fuel capacity.
 - **Jetpack Missile:**
 - Effective range: Long.
 - Strengths: Highly destructive, capable of eliminating clustered enemies or vehicles.
 - Weaknesses: Single-use, requiring careful timing and positioning.
- **Armor:**
 - **Mandalorian Beskar-Infused Armor:**
 - Provides excellent protection against blasters and physical attacks.
 - Strengths: Durable yet lightweight, allowing for agility.
 - Weaknesses: Vulnerable to sustained fire or focused attacks in exposed areas.
 - **Jetpack:**
 - Enhances mobility, allowing for rapid repositioning and aerial attacks.
 - Strengths: Offers tactical flexibility and evasion.
 - Weaknesses: Vulnerable if disabled or during refueling.

Type of Unit:

- **Versatile Skirmisher/Leader:**
 - Jango Fett excels in hit-and-run tactics, precision strikes, and leading small squads of allied units.

Advantages:

- **High Mobility:** His jetpack allows for quick repositioning and dynamic battlefield control.
- **Versatility:** Effective at both ranged and close combat with his dual pistols, flamethrower, and missile.
- **Durability:** Beskar-infused armor makes him tough to eliminate in direct confrontations.
- **Tactical Expertise:** Jango's experience as a bounty hunter allows him to adapt to various combat scenarios.

Disadvantages:

- **Limited Area Damage:** Relies on his flamethrower or missile for crowd control, both of which are situational.
- **Vulnerable When Grounded:** If his jetpack is disabled, his mobility and tactical flexibility are greatly reduced.
- **High Priority Target:** As a key combatant and leader, Jango will attract concentrated enemy fire.

Best Pairings:

- **Boba Fett (\$1 Tier):** Together, they form a deadly duo with complementary skills and shared Mandalorian tactics.
- **Mandalorian Rifleman (\$1 Tier):** Jango's leadership enhances their ranged precision and effectiveness.
- **Cad Bane (\$4 Tier):** Their shared expertise in bounty hunting and combat creates a balanced and formidable team.

Worst Pairings:

- **Jar Jar Binks (\$1 Tier):** His chaotic behavior disrupts Jango's calculated and precise combat style.
- **Droidekas (\$1 Tier):** Their static nature doesn't align with Jango's mobile and dynamic fighting approach.
- **Nihil Pirate Marauders (\$0.50 Tier):** Their reckless and undisciplined tactics are incompatible with Jango's professionalism.

Best Utilized For:

- **Precision Strikes:** Target high-value enemies or objectives with his jetpack and weapons for maximum impact.
- **Hit-and-Run Tactics:** Use Jango's mobility to attack and reposition quickly, keeping enemies off balance.
- **Aerial Domination:** Control high ground and critical positions with his jetpack and ranged firepower.

Din Djarin "Mando"

Description:

- Din Djarin, also known as "Mando," is a Mandalorian bounty hunter renowned for his resourcefulness, combat skill, and unwavering adherence to his creed. Equipped with a versatile arsenal, Beskar armor, and a jetpack, he is a powerful and adaptable combatant. His tactical mind and ability to thrive in unpredictable scenarios make him a valuable addition to any team.

Introduced:

- Din Djarin is the protagonist of *The Mandalorian*, first introduced in the series' debut episode as a lone bounty hunter on a journey that evolves into a quest to protect Grogu ("The Child").

Weapons and Armor:

- **Weapons:**
 - **Amban Phase-Pulse Rifle:**
 - Effective range: Long.
 - Strengths: Capable of disintegrating enemies with precision strikes.
 - Weaknesses: Slow rate of fire and requires careful aim.
 - **IB-94 Blaster Pistol:**
 - Effective range: Short to medium.
 - Strengths: Reliable and versatile for quick-draw scenarios.
 - Weaknesses: Limited stopping power compared to heavier weapons.
 - **Wrist-Mounted Flamethrower:**
 - Effective range: Short.
 - Strengths: Devastating in close quarters, particularly against clustered enemies.
 - Weaknesses: Limited fuel supply.
 - **Vibroblade:**
 - Effective range: Melee.
 - Strengths: Deadly in close combat for finishing moves.
 - Weaknesses: Ineffective against heavily armored opponents.
- **Armor:**

- Mandalorian Beskar Armor:
 - Highly resistant to blaster fire and lightsaber strikes.
 - Strengths: Exceptional durability while maintaining mobility.
 - Weaknesses: Vulnerable to concussive or explosive attacks in exposed areas.
- Jetpack:
 - Enables rapid repositioning and aerial maneuvers.
 - Strengths: Provides superior mobility and tactical flexibility.
 - Weaknesses: Vulnerable when grounded or during refueling.

Type of Unit:

- Versatile Skirmisher/Leader:
 - Mando thrives in tactical skirmishes, able to adapt to long-range, close-quarters, or aerial combat scenarios.

Advantages:

- High Mobility: His jetpack allows for quick repositioning and access to high-ground advantages.
- Exceptional Durability: Beskar armor ensures he can endure heavy firepower and stay in the fight.
- Versatility: Mando's arsenal makes him effective in a variety of combat roles, from sniper to melee.
- Tactical Expertise: His bounty hunting experience allows him to outthink and outmaneuver opponents.

Disadvantages:

- Limited Area Damage: Mando's weapons are primarily focused on single-target precision, limiting effectiveness against large groups.
- Jetpack Dependency: Losing access to his jetpack reduces his mobility and tactical options.
- High Priority Target: As a key combatant, Mando often becomes the focus of concentrated enemy fire.

Best Pairings:

- Grogu (\$2 Tier): Their bond enhances teamwork, with Grogu providing Force-based support to complement Mando's combat abilities.
- Bo-Katan Kryze (\$2 Tier): Their shared Mandalorian heritage and complementary fighting styles make them a deadly team.
- Rebel Troopers (\$0.50 Tier): Mando's leadership and firepower provide strong support for standard infantry units.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt Mando's tactical and precise approach to combat.
- Droidekas (\$1 Tier): Their stationary nature conflicts with Mando's dynamic, mobile combat style.
- Nihil Pirate Marauders (\$0.50 Tier): Their reckless and undisciplined behavior doesn't align with Mando's professional approach.

Best Utilized For:

- **Tactical Skirmishes:** Use Mando for precision strikes and rapid repositioning to control key areas of the battlefield.
- **Hit-and-Run Tactics:** Leverage his mobility and long-range firepower to harass enemies and avoid direct confrontations.
- **Leadership Role:** Position Mando with allies to provide morale boosts and direct combat support.

Grogu

Description:

- Grogu, affectionately known as "The Child," is a Force-sensitive being with untapped potential. Though small and physically vulnerable, Grogu possesses powerful Force abilities that can heal allies, shield others from harm, or incapacitate enemies. His abilities make him a unique and valuable support unit, though his reliance on protection from allies is critical.

Introduced:

- Grogu first appeared in *The Mandalorian* as the mysterious child Din Djarin was tasked to protect. Over time, Grogu's Force powers and backstory became central to the series.

Weapons and Armor:

- **Weapons:**
 - None: Grogu relies entirely on his Force abilities for offense, defense, and support.
- **Armor:**

- Robes:
 - Simple clothing that provides no protection.
 - Strengths: Lightweight and non-restrictive.
 - Weaknesses: Offers no defense against blasters or melee attacks.

Type of Unit:

- Support/Wildcard:
 - Grogu focuses on enhancing his team's survivability and disrupting enemies through his powerful but limited-use Force abilities.

Advantages:

- Force Abilities:
 - **Heal:** Restores health to nearby allies.
 - Strengths: Extends the lifespan of critical units.
 - Weaknesses: Limited to close proximity and infrequent use.
 - **Force Shield:** Creates a temporary barrier to protect allies or himself from damage.
 - Strengths: Highly effective in critical moments.
 - Weaknesses: Short duration and requires concentration.
 - **Force Stun:** Temporarily incapacitates a single enemy, disrupting their actions.
 - Strengths: Excellent for neutralizing high-priority targets.
 - Weaknesses: Only affects one target at a time.
- Morale Booster: Grogu's presence inspires allies and can demoralize certain enemies.
- Small Size: Hard to target in the chaos of battle.

Disadvantages:

- Physically Vulnerable: Without armor or combat training, Grogu is extremely fragile and relies entirely on allies for protection.
- Limited Use of Force Abilities: His powers are potent but require time to recharge, leaving him unable to act for periods of the battle.
- High Priority Target: As a key support unit, Grogu is likely to draw enemy attention, necessitating constant protection.

Best Pairings:

- Din Djarin (\$2 Tier): Their bond and synergy make them a perfect pair, with Din providing protection while Grogu supports with the Force.
- Jedi Leaders (e.g., Luke Skywalker \$4 Tier): Grogu's Force abilities complement the offensive and defensive capabilities of Jedi units.
- Rebel Troopers (\$0.50 Tier): Grogu's healing and shielding abilities improve their survivability in sustained combat.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable antics could expose Grogu to unnecessary danger.
- Droidekas (\$1 Tier): Grogu's support abilities offer no significant benefits to autonomous, shielded droids.
- Nihil Pirate Marauders (\$0.50 Tier): Their chaotic and reckless combat style puts Grogu at unnecessary risk.

Best Utilized For:

- **Healing and Support:** Use Grogu to sustain critical units and extend their effectiveness in prolonged engagements.
- **Protecting Key Units:** Deploy his Force Shield to safeguard allies during critical moments of the battle.
- **Disrupting Key Targets:** Leverage Force Stun to neutralize high-priority enemies or disrupt critical enemy actions.

Sabine Wren

- **Description:**
 - Sabine Wren is a Mandalorian warrior, artist, and explosives expert who combines creativity with deadly efficiency. A skilled combatant and tactician, she uses her versatile arsenal, including blasters and explosives, to outmaneuver and overwhelm her enemies. Sabine's ability to think outside the box makes her a valuable asset in dynamic and unpredictable battles.
- **Introduced:**
 - Sabine Wren was introduced in *Star Wars Rebels* as a member of the Ghost crew, where her tactical brilliance and artistic flair played pivotal roles in their fight against the Empire.
- **Weapons and Armor:**
 - **Weapons:**
 - Dual WESTAR-35 Blaster Pistols:

- Effective range: Short to medium.
- Strengths: High rate of fire and accuracy, ideal for fast-paced engagements.
- Weaknesses: Limited range compared to rifles.
- Explosives:
 - Includes thermal detonators, mines, and improvised charges.
 - Strengths: Devastating area-of-effect damage and excellent for traps.
 - Weaknesses: Requires setup or careful timing for maximum effectiveness.
- **Armor:**
 - Mandalorian Beskar Armor:
 - Lightweight and protective, offering resistance to blasters and other weapons.
 - Strengths: Durable while allowing for agile movement.
 - Weaknesses: Vulnerable to sustained fire in exposed areas.
 - Jetpack:
 - Provides aerial mobility and rapid repositioning.
 - Strengths: Enhances Sabine's ability to set up ambushes or gain high ground.
 - Weaknesses: Limited fuel restricts prolonged aerial combat.
- **Type of Unit:**
 - Versatile Skirmisher/Demolitionist:
 - Sabine excels in setting traps, controlling key areas, and engaging enemies with a mix of ranged and explosive attacks.
- **Advantages:**
 - Explosive Expertise: Her proficiency with area-damage weapons makes her a threat to clustered enemies and vehicles.
 - Mobility: Her jetpack and agility allow her to outmaneuver slower or less flexible opponents.
 - Tactical Creativity: Sabine's improvisation skills enable her to adapt to changing scenarios and surprise enemies.
 - Durable and Agile: Beskar armor ensures she can survive heavy fire while maintaining speed and flexibility.
- **Disadvantages:**
 - Limited Range: Her pistols and explosives are less effective at long range, making her vulnerable to snipers or artillery.
 - Reliance on Setup: Traps and explosives require preparation or precise timing to be effective.
 - Jetpack Dependency: Without her jetpack, her mobility advantage is significantly reduced.
- **Best Pairings:**
 - Ezra Bridger (\$3 Tier): Their close bond and complementary skills create a dynamic and effective team for both offense and defense.
 - Zeb Orrelios (\$2 Tier): His brute strength and close-quarters expertise pair well with Sabine's ranged and explosive capabilities.
 - Rebel Troopers (\$0.50 Tier): Sabine's area damage and tactical creativity enhance the Troopers' effectiveness in combat.
- **Worst Pairings:**
 - Droidekas (\$1 Tier): Their static and shield-based combat style doesn't align with Sabine's mobile and dynamic approach.
 - Jar Jar Binks (\$1 Tier): His unpredictable antics would likely disrupt Sabine's carefully planned traps and tactics.
 - Nihil Pirate Marauders (\$0.50 Tier): Their chaotic and undisciplined nature contrasts with Sabine's precise and tactical combat style.
- **Best Utilized For:**
 - **Area Control:** Use her explosives to set traps or deny access to critical positions.
 - **Hit-and-Run Tactics:** Leverage her mobility and blasters for rapid strikes, avoiding prolonged engagements.
 - **Support Role:** Pair her with frontline units to disrupt enemy formations and create openings for allies.

- **Description:**
 - Paz Vizsla is a heavy infantry Mandalorian warrior known for his brute strength, resilience, and overwhelming firepower. Equipped with a heavy blaster and reinforced Beskar armor, Paz is a juggernaut on the battlefield, capable of holding key positions and dealing devastating damage to enemy forces. His unwavering dedication to Mandalorian traditions makes him a powerful ally in any conflict.
- **Introduced:**
 - Paz Vizsla first appeared in *The Mandalorian*, as a member of the Tribe, showcasing his strength and loyalty to Mandalorian ideals.
- **Weapons and Armor:**
 - **Weapons:**
 - Heavy Repeating Blaster:
 - Effective range: Medium.
 - Strengths: High damage output and suppressive fire capabilities.
 - Weaknesses: Slower rate of fire and mobility due to its weight.
 - Wrist-Mounted Flamethrower:
 - Effective range: Short.
 - Strengths: Area-of-effect damage ideal for clearing out groups of enemies.
 - Weaknesses: Limited fuel and range.
 - **Armor:**
 - Reinforced Beskar Mandalorian Armor:
 - Offers exceptional protection against blasters, explosives, and lightsabers.
 - Strengths: Nearly impenetrable, making him extremely durable.
 - Weaknesses: Heavy, slightly reducing agility and mobility.
 - Jetpack:
 - Enhances mobility, allowing for tactical repositioning or aerial strikes.
 - Strengths: Provides versatility and high-ground access.
 - Weaknesses: Limited fuel, restricting sustained aerial combat.
- **Type of Unit:**
 - Heavy Infantry/Tank:
 - Paz Vizsla thrives in frontline combat, providing suppression, durability, and devastating firepower.
- **Advantages:**
 - High Durability: His reinforced Beskar armor makes him nearly indestructible in prolonged engagements.
 - Suppressive Fire: The heavy blaster is excellent for pinning down enemies and controlling large areas.
 - Area Damage: His flamethrower can deal with clustered enemies or disrupt enemy formations.
 - Morale Booster: His presence inspires allies, particularly other Mandalorians, to fight harder.
- **Disadvantages:**
 - Limited Mobility: His heavy gear makes him slower than lighter, more agile units.
 - Vulnerable to Long-Range Snipers: Despite his durability, his bulk makes him an easy target for precise long-range attacks.
 - High Priority Target: As a frontline tank, Paz often attracts concentrated enemy fire.
- **Best Pairings:**
 - Bo-Katan Kryze (\$2 Tier): Their shared Mandalorian tactics and complementary skill sets make them a formidable team.
 - Din Djarin (\$2 Tier): Together, their durability and firepower can dominate both the frontlines and tactical engagements.
 - Mandalorian Rifleman (\$1 Tier): Provides covering fire and precision to support Paz's heavy firepower and frontline presence.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His unpredictable antics would disrupt Paz's disciplined and heavy combat style.
 - Droidekas (\$1 Tier): Their stationary and shield-focused combat clashes with Paz's mobile, tank-like role.

- Wicket (\$1 Tier): Wicket's ambush tactics don't align with Paz's heavy frontline approach.
- **Best Utilized For:**
 - **Frontline Suppression:** Use Paz to anchor defensive lines or control choke points with his heavy blaster.
 - **Area Control:** Deploy his flamethrower to disrupt enemy formations and deny access to critical areas.
 - **Team Anchor:** Position him with more agile units to draw enemy fire while allies strike from safer positions.

The Armorer

Description:

- The Armorer is a highly skilled Mandalorian artisan and combatant, known for her wisdom, leadership, and exceptional craftsmanship. While not primarily a frontline fighter, she is a capable melee combatant who wields her forging tools with deadly precision. Her ability to inspire and equip allies makes her a valuable support and leadership figure.

Introduced:

- The Armorer first appeared in *The Mandalorian*, serving as the spiritual leader of the Tribe and a guiding figure for Din Djarin and other Mandalorians.

Weapons and Armor:

- **Weapons:**
 - Forge Tools (Hammer and Tongs):
 - Effective range: Melee.
 - Strengths: Devastating in close combat, capable of disarming or incapacitating enemies with precision.
 - Weaknesses: Ineffective against ranged foes or armored units.
- **Armor:**
 - Beskar Mandalorian Armor:
 - Durable and resistant to blasters and melee attacks.
 - Strengths: Exceptional durability, allowing her to withstand significant damage.
 - Weaknesses: Lacks ranged capabilities or additional features like a jetpack.

Type of Unit:

- Support/Melee Specialist:
 - The Armorer excels in enhancing team morale and equipment while providing a strong melee presence.

Advantages:

- Inspires Allies: Her leadership boosts the morale and discipline of allied Mandalorian units.
- High Durability: Beskar armor ensures she can endure prolonged combat.
- Melee Expertise: Devastating in close quarters, her precision strikes can neutralize key threats.
- Utility: Her crafting expertise and leadership make her invaluable in preparing and outfitting her team.

Disadvantages:

- Limited Range: Without ranged weapons, she is vulnerable to long-range attacks.
- Reliant on Allies: Her greatest strength is in supporting a team, making her less effective as a standalone unit.
- Slow Engagement: Without a jetpack or ranged weapons, she requires careful positioning to reach combat zones.

Best Pairings:

- Din Djarin (\$2 Tier): Their shared Mandalorian heritage and complementary skills create a durable and synergistic duo.
- Paz Vizsla (\$2 Tier): The Armorer's leadership and Paz's heavy firepower form a formidable frontline team.
- Mandalorian Rifleman (\$1 Tier): Provides ranged support to compensate for her melee focus.

Worst Pairings:

- Droidekas (\$1 Tier): Their static, ranged-focused combat style doesn't align with her melee and leadership abilities.
- Jar Jar Binks (\$1 Tier): His unpredictable and chaotic behavior undermines her disciplined and precise approach.
- Wookiee Fighters (\$0.50 Tier): Their aggressive melee style overlaps with hers, lacking complementary ranged support.

Best Utilized For:

- **Close-Quarters Combat:** Deploy her to engage key melee threats or defend strategic objectives.
- **Team Leadership:** Pair her with Mandalorian units to boost their effectiveness and morale.
- **Utility and Support:** Use her presence to enhance team cohesion and inspire allied forces.

2 Imperial Super Commandos

Description:

- Imperial Super Commandos are elite Mandalorian warriors who serve the Galactic Empire. Highly trained and equipped with advanced gear, they are deadly and versatile combatants skilled in both ranged and close-quarters combat. Their loyalty to the Empire and their combat prowess make them an intimidating force on the battlefield.

Introduced:

- Imperial Super Commandos were introduced in *Star Wars Rebels* as Mandalorians who pledged their allegiance to the Empire under the leadership of Gar Saxon.

Weapons and Armor:

- **Weapons:**
 - Dual WESTAR-35 Blaster Pistols:
 - Effective range: Short to medium.
 - Strengths: High rate of fire and accuracy, ideal for close and mid-range combat.
 - Weaknesses: Limited range compared to rifles or snipers.
 - Wrist-Mounted Flamethrower:
 - Effective range: Short.
 - Strengths: Devastating area-of-effect damage for crowd control.
 - Weaknesses: Limited fuel supply.
- **Armor:**
 - Beskar-Infused Imperial Mandalorian Armor:
 - Durable and lightweight, offering excellent protection against blasters and melee strikes.
 - Strengths: High durability combined with mobility.
 - Weaknesses: Vulnerable to sustained or explosive damage in exposed areas.
 - Jetpack:
 - Provides aerial mobility and tactical versatility.
 - Strengths: Allows for rapid repositioning and high-ground advantages.
 - Weaknesses: Limited fuel supply reduces sustained aerial operations.

Type of Unit:

- Versatile Skirmishers:
 - Imperial Super Commandos excel in mobility-driven combat, using their jetpacks and dual blasters to engage enemies on multiple fronts.

Advantages:

- **High Mobility:** Jetpacks allow them to reposition quickly, strike from unexpected angles, and control high ground.
- **Strong Durability:** Their Beskar-infused armor provides significant resistance to damage.
- **Versatility:** Effective in both ranged and close-quarters combat, with tools for area control and precision strikes.
- **Tactical Impact:** Their combat skill and mobility make them excellent for disrupting enemy formations.

Disadvantages:

- **High Priority Target:** Their effectiveness and reputation make them a focus for enemy fire.
- **Limited Area Damage:** Rely on flamethrowers for crowd control, which is situational and short-ranged.
- **Jetpack Dependency:** Reduced effectiveness if grounded or if their jetpacks are disabled.

Best Pairings:

- **Stormtroopers (\$0.50 Tier):** Provide numbers and a distraction while the Commandos execute high-value strikes.
- **Boba Fett (\$1 Tier):** Their shared Mandalorian skills and complementary tactics create a deadly combination.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable nature disrupts the precision and discipline of the Commandos.
- Droidekas (\$1 Tier): Their static, shield-based combat style doesn't align with the Commandos' dynamic approach.
- Wicket (\$1 Tier): His primitive tactics and lack of synergy with the Commandos make them an ineffective pairing.

Best Utilized For:

- **Tactical Strikes:** Use their mobility to target high-value enemies or objectives, taking advantage of their precision and firepower.
- **Aerial Dominance:** Control high ground and exploit their jetpacks for superior positioning.
- **Disruption and Harassment:** Engage in hit-and-run tactics to throw enemy formations into disarray.

1 Sith Padawan or 1 Jedi Padawan

Description:

- A Force Padawan represents an apprentice trained in the ways of either the Jedi or the Sith. While their philosophies and motivations differ, their capabilities are similar. Both excel in melee combat and utilize Force powers to control the battlefield, assist allies, or weaken foes. Players can choose whether their Padawan wields the light side for balance and support or the dark side for aggression and domination.

Introduced:

- **Jedi Padawan:** Prominent in the *Star Wars* prequel trilogy and extended lore as learners under Jedi Knights or Masters.
- **Sith Padawan:** Common in *Star Wars Legends* and various media as apprentices under Sith Lords seeking to master the dark side of the Force.

Weapons and Armor:

- **Weapons:**
 - Lightsaber:
 - Effective range: Melee.
 - Strengths: Deadly against most enemies, capable of slicing through armor and shields.
 - Weaknesses: Requires close proximity and precision to use effectively.
- **Armor:**
 - Jedi Robes or Sith Robes:
 - Lightweight and designed for agility.
 - Strengths: Unrestrictive for Force use and combat movement.
 - Weaknesses: Offers little protection against blasters or heavy attacks.

Type of Unit:

- Balanced Melee/Force Specialist:
 - Force Padawans are skilled in close combat, leveraging Force powers to disrupt enemies or support allies.

Advantages:

- Force Powers:
 - **Jedi:**
 - **Force Push:** Clears enemies or obstacles.
 - **Force Deflect:** Redirects blaster fire to protect allies.
 - **Force Leap:** Enhances mobility for rapid positioning.
 - **Sith:**
 - **Force Push:** Knocks back enemies or objects.
 - **Force Choke:** Immobilizes and damages a single enemy.
 - **Force Leap:** Enhances mobility for quick engagement.
- Melee Prowess: A lightsaber-wielding Padawan is deadly in close combat.
- Morale Booster (Jedi): Uplifts allies, inspiring courage and cohesion.
- Aggression and Intimidation (Sith): Demoralizes enemies with their dark side presence.
- Cost-Effective: At \$1, a Force Padawan offers versatility and power without breaking the budget.

Disadvantages:

- Fragility: Without armor, Padawans are vulnerable to sustained fire or heavy attacks.
- Limited Power: As apprentices, they lack the refined skills and durability of Knights, Masters, or Lords.

- High Priority Target: Their capabilities and reputation make them a focus for enemy attacks.

Best Pairings:

- **Jedi Padawan:**
 - Obi-Wan Kenobi (\$4 Tier): A strong mentor-apprentice dynamic provides synergy and versatility.
 - 10 Clone Troopers (\$0.50 Tier): Enhances the effectiveness of infantry with defensive and support Force powers.
 - Ahsoka Tano (\$4 Tier): Their shared Jedi skills create a balanced and dynamic team.
- **Sith Padawan:**
 - Darth Vader (\$5 Tier): As a master, Vader amplifies their aggression and effectiveness in combat.
 - 10 Stormtroopers (\$0.50 Tier): Provide cover and distractions, allowing the Sith Padawan to engage key targets.
 - Droidekas (\$1 Tier): Their suppressive fire complements the Padawan's melee and Force capabilities.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt both Jedi focus and Sith precision.
- Nihil Pirate Marauders (\$0.50 Tier): Their reckless nature conflicts with a Padawan's tactical approach.
- Droidekas (\$1 Tier, for Jedi): The static nature of Droidekas doesn't align with a Jedi Padawan's dynamic style.

Best Utilized For:

- **Jedi Padawan:**
 - **Support Role:** Use Force powers to shield and uplift allies in critical moments.
 - **Balanced Combat:** Engage enemies while protecting and assisting teammates.
- **Sith Padawan:**
 - **Aggressive Combat:** Use their lightsaber and Force powers to dominate enemies.
 - **Target Disruption:** Neutralize high-priority foes with Force Choke and relentless melee strikes.

General Grievous

- **Description:**
 - General Grievous is a feared and ruthless cyborg general of the Separatist Army, known for his mastery of lightsaber combat and unrelenting aggression. A collector of Jedi lightsabers and a terrifying opponent, Grievous uses his four cybernetic arms and overwhelming physical strength to dominate in close combat. His tactical brilliance and intimidating presence make him a formidable leader and a nightmare on the battlefield.
- **Introduced:**
 - General Grievous was first introduced in *Star Wars: Clone Wars* (2003 animated series) and made his live-action debut in *Star Wars: Episode III – Revenge of the Sith*.
- **Weapons and Armor:**
 - **Weapons:**
 - Four Lightsabers:
 - Effective range: Melee.
 - Strengths: Unmatched in close combat, capable of engaging multiple opponents simultaneously.
 - Weaknesses: Requires close proximity and precision to maximize effectiveness.
 - Blaster (Occasional Use):
 - Effective range: Medium.
 - Strengths: Useful for ranged combat when necessary.
 - Weaknesses: Limited accuracy and power compared to dedicated ranged units.
 - **Armor:**
 - Cybernetic Durasteel Body:
 - Provides immense durability and resistance to most forms of damage.
 - Strengths: Highly resistant to blaster fire, environmental hazards, and physical strikes.
 - Weaknesses: Vulnerable at exposed organs in his chest.
- **Type of Unit:**

- Melee Specialist/Leader:
 - Grievous excels in overwhelming enemies with his lightsaber combat and leading droid armies to victory.
- **Advantages:**
 - Unparalleled Melee Combat: Grievous's four lightsabers and immense physical strength make him nearly unbeatable in close quarters.
 - Durability: His cybernetic body allows him to endure significant damage.
 - Tactical Leadership: Boosts the effectiveness and coordination of allied droid units.
 - Fear Factor: His presence on the battlefield demoralizes enemies, reducing their effectiveness.
- **Disadvantages:**
 - Limited Ranged Options: Grievous is primarily a melee fighter and struggles against well-coordinated long-range attacks.
 - High Priority Target: His reputation and combat effectiveness make him the primary focus of enemy forces.
 - Vulnerable Chest Cavity: Concentrated attacks on his exposed organs can neutralize him quickly.
 - Expensive: At \$3, he is a high-cost unit that requires proper support to maximize his potential.
- **Best Pairings:**
 - Droidekas (\$1 Tier): Provide suppressive fire, drawing attention away from Grievous as he closes the distance.
 - B1 Battle Droids (\$0.50 Tier): Their numbers allow Grievous to overwhelm enemies, leveraging his leadership to boost their effectiveness.
 - Tactical Droid (\$3 Tier): Enhances battlefield coordination, maximizing Grievous's leadership and strategic capabilities.
- **Worst Pairings:**
 - Rebel Troopers (\$0.50 Tier): As enemies of the Separatists, they offer no synergy with Grievous's droid-centric tactics.
 - Jar Jar Binks (\$1 Tier): His chaotic nature disrupts Grievous's disciplined and calculated approach to combat.
 - Jedi Units: Grievous's aggressive hatred for Jedi prevents any meaningful cooperation, and their Force abilities counter his mechanical strength.
- **Best Utilized For:**
 - **Frontline Assault:** Lead charges into enemy lines, leveraging his durability and lightsaber combat to dismantle foes.
 - **Fear Tactics:** Use his presence to demoralize enemies and create opportunities for allied droids.
 - **Droid Command:** Position him alongside B1 Battle Droids or Droidekas to create a cohesive and overwhelming force.

Count Dooku

Description:

- Count Dooku, also known as Darth Tyrannus, is a former Jedi Master turned Sith Lord. Known for his elegance, cunning, and mastery of the Force, Dooku is a powerful and precise combatant. His combination of refined lightsaber skills and devastating dark side abilities makes him an exceptional leader and a formidable opponent in battle.

Introduced:

- Count Dooku first appeared in *Star Wars: Episode II – Attack of the Clones* as the charismatic leader of the Separatist movement and apprentice to Darth Sidious.

Weapons and Armor:

- **Weapons:**
 - Curved-Hilt Lightsaber (Red Blade):
 - Effective range: Melee.
 - Strengths: Designed for precision and finesse, ideal for dueling and counterattacks.
 - Weaknesses: Requires skill and timing to maximize effectiveness.
- **Armor:**
 - Sith Attire:
 - Elegant robes designed for mobility rather than protection.
 - Strengths: Lightweight and non-restrictive, emphasizing speed and agility.
 - Weaknesses: Provides no physical defense against blasters or melee attacks.

Type of Unit:

- Elite Melee/Force Leader:
 - Dooku combines expert dueling skills with powerful Force abilities to dominate enemies and lead allied forces.

Advantages:

- Masterful Lightsaber Combat: His precision and refined technique allow him to outmaneuver and counter most opponents in melee combat.
- Force Powers:
 - **Force Lightning:** Devastating ranged attack that damages and disorients enemies.
 - **Force Choke:** Immobilizes and damages a single target, neutralizing key threats.
 - **Force Push:** Clears enemies or obstacles, creating space for allies.
- Tactical Leadership: Enhances the coordination and effectiveness of Separatist or droid units.
- Charismatic Presence: Inspires allies while intimidating enemies, shifting the tide of battle.

Disadvantages:

- Fragility: Without armor, Dooku is vulnerable to sustained ranged attacks or heavy fire.
- High Priority Target: His importance and effectiveness make him a primary focus for enemy forces.
- Costly: At \$4, Dooku is an expensive unit that requires strong support to maximize his potential.

Best Pairings:

- General Grievous (\$3 Tier): Their combined leadership and combat prowess create a devastating force capable of overwhelming enemies.
- Droidekas (\$1 Tier): Their suppressive fire complements Dooku's precision and Force abilities, allowing him to focus on key targets.
- Tactical Droid (\$3 Tier): Enhances the coordination of allied forces, optimizing Dooku's leadership and battlefield strategy.

Worst Pairings:

- Rebel Troopers (\$0.50 Tier): As enemies of the Separatists, they offer no synergy with Dooku's tactics.
- Jar Jar Binks (\$1 Tier): His chaotic and uncoordinated behavior disrupts Dooku's refined and calculated approach.
- Jedi Units: Dooku's alignment with the dark side and animosity toward Jedi prevent any meaningful cooperation.

Best Utilized For:

- **Dueling and Assassination:** Engage high-priority targets in melee combat, leveraging his lightsaber precision and Force powers.
- **Support and Control:** Use his Force abilities to disrupt enemy formations and create openings for allied forces.
- **Leadership Role:** Position Dooku with droid units to maximize their effectiveness and control the battlefield.

Mara Jade

Description:

- Mara Jade is a skilled Force-sensitive operative who served as the Emperor's Hand before joining the New Republic and becoming a Jedi Knight. Renowned for her versatility, Mara combines lightsaber combat, Force abilities, and deadly marksmanship. Her dual loyalty to the Force and her assassin training makes her an adaptable and unpredictable warrior, capable of excelling in both solo missions and team-based engagements.

Introduced:

- Mara Jade was introduced in *Heir to the Empire* (1991), a novel by Timothy Zahn, as a prominent character in the *Star Wars Legends* continuity.

Weapons and Armor:

- **Weapons:**
 - Lightsaber (Violet or Red, depending on alignment):
 - Effective range: Melee.
 - Strengths: Excellent in close combat, capable of cutting through most defenses.
 - Weaknesses: Requires skill and close proximity for effective use.
 - Holdout Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: Quick and deadly for ranged engagements.

- Weaknesses: Limited stopping power compared to larger blasters.
 - Armor:**
 - Stealth Combat Gear:
 - Designed for mobility and covert operations.
 - Strengths: Lightweight and optimized for agility and infiltration.
 - Weaknesses: Provides minimal protection against blasters or heavy attacks.

Type of Unit:

- Versatile Combatant/Force Specialist:
 - Mara is a balanced unit who can switch between ranged and melee combat, leveraging her Force powers for offense and support.

Advantages:

- Force Powers:
 - Force Push:** Clears enemies or obstacles, creating openings for movement or attack.
 - Force Sense:** Enhances battlefield awareness, improving reactions and coordination.
 - Mind Trick:** Temporarily disorients or manipulates weaker-willed enemies.
- Tactical Versatility: Combines ranged blaster skills with lightsaber proficiency for dynamic combat.
- Stealth and Agility: Excels in ambushes, flanking maneuvers, and hit-and-run tactics.
- Dual Alignment Options: Depending on her narrative role, Mara can lean into dark side aggression or light side support.

Disadvantages:

- Low Durability: Without heavy armor, she is vulnerable to sustained fire or melee combat against heavily armored foes.
- Limited Area Damage: Primarily excels at single-target engagements, struggling against large groups.
- High Priority Target: As a Force-sensitive operative, she will attract concentrated enemy fire.

Best Pairings:

- Luke Skywalker (\$4 Tier): Their canonical bond and shared Force alignment create a powerful and synergistic duo.
- Rebel Troopers (\$0.50 Tier): Mara's leadership and combat skills enhance the effectiveness of standard infantry.
- Han Solo (\$2 Tier): Their combined agility and versatility make them a deadly pair in fast-paced skirmishes.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt Mara's precise and calculated approach to combat.
- Droidekas (\$1 Tier): Their stationary, shield-dependent tactics don't align with Mara's mobile combat style.
- Nihil Pirate Marauders (\$0.50 Tier): Their undisciplined behavior clashes with Mara's tactical and professional methods.

Best Utilized For:

- Assassination and Skirmishing:** Use Mara to target high-priority enemies or lead rapid strikes on vulnerable positions.
- Support and Disruption:** Leverage her Force powers to disorient enemies and create opportunities for allies.
- Flexible Combat:** Switch between lightsaber and blaster to adapt to the flow of battle.

Grand Inquisitor

Description:

- The Grand Inquisitor is a former Jedi Temple Guard who turned to the dark side, becoming the leader of the Imperial Inquisitorius. A master of lightsaber combat and interrogation, he combines his precision and strength with the dark side of the Force to hunt and eliminate Jedi survivors. His intelligence and relentless pursuit of targets make him a deadly and fearsome opponent.

Introduced:

- The Grand Inquisitor was introduced in *Star Wars Rebels* as the primary antagonist of the show's first season, tasked by Darth Vader to eradicate the Rebel threat.

Weapons and Armor:

- Weapons:**

- Double-Bladed Spinning Lightsaber (Red):
 - Effective range: Melee.
 - Strengths: Deadly in close combat and versatile with its spinning feature, which can deflect blaster fire and overwhelm opponents.
 - Weaknesses: Requires precision and skill to fully utilize its unique mechanics.
- **Armor:**
 - Inquisitor Uniform:
 - Designed for mobility and intimidation rather than protection.
 - Strengths: Lightweight and optimized for agility.
 - Weaknesses: Provides minimal defense against sustained attacks.

Type of Unit:

- **Melee/Force Specialist:**
 - The Grand Inquisitor excels at close combat, Force powers, and leading Imperial forces in tactical operations.

Advantages:

- **Force Powers:**
 - **Force Push:** Clears obstacles and enemies, creating space for engagements.
 - **Force Jump:** Enhances mobility for rapid strikes and repositioning.
 - **Force Fear:** Demoralizes enemies, reducing their effectiveness in combat.
- **Expert Dueling Skills:** His lightsaber technique is refined and devastating, capable of countering Jedi and other skilled melee opponents.
- **Tactical Leadership:** Enhances coordination and discipline among allied Imperial units, particularly Stormtroopers or other Inquisitors.
- **Psychological Warfare:** His presence alone can unsettle and weaken enemy resolve.

Disadvantages:

- **Fragility:** Without significant armor, he is vulnerable to sustained ranged attacks or heavy fire.
- **High Priority Target:** As a leader and powerful combatant, he will attract focused enemy fire.
- **Limited Area Damage:** While skilled, his abilities are tailored for precision strikes rather than crowd control.

Best Pairings:

- **10 Stormtroopers (\$0.50 Tier):** Provide numbers and fire support, allowing the Grand Inquisitor to focus on high-value targets.
- **Darth Vader (\$5 Tier):** Their combined dark side power creates an unstoppable duo, balancing brute force and tactical precision.
- **Droidekas (\$1 Tier):** Their suppressive fire and durability complement the Inquisitor's aggressive melee tactics.

Worst Pairings:

- **Rebel Troopers (\$0.50 Tier):** As sworn enemies of the Empire, their inclusion is both tactically and thematically incompatible.
- **Jar Jar Binks (\$1 Tier):** His chaotic nature disrupts the precision and control required by the Grand Inquisitor.
- **Wicket (\$1 Tier):** Their primitive tactics lack any synergy with the Inquisitor's disciplined and fear-based combat style.

Best Utilized For:

- **Dueling and Assassination:** Target Jedi or other high-value enemies, leveraging his lightsaber skills and Force powers.
- **Leadership Role:** Position him to lead Imperial forces, enhancing their discipline and effectiveness.
- **Disruption and Morale Suppression:** Use his Force powers and psychological intimidation to weaken and scatter enemy forces.

Cal Kestis

- **Description:**
 - Cal Kestis is a Jedi survivor of Order 66 who has honed his skills in secrecy while evading Imperial Inquisitors. A skilled and adaptive combatant, Cal combines his lightsaber prowess with Force abilities to handle a variety of enemies. His resourcefulness and determination make him a versatile and resilient warrior capable of excelling in both offensive and defensive roles.
- **Introduced:**
 - Cal Kestis was introduced as the protagonist of *Star Wars Jedi: Fallen Order*, where his journey revolves around restoring the Jedi Order and confronting his traumatic past.
- **Weapons and Armor:**
 - **Weapons:**
 - Lightsaber (Blue or Green Blade, Double-Bladed Option):
 - Effective range: Melee.

- Strengths: Versatile and adaptive, capable of switching between single-blade precision and double-blade crowd control.
 - Weaknesses: Requires close proximity and skillful execution for maximum effectiveness.
 - **Armor:**
 - Jedi Poncho and Combat Suit:
 - Designed for agility and mobility.
 - Strengths: Lightweight, non-restrictive, and optimized for Force use and acrobatics.
 - Weaknesses: Provides minimal protection against blasters or heavy attacks.
 - **Type of Unit:**
 - Versatile Melee/Force Specialist:
 - Cal excels in balancing offensive and defensive roles, adapting to combat scenarios with his lightsaber and Force powers.
 - **Advantages:**
 - Force Powers:
 - **Force Push:** Clears enemies or obstacles, creating space for movement or attacks.
 - **Force Pull:** Draws enemies or objects closer, disrupting formations.
 - **Force Slow:** Temporarily slows enemies, giving Cal a tactical advantage in combat.
 - Lightsaber Versatility: His ability to switch between single and double blades allows him to handle both single opponents and groups effectively.
 - Adaptability: Cal's combat style makes him effective in varied environments and against a range of enemies.
 - Resilience: As a survivor, he excels in enduring tough situations and finding ways to turn the tide of battle.
 - **Disadvantages:**
 - Fragility: Without armor, Cal is vulnerable to sustained fire or powerful attacks.
 - High Priority Target: His status as a Jedi makes him a key target for Sith or Imperial forces.
 - Limited Area Damage: While versatile, his abilities are focused on precision rather than large-scale destruction.
 - **Best Pairings:**
 - Rebel Troopers (\$0.50 Tier): Provide ranged support, allowing Cal to focus on melee combat and Force tactics.
 - Ahsoka Tano (\$4 Tier): Together, their combined Jedi skills create a powerful and adaptive team.
 - **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His chaotic behavior disrupts Cal's precise and focused combat style.
 - Droidekas (\$1 Tier): Their static and shield-based tactics don't align with Cal's mobile and dynamic approach.
 - Nihil Pirate Marauders (\$0.50 Tier): Their reckless and uncoordinated combat style contrasts with Cal's discipline and adaptability.
 - **Best Utilized For:**
 - **Dueling and Skirmishing:** Use Cal to engage high-value targets or lead rapid strikes on enemy positions.
 - **Crowd Control:** Leverage his double-bladed lightsaber and Force abilities to manage groups of enemies effectively.
 - **Support and Morale:** Pair him with allies to provide both offensive support and inspiration.

Aayla Secura

Description:

- Aayla Secura is a Twi'lek Jedi Master known for her grace, agility, and skill in combat. A master of Form IV lightsaber combat, Aayla combines acrobatic strikes with the Force to overwhelm enemies. Her leadership skills and calm demeanor make her a capable leader and a powerful ally on the battlefield, excelling in both offense and support roles.

Introduced:

- Aayla Secura was first introduced in *Star Wars: Attack of the Clones* and further developed in *Star Wars: The Clone Wars* animated series as a trusted and compassionate Jedi General.

Weapons and Armor:

- **Weapons:**
 - Blue Lightsaber:
 - Effective range: Melee.
 - Strengths: Deadly in close combat, ideal for agile and acrobatic dueling.
 - Weaknesses: Requires skill and close proximity for maximum effectiveness.
- **Armor:**
 - Jedi Tunic:
 - Lightweight and optimized for mobility.
 - Strengths: Enhances agility and freedom of movement.
 - Weaknesses: Offers little protection against blaster fire or heavy attacks.

Type of Unit:

- Agile Melee/Force Specialist:
 - Aayla Secura combines speed, precision, and Force powers to dominate in combat and support her allies.

Advantages:

- Force Powers:
 - **Force Push:** Clears obstacles and enemies, creating openings.
 - **Force Sense:** Enhances her battlefield awareness, improving reactions and coordination.
 - **Force Leap:** Grants her incredible agility for rapid engagements and evasions.
- Lightsaber Combat Expertise: Aayla's mastery of Form IV (Ataru) allows her to execute highly mobile and acrobatic attacks.
- Leadership: Her calm and collected nature inspires Clone Troopers and other allies, improving team cohesion.
- Mobility: Her agility and Force powers make her hard to target and capable of striking from unexpected angles.

Disadvantages:

- Fragility: Without armor, she is vulnerable to sustained fire or powerful attacks.
- Limited Area Damage: Focused on precision strikes rather than large-scale destruction.
- High Priority Target: As a Jedi, she is often targeted by enemies seeking to disrupt allied forces.

Best Pairings:

- 10 Clone Troopers (\$0.50 Tier): Her leadership enhances their discipline and effectiveness, creating a cohesive fighting force.
- Obi-Wan Kenobi (\$4 Tier): Aayla's agility and offensive abilities complement Obi-Wan's defensive expertise and leadership.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt Aayla's precise and disciplined combat style.
- Droidekas (\$1 Tier): Their static combat style contrasts with Aayla's dynamic and mobile approach.
- Nihil Pirate Marauders (\$0.50 Tier): Their reckless and disorganized nature clashes with Aayla's focused and strategic methods.

Best Utilized For:

- **Dueling and Assassination:** Use Aayla to engage high-value targets with her precision lightsaber skills.
- **Support and Leadership:** Pair her with Clone Troopers to boost their performance and maintain battlefield cohesion.
- **Agile Strikes:** Leverage her mobility and Force powers to attack from unexpected angles and evade counterattacks.

Asajj Ventress

Description:

- Asajj Ventress is a Dathomirian Nightsister and former Sith apprentice, known for her deadly precision, dual lightsaber combat, and mastery of the dark side of the Force. A cunning and relentless warrior, Ventress excels in aggressive melee combat and Force-based disruption tactics. Her agility and ruthlessness make her a fearsome opponent on the battlefield, capable of turning the tide with her unpredictable and devastating strikes.

Introduced:

- Asajj Ventress was introduced in the *Star Wars: Clone Wars* micro-series (2003) and further developed in *Star Wars: The Clone Wars* (2008) as a key antagonist and later a complex anti-hero.

Weapons and Armor:

- **Weapons:**
 - Dual Red Lightsabers (Curved Hilts):
 - Effective range: Melee.
 - Strengths: Deadly in close combat, allowing for rapid and precise strikes.
 - Weaknesses: Requires skillful execution and proximity to enemies.
- **Armor:**
 - Nightsister Combat Attire:
 - Lightweight and optimized for agility and stealth.
 - Strengths: Enhances mobility and evasiveness.
 - Weaknesses: Offers little protection against blasters or heavy attacks.

Type of Unit:

- Agile Melee/Force Specialist:
 - Ventress combines speed, aggression, and dark side abilities to dominate in melee and disrupt enemy forces.

Advantages:

- Force Powers:
 - **Force Push:** Clears obstacles and enemies, creating openings.
 - **Force Choke:** Immobilizes and damages key targets, disrupting enemy plans.
 - **Force Dash:** Grants incredible speed for rapid engagements or evasions.
- Dual Lightsaber Mastery: Her two lightsabers make her highly effective in one-on-one duels and multi-target engagements.
- Mobility and Agility: Ventress's speed and acrobatics make her difficult to pin down, allowing her to strike from unexpected angles.
- Psychological Warfare: Her dark side presence intimidates and demoralizes enemies.

Disadvantages:

- Fragility: Without armor, Ventress is vulnerable to sustained fire or heavy attacks.
- Limited Area Damage: Focused on precision and single-target strikes, making her less effective against large groups.
- High Priority Target: As a powerful Force user, Ventress often attracts concentrated enemy attention.

Best Pairings:

- Count Dooku (\$4 Tier): Their shared history and complementary dark side abilities create a deadly and coordinated duo.
- 10 B1 Battle Droids (\$0.50 Tier): Provide distractions, allowing Ventress to focus on high-value targets.
- Droidekas (\$1 Tier): Their suppressive fire and durability complement Ventress's mobility and precision.

Worst Pairings:

- Jedi Units (e.g., Obi-Wan Kenobi \$4 Tier): Their philosophical opposition and combat styles clash with Ventress's dark side aggression.
- Jar Jar Binks (\$1 Tier): His unpredictable antics disrupt Ventress's focused and ruthless combat style.
- Rebel Troopers (\$0.50 Tier): As enemies of the Separatists, they offer no synergy with Ventress's tactics.

Best Utilized For:

- **Dueling and Assassination:** Use Ventress to target high-value enemies or key leaders, leveraging her lightsaber skills and Force powers.
- **Disruption and Control:** Neutralize enemy formations and strategies with her aggressive and unpredictable attacks.
- **Agile Strikes:** Leverage her speed and agility to attack from unexpected angles and evade counterattacks.

Ezra Bridger

Description:

- Ezra Bridger is a Force-sensitive Jedi apprentice who grows from a streetwise thief into a powerful Jedi during the fight against the Empire. Known for his resourcefulness, agility, and strong connection to the Force, Ezra excels as a versatile combatant who can balance offensive and defensive tactics. His journey from rebellion to mastering the Force makes him an adaptable and inspiring presence on the battlefield.

Introduced:

- Ezra Bridger was introduced in *Star Wars Rebels* as the series' protagonist, evolving from a scrappy young fighter to a determined Jedi Knight.

Weapons and Armor:

- **Weapons:**
 - Lightsaber-Blaster Hybrid (Blue Blade):
 - Effective range: Melee (lightsaber) and short to medium (blaster).
 - Strengths: Combines close combat with ranged capabilities, allowing for flexible combat tactics.
 - Weaknesses: Blaster component is less powerful compared to dedicated ranged weapons.
- **Armor:**
 - Light Rebel Attire:
 - Designed for agility and mobility.
 - Strengths: Lightweight and non-restrictive.

- Weaknesses: Provides minimal protection against blasters or heavy attacks.

Type of Unit:

- Balanced Melee/Force Specialist:
 - Ezra combines lightsaber combat with Force abilities and blaster tactics, making him effective in a variety of roles.

Advantages:

- Force Powers:
 - **Force Push:** Clears enemies or obstacles, creating opportunities for attack or movement.
 - **Force Pull:** Disarms enemies or pulls objects into his control, disrupting enemy plans.
 - **Beast Connection:** Unique to Ezra, he can temporarily control or calm nearby creatures, adding unexpected tactical options.
- Versatility: His hybrid lightsaber allows him to switch between ranged and melee combat with ease.
- Mobility: Ezra's agility and Force-enhanced movements make him difficult to target in battle.
- Inspirational Presence: As a Rebel leader, he boosts the morale and cohesion of allied units.

Disadvantages:

- Fragility: Without armor, Ezra is vulnerable to sustained fire or powerful attacks.
- High Priority Target: As a Jedi, he is a key focus for Imperial forces and bounty hunters.
- Limited Area Damage: While versatile, Ezra lacks high-impact abilities for controlling large groups of enemies.

Best Pairings:

- Sabine Wren (\$2 Tier): Her ranged explosives and tactical creativity complement Ezra's mobility and lightsaber skills.
- Rebel Troopers (\$0.50 Tier): Ezra's leadership and hybrid combat style enhance the effectiveness of standard infantry.

Worst Pairings:

- Droidekas (\$1 Tier): Their stationary, shield-based combat doesn't align with Ezra's mobile and dynamic approach.
- Jar Jar Binks (\$1 Tier): His chaotic behavior disrupts Ezra's calculated and inspiring combat style.
- Nihil Pirate Marauders (\$0.50 Tier): Their reckless and undisciplined nature contrasts with Ezra's strategic and cooperative methods.

Best Utilized For:

- **Skirmishing and Flanking:** Use Ezra's mobility and hybrid combat to harass enemy lines and engage high-priority targets.
- **Support and Leadership:** Pair him with Rebel units to boost their performance and maintain battlefield cohesion.
- **Tactical Adaptation:** Leverage his Force powers and hybrid lightsaber to adapt to shifting combat scenarios.

Bad Batch Crosshair

Description:

- Crosshair is a genetically enhanced clone and an expert marksman from Clone Force 99, also known as the Bad Batch. His unparalleled precision and calm demeanor make him a deadly sniper capable of eliminating high-value targets from extreme distances. As a tactical thinker and a loyal (albeit conflicted) soldier, Crosshair excels in ranged combat and ambush tactics.

Introduced:

- Crosshair was introduced in *Star Wars: The Clone Wars* and further developed in *Star Wars: The Bad Batch*, showcasing his loyalty to the Empire after Order 66 and his elite combat skills.

Weapons and Armor:

- **Weapons:**
 - 773 Firepuncher Sniper Rifle:
 - Effective range: Long.
 - Strengths: Exceptional precision and high damage, capable of eliminating heavily armored targets.
 - Weaknesses: Slow rate of fire, requiring precision and careful positioning.
 - DC-17 Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: Reliable for close engagements when necessary.

- Weaknesses: Lacks stopping power compared to rifles.
- **Armor:**
 - Modified Clone Commando Armor:
 - Black and gray design optimized for stealth and precision operations.
 - Strengths: Durable and resistant to light blaster fire.
 - Weaknesses: Offers limited protection against sustained or explosive damage.

Type of Unit:

- Sniper/Stealth Specialist:
 - Crosshair thrives in ranged combat, using his precision and tactical acumen to pick off enemies from a distance.

Advantages:

- Unmatched Accuracy: His genetically enhanced eyesight and training allow him to make impossible shots.
- Tactical Ambushes: Crosshair excels at setting traps and eliminating enemies before they realize his position.
- Long-Range Firepower: The Firepuncher sniper rifle gives him the ability to neutralize high-value targets from extreme distances.
- Stealth and Mobility: His armor and training allow him to stay undetected and reposition effectively.

Disadvantages:

- Vulnerable in Close Combat: As a sniper, Crosshair is less effective in melee or close-range engagements.
- Dependent on Positioning: Requires advantageous terrain and time to set up shots for maximum effectiveness.
- Limited Area Damage: Focused on precision strikes rather than crowd control or suppression.

Best Pairings:

- 10 Clone Troopers (\$0.50 Tier): Act as a distraction or defensive screen, allowing Crosshair to focus on picking off threats.

Worst Pairings:

- Droidekas (\$1 Tier): Their static and defensive nature doesn't align with Crosshair's mobile, stealth-based tactics.
- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior disrupts Crosshair's calculated and disciplined combat style.
- Wookie Fighters (\$0.50 Tier): Their melee-focused aggression conflicts with Crosshair's need for distance and precision.

Best Utilized For:

- **Eliminating High-Value Targets:** Use Crosshair to neutralize enemy leaders, snipers, or other priority units from long range.
- **Ambush Tactics:** Position him in elevated or hidden locations to set traps and disrupt enemy advances.
- **Cover Fire:** Provide support to frontline units by taking out threats and creating openings for allies.

ST-series Super Tactical Droid

Description:

- The ST-Series Super Tactical Droid is an advanced command unit designed to provide battlefield leadership and strategic coordination for Separatist forces. Unlike standard droids, the ST-Series is equipped with superior tactical algorithms and independent thinking, allowing it to adapt to changing battle conditions and outmaneuver enemy forces. Its role as a leader enhances the effectiveness of allied units, making it a crucial asset in large-scale engagements.

Introduced:

- The ST-Series Super Tactical Droid was introduced in *Star Wars: The Clone Wars*, often seen leading Separatist campaigns with efficiency and ruthless precision.

Weapons and Armor:

- **Weapons:**
 - E-5 Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: Reliable for defensive engagements.
 - Weaknesses: Limited stopping power and range compared to rifles.
- **Armor:**

- Reinforced Durasteel Plating:
 - Designed to withstand moderate blaster fire.
 - Strengths: Durable enough to survive most skirmishes.
 - Weaknesses: Vulnerable to concentrated fire or heavy weaponry.

Type of Unit:

- Strategic Leader/Support Unit:
 - The ST-Series excels in improving the coordination, efficiency, and effectiveness of allied droid units, while also serving as a reliable command unit.

Advantages:

- Tactical Leadership: Enhances the performance of allied droid forces, including B1 and B2 Battle Droids, Droidekas, and others.
- Adaptive Strategy: Capable of adjusting tactics mid-battle to exploit enemy weaknesses or counter threats.
- High Durability: Reinforced plating allows it to survive longer than most other droid units.
- Independent Thinking: Unlike standard droids, the ST-Series is not reliant on a control signal and can operate autonomously.

Disadvantages:

- Limited Combat Ability: Primarily focused on leadership rather than frontline combat.
- Vulnerable to Assassination: As a high-value target, it is often prioritized by enemies.
- Reliant on Allied Units: The ST-Series performs best when supported by a strong contingent of droid forces.

Best Pairings:

- B1 Battle Droids (\$0.50 Tier): The ST-Series greatly improves their coordination and efficiency, making them more than just cannon fodder.
- Droidekas (\$1 Tier): Their suppressive fire and durability create a strong defensive front under the ST-Series' command.
- General Grievous (\$3 Tier): Together, they form a balanced leadership team, with Grievous leading aggressive assaults while the ST-Series manages battlefield strategy.

Worst Pairings:

- Rebel Troopers (\$0.50 Tier): Their tactics and morale-based combat clash with the cold, calculated strategy of the ST-Series.
- Jar Jar Binks (\$1 Tier): His chaotic behavior disrupts the precision and discipline the ST-Series requires.
- Jedi Units: As enemies of the Separatists, their inclusion negates any synergy with the ST-Series.

Best Utilized For:

- **Commanding Droid Armies:** Position the ST-Series as the leader of a large droid force to maximize their effectiveness and battlefield cohesion.
- **Defensive Coordination:** Use its tactical abilities to hold key objectives and counter enemy advances.
- **Strategic Support:** Pair it with powerful frontline units like Droidekas or General Grievous for a balanced and cohesive team.

2 Jedi Temple Guards

- **Description:**
 - Jedi Temple Guards are elite Jedi trained to protect the Jedi Temple and its secrets. Equipped with double-bladed lightsabers and a disciplined combat style, they excel in defensive tactics and close-quarters combat. Their anonymous masks and unwavering commitment symbolize their role as impartial guardians of peace and order.
- **Introduced:**
 - Jedi Temple Guards were first depicted in *Star Wars: The Clone Wars*, representing the Jedi Order's protectors and enforcers within the Temple.
- **Weapons and Armor:**
 - **Weapons:**
 - Double-Bladed Yellow Lightsabers:
 - Effective range: Melee.
 - Strengths: Excellent for crowd control and defensive engagements, capable of deflecting blaster fire from multiple directions.

- Weaknesses: Requires skillful handling to maximize effectiveness in dynamic combat scenarios.
 - **Armor:**
 - Traditional Jedi Robes and Mask:
 - Designed for agility and minimal restriction.
 - Strengths: Lightweight, allowing for swift movements.
 - Weaknesses: Offers no physical protection against blasters or heavy attacks.
- **Type of Unit:**
 - Defensive Melee Specialists:
 - Temple Guards are highly skilled in protecting key locations and neutralizing melee threats.
- **Advantages:**
 - Mastery of Defense: Their double-bladed lightsabers make them adept at deflecting blaster fire and holding defensive positions.
 - Crowd Control: Capable of engaging multiple enemies simultaneously with sweeping lightsaber techniques.
 - Morale Boost: Their stoic presence inspires nearby allies, enhancing cohesion and resolve.
 - Force Abilities:
 - **Force Push:** Clears enemies from objectives or choke points.
 - **Force Barrier:** Temporarily protects allies or critical locations from incoming attacks.
- **Disadvantages:**
 - Fragility: Without armor, they are vulnerable to sustained ranged fire or heavy attacks.
 - Limited Offensive Range: Effective only in close combat, making them less useful against long-range opponents.
 - High Priority Targets: As elite Jedi, they often draw focused fire from enemies seeking to destabilize allied defenses.
- **Best Pairings:**
 - Obi-Wan Kenobi (\$4 Tier): His leadership and defensive expertise complement the Temple Guards' skills, creating an impenetrable frontline.
 - 10 Clone Troopers (\$0.50 Tier): The Guards' ability to deflect blaster fire enhances the Troopers' survivability in prolonged engagements.
 - Ahsoka Tano (\$4 Tier): Their disciplined combat style complements her agility and offensive capabilities, forming a balanced team.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His chaotic behavior disrupts the focus and discipline required by Temple Guards.
 - Droidekas (\$1 Tier): Their stationary combat style contrasts with the Guards' mobile and defensive tactics.
 - Wicket (\$1 Tier): Lacks synergy with the Guards' defensive and precision-oriented combat style.
- **Best Utilized For:**
 - **Defensive Operations:** Position the Guards to hold key locations or choke points, using their lightsabers and Force powers to repel attackers.
 - **Crowd Control:** Deploy them to engage groups of enemies, leveraging their double-bladed lightsabers for maximum area coverage.
 - **Support Role:** Pair them with ranged units or Jedi leaders to provide defensive support and morale boosts.

2 Praetorian Guards

Description:

- The Praetorian Guards are elite warriors sworn to protect Supreme Leader Snoke and the First Order's highest leadership. Clad in imposing crimson armor and armed with a variety of melee weapons, these guards specialize in close-quarters combat. Their rigorous training and unrelenting loyalty make them formidable opponents, capable of engaging and overwhelming even skilled Force users.

Introduced:

- Praetorian Guards first appeared in *Star Wars: The Last Jedi*, serving as Supreme Leader Snoke's personal protectors.

Weapons and Armor:

- **Weapons:**
 - Various Electro-Plasma Weapons (e.g., Vibro-Axes, Twin Vibro-Blades):
 - Effective range: Melee.
 - Strengths: Enhanced with plasma energy, capable of parrying lightsabers and dealing devastating melee damage.
 - Weaknesses: Limited to close-range engagements.
- **Armor:**
 - Red Composite Armor:
 - Provides protection against most physical and energy attacks.
 - Strengths: Lightweight yet durable, allowing for mobility and defense.
 - Weaknesses: Vulnerable to sustained blaster fire and heavy strikes.

Type of Unit:

- Elite Melee Specialists:
 - Praetorian Guards excel in close-quarters combat and protecting high-value targets, leveraging their discipline and weapon mastery.

Advantages:

- **Melee Expertise:** Their plasma-enhanced weapons make them highly effective against both lightsaber users and standard infantry.
- **Team Coordination:** Praetorian Guards are trained to fight as a cohesive unit, maximizing their effectiveness in group engagements.
- **Durable Armor:** Provides significant protection without sacrificing agility.
- **High Morale and Loyalty:** Their unwavering focus ensures they fight to the end, inspiring nearby allies.

Disadvantages:

- **Limited Range:** Lack of ranged weapons leaves them vulnerable to long-range attacks.
- **High Priority Targets:** As elite guards, they often draw enemy fire to disrupt their protective role.
- **Dependent on Close Combat:** Without proximity to enemies, they have no means to contribute offensively.

Best Pairings:

- **Supreme Leader Snoke (\$4 Tier):** Their intended role is to protect Snoke, forming an iconic and effective team.
- **Captain Phasma (\$1 Tier):** Phasma's leadership enhances their coordination with First Order units, creating a balanced team.
- **10 First Order Troopers (\$0.50 Tier):** Provide ranged support while the Guards engage in melee combat, covering both offensive and defensive needs.

Worst Pairings:

- **Droidekas (\$1 Tier):** Their stationary, ranged combat style contrasts sharply with the Guards' dynamic melee approach.
- **Jar Jar Binks (\$1 Tier):** His chaotic nature disrupts the discipline and precision of the Praetorian Guards.
- **Wicket (\$1 Tier):** Lacks synergy with the Guards' professional and close-quarters combat style.

Best Utilized For:

- **High-Value Protection:** Position the Guards to shield key leaders or objectives, ensuring their survival in critical moments.
- **Melee Disruption:** Deploy them to break enemy formations and neutralize frontline threats.
- **Dueling and Assassination:** Use their plasma weapons to counter lightsaber users and eliminate high-priority melee targets.

Darth Sion

Description:

- Darth Sion, known as the Lord of Pain, is a Sith Lord whose body is held together by sheer willpower and the dark side of the Force. A relentless and unkillable warrior, Sion thrives in prolonged battles where his resilience and rage fuel his devastating combat abilities. His immortality makes him a terrifying opponent, capable of withstanding injuries that would kill others and continuing to fight with relentless ferocity.

Introduced:

- Darth Sion first appeared in *Star Wars: Knights of the Old Republic II: The Sith Lords* as one of the key antagonists, serving Darth Traya as a member of the Sith Triumvirate.

Weapons and Armor:

- **Weapons:**
 - Red Lightsaber:
 - Effective range: Melee.
 - Strengths: Deadly in close combat, especially against armored and heavily defended opponents.
 - Weaknesses: Requires close proximity and precision to be most effective.
- **Armor:**
 - Broken but Resilient Body:
 - Sion's body is damaged and fractured, but his immortality renders him nearly invulnerable to conventional means of death.
 - Strengths: Can endure extreme injuries and continue fighting.
 - Weaknesses: His immortality depends on his focus and connection to the dark side, which can falter under specific circumstances.

Type of Unit:

- Immortal Melee Specialist:
 - Sion excels in melee combat and attrition warfare, leveraging his unkillable nature to dominate prolonged engagements.

Advantages:

- Immortality: Sion can recover from fatal wounds through his connection to the dark side, making him nearly impossible to kill outright.
- Melee Dominance: His lightsaber skills and brute strength allow him to overpower most opponents in close combat.
- Psychological Intimidation: Sion's unyielding nature and grotesque appearance demoralize enemies and disrupt their morale.
- High Durability: His fractured body can absorb significant damage without hindering his combat effectiveness.

Disadvantages:

- Reliance on Dark Side Willpower: If his focus or connection to the dark side wavers, his immortality can falter, leaving him vulnerable.
- Limited Range: As a melee specialist, Sion struggles against ranged opponents who can maintain distance.
- Vulnerable to Force Manipulation: While powerful, he can be outmaneuvered or controlled by skilled Force users.

Best Pairings:

- Darth Nihilus (\$10 Tier): Their combined dark side powers create a fearsome and synergistic team capable of overwhelming entire forces.
- 10 Stormtroopers (\$0.50 Tier): Provide ranged support while Sion engages enemies up close, covering his vulnerability to ranged combat.
- Asajj Ventress (\$3 Tier): Her agility and Force abilities complement Sion's brute strength and relentless fighting style.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and disruptive behavior undermines Sion's disciplined and menacing approach.
- Rebel Troopers (\$0.50 Tier): Their allegiances and tactics clash with Sion's dark side-driven combat style.
- Droidekas (\$1 Tier): Their static and ranged combat tactics don't align with Sion's need for dynamic, melee-focused engagements.

Best Utilized For:

- **Frontline Domination:** Deploy Sion to engage and hold enemy forces, leveraging his immortality to outlast opponents.
- **Psychological Warfare:** Use Sion's unkillable nature to demoralize and scatter enemy forces, disrupting their cohesion.
- **Assassination and Dueling:** Target high-value melee opponents, such as Jedi or other lightsaber users, where his resilience and strength can prevail.

OG-9 Spider Droid

Description:

- The OG-9 Homing Spider Droid is a Separatist combat walker designed for heavy fire support and objective control. Armed with a high-intensity laser cannon and anti-infantry blasters, the Spider Droid is an effective ranged unit that excels in providing suppressive fire and engaging armored targets. Its durable design and intimidating presence make it a valuable asset in large-scale battles.

Introduced:

- The OG-9 Homing Spider Droid first appeared in *Star Wars: Episode II – Attack of the Clones* during the Battle of Geonosis, where it was deployed alongside other Separatist forces.

Weapons and Armor:

- **Weapons:**
 - High-Intensity Laser Cannon (Main Weapon):
 - Effective range: Long.
 - Strengths: Excellent for destroying vehicles, fortifications, and heavily armored targets.
 - Weaknesses: Slow firing rate, requiring precise targeting.
 - Dual Light Blasters (Anti-Infantry):
 - Effective range: Short to medium.
 - Strengths: Effective at suppressing infantry and clearing smaller threats.
 - Weaknesses: Limited damage against heavily armored units.
- **Armor:**
 - Reinforced Durasteel Plating:
 - Provides excellent protection against most blaster fire and light explosives.
 - Strengths: Highly durable and resistant to small arms fire.
 - Weaknesses: Vulnerable to concentrated heavy fire or explosive attacks on its joints and underside.

Type of Unit:

- Heavy Fire Support/Objective Control:
 - The OG-9 excels in ranged engagements and holding key positions on the battlefield.

Advantages:

- Long-Range Firepower: The high-intensity laser cannon makes the Spider Droid a threat to vehicles, fortifications, and distant enemies.
- Versatile Targeting: Capable of engaging both infantry and vehicles with its dual weapon systems.
- High Durability: Reinforced armor ensures it can survive sustained engagements against most opponents.
- Battlefield Presence: Its large size and intimidating design can scatter and demoralize enemy infantry.

Disadvantages:

- Limited Mobility: The Spider Droid's legs make it slower and less agile than other units, making it vulnerable to flanking.
- Weak Points: The joints and underside are susceptible to focused attacks, especially from nimble units or explosives.
- High Cost: At \$3, it requires a strong supporting force to protect its vulnerabilities and maximize its impact.

Best Pairings:

- B1 Battle Droids (\$0.50 Tier): Use them as a screen to protect the Spider Droid from infantry swarms and flanking maneuvers.
- Droidekas (\$1 Tier): Their suppressive fire and shields complement the Spider Droid's heavy firepower, creating a strong defensive line.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable and chaotic nature disrupts the precision and focus required for the Spider Droid.
- Wicket (\$1 Tier): Lacks synergy with the Spider Droid's heavy firepower and ranged engagement style.
- Jedi Units: As enemies of the Separatists, Jedi would not work cohesively with the Spider Droid.

Best Utilized For:

- **Objective Control:** Position the Spider Droid on key objectives to lock down areas with its heavy firepower.
- **Vehicle and Fortification Suppression:** Target enemy vehicles or defensive structures with the high-intensity laser cannon.
- **Fire Support:** Provide covering fire for advancing allied units or create a defensive barrier with suppressive fire.

Savage Opress

Description:

- Savage Opress is a Zabrak warrior turned Sith apprentice, known for his immense physical strength and raw Force power. Enhanced by Nightsister magic and trained by Count Dooku and later Darth Maul, Savage is a relentless and aggressive combatant. His sheer brutality and unrefined but devastating mastery of the dark side make him a force to be reckoned with on the battlefield.

Introduced:

- Savage Opress was introduced in *Star Wars: The Clone Wars*, where he emerged as a key figure in the rise of the Shadow Collective alongside his brother, Darth Maul.

Weapons and Armor:

- **Weapons:**
 - Double-Bladed Red Lightsaber:
 - Effective range: Melee.
 - Strengths: Capable of dealing devastating blows to multiple opponents at once, ideal for crowd control.
 - Weaknesses: Requires skillful handling to maximize its effectiveness in dynamic combat.
- **Armor:**
 - Zabrak Battle Garb:
 - Lightweight armor offering minimal protection, relying more on Savage's durability.
 - Strengths: Non-restrictive, allowing for full use of his immense physical power.
 - Weaknesses: Provides little defense against sustained blaster fire or heavy attacks.

Type of Unit:

- Aggressive Melee/Force Specialist:
 - Savage thrives in melee combat and uses his overwhelming power to dominate both individual opponents and groups.

Advantages:

- Immense Strength: Savage's physical power allows him to overpower most opponents in melee combat.
- Force Powers:
 - **Force Push:** Clears multiple enemies or obstacles, creating openings.
 - **Force Choke:** Immobilizes and damages a single target, neutralizing key threats.
 - **Force Rage:** Temporarily enhances his strength and durability, making him even more lethal.
- Crowd Control: His double-bladed lightsaber and strength make him highly effective against groups of enemies.
- Durability: His enhanced physique allows him to absorb significant damage and remain in the fight.

Disadvantages:

- Lack of Precision: While powerful, Savage's combat style is less refined than other Sith, making him vulnerable to skilled duelists.
- Limited Range: Without a ranged attack, Savage struggles against opponents who can maintain distance.
- High Priority Target: As a Sith apprentice, he often draws focused fire from enemies seeking to destabilize allied forces.

Best Pairings:

- Darth Maul (\$4 Tier): Their bond as brothers creates a devastating and relentless team capable of overwhelming even the strongest opponents.
- Asajj Ventress (\$2 Tier): Her agility and tactical precision complement Savage's raw power and aggression.
- 10 B1 Battle Droids (\$0.50 Tier): Use them to draw fire and distract enemies, allowing Savage to close the distance and engage in melee.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic behavior disrupts Savage's focused and aggressive combat style.
- Droidekas (\$1 Tier): Their static and shield-based tactics don't align with Savage's need for mobility and close-range combat.
- Jedi Units: As sworn enemies of the Sith, they clash with Savage's methods and allegiance.

Best Utilized For:

- **Frontline Assault:** Deploy Savage to charge enemy lines, breaking through formations with his strength and lightsaber.
- **Dueling and Assassination:** Target high-value melee opponents or enemy leaders, leveraging his raw power to dominate.
- **Crowd Control:** Use his lightsaber and Force abilities to disrupt and eliminate groups of enemies in close quarters.

2 Magna Guards

Description:

- MagnaGuards are elite IG-series droids designed to serve as bodyguards for high-ranking Separatist leaders, including General Grievous. Equipped with electrostaffs resistant to lightsabers and advanced combat programming, MagnaGuards are formidable melee specialists capable of engaging even Jedi. Their durability and relentless nature make them excellent for defending key units or attacking in coordinated melee assaults.

Introduced:

- MagnaGuards first appeared in *Star Wars: Episode III – Revenge of the Sith*, accompanying General Grievous and confronting Jedi in the Clone Wars.

Weapons and Armor:

- **Weapons:**
 - Electrostaffs:
 - Effective range: Melee.
 - Strengths: Capable of parrying lightsaber strikes and delivering high-damage electroshocks.
 - Weaknesses: Limited to close-range combat.
- **Armor:**
 - Reinforced Durasteel Chassis:
 - Provides substantial protection against blaster fire and moderate explosives.
 - Strengths: Durable and resistant to most forms of conventional damage.
 - Weaknesses: Vulnerable to concentrated heavy fire or precision attacks on joints.

Type of Unit:

- Melee Bodyguards/Close-Combat Specialists:
 - MagnaGuards excel in defending high-value targets or engaging in intense melee battles.

Advantages:

- Lightsaber Resistance: Their electrostaffs allow them to go toe-to-toe with Jedi and other lightsaber-wielding enemies.
- High Durability: Their durasteel chassis enables them to withstand significant punishment before being disabled.
- Advanced Combat AI: Capable of performing feints, counters, and coordinated attacks with extreme efficiency.
- Relentless Nature: MagnaGuards will continue to fight until completely destroyed, regardless of damage sustained.

Disadvantages:

- Limited Range: Without ranged weaponry, MagnaGuards are vulnerable to long-range attacks.
- Dependence on Proximity: They must close the distance to engage effectively, leaving them exposed to suppression fire.
- High Priority Targets: As bodyguards, they often draw focused fire from enemies attempting to eliminate their protected unit.

Best Pairings:

- General Grievous (\$3 Tier): MagnaGuards are designed to serve alongside Grievous, providing protection while complementing his offensive capabilities.
- Droidekas (\$1 Tier): Their suppressive fire and shields help the MagnaGuards close the gap and engage in melee.
- ST-Series Super Tactical Droid (\$3 Tier): Enhances battlefield coordination, maximizing the effectiveness of the MagnaGuards' movements and engagements.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable behavior disrupts the precision and discipline of the MagnaGuards.
- Wicket (\$1 Tier): Lacks synergy with the MagnaGuards' melee-focused combat style.
- Rebel Troopers (\$0.50 Tier): As enemies of the Separatists, their tactics and alliances clash with the MagnaGuards.

Best Utilized For:

- **Defensive Roles:** Use MagnaGuards to shield high-value units, such as General Grievous or tactical droids, from enemy assaults.
- **Engaging Jedi or Melee Specialists:** Deploy them to counter lightsaber-wielding enemies and dominate close-quarters battles.
- **Breakthrough Assaults:** Pair them with suppressive fire units to engage entrenched enemies, using their durability and melee prowess to disrupt enemy lines.

Mace Windu

Description:

- Mace Windu is a legendary Jedi Master and member of the Jedi High Council, renowned for his mastery of lightsaber combat and connection to the Force. Creator of the Form VII lightsaber technique (Vaapad), Mace is a relentless and highly skilled duelist, capable of channeling his opponent's aggression against them. His combat prowess, tactical brilliance, and unwavering dedication make him one of the most formidable Jedi in the galaxy.

Introduced:

- Mace Windu was introduced in *Star Wars: Episode I – The Phantom Menace*, and his leadership and combat abilities were further showcased in *Star Wars: Episode II – Attack of the Clones* and *Star Wars: Episode III – Revenge of the Sith*.

Weapons and Armor:

- **Weapons:**
 - Purple Lightsaber:
 - Effective range: Melee.
 - Strengths: Excels in dueling and high-intensity melee combat, particularly against dark side users.
 - Weaknesses: Requires close proximity to be effective.
- **Armor:**
 - Jedi Master Robes:
 - Lightweight attire designed for agility and Force use.
 - Strengths: Non-restrictive, allowing for maximum mobility and focus.
 - Weaknesses: Offers little physical protection against sustained fire or heavy attacks.

Type of Unit:

- Elite Melee/Force Specialist:
 - Mace Windu combines devastating lightsaber skills with advanced Force abilities, making him a balanced and deadly combatant.

Advantages:

- Master of Vaapad: This unique lightsaber form allows Mace to channel an opponent's aggression and turn it into strength, giving him an edge against Sith and other dark side users.
- Force Powers:
 - **Force Push:** Clears obstacles and enemies, creating openings.
 - **Force Crush:** A devastating attack that can disable or destroy enemies with sheer pressure.
 - **Battle Meditation:** Temporarily enhances the focus and morale of allied units.
- Leadership: As a Jedi General, Mace boosts the coordination and effectiveness of allied forces, particularly Clone Troopers.
- Dueling Expertise: His combat skills make him highly effective in one-on-one engagements with other lightsaber users.

Disadvantages:

- High Priority Target: As a powerful Jedi, Mace is often a primary focus for enemy forces.
- Limited Range: Without a ranged weapon, he relies on Force powers or allies to engage distant threats.
- Costly: At \$4, Mace is a significant investment that requires proper support to maximize his impact.

Best Pairings:

- 10 Clone Troopers (\$0.50 Tier): Mace's leadership and Force abilities enhance their effectiveness in combat, creating a cohesive and deadly unit.
- Yoda (\$5 Tier): Their combined wisdom and combat skills form an unparalleled Jedi duo capable of overwhelming any opposition.
- Ahsoka Tano (\$4 Tier): Their agility and complementary combat styles make for a dynamic and versatile team.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt Mace's disciplined and calculated approach to combat.
- Droidekas (\$1 Tier): Their static and shield-based combat style contrasts with Mace's dynamic and aggressive tactics.
- Wicket (\$1 Tier): Lacks synergy with Mace's refined and focused combat style.

Best Utilized For:

- **Dueling and Assassination:** Engage high-value enemy leaders or Sith in direct combat, leveraging his mastery of Vaapad.
- **Leadership Role:** Position Mace to lead allied forces, using his tactical brilliance and Force powers to dominate the battlefield.
- **Morale and Support:** Use his Battle Meditation to boost the focus and performance of allied units in critical moments.

Qui-Gon Jinn

Description:

- Qui-Gon Jinn is a wise and unconventional Jedi Master known for his deep connection to the living Force and his independent approach to Jedi teachings. A skilled lightsaber duelist and insightful tactician, Qui-Gon values compassion and intuition over strict adherence to Jedi orthodoxy. His calm demeanor and strength in battle make him a powerful and inspiring presence on the battlefield.

Introduced:

- Qui-Gon Jinn was introduced in *Star Wars: Episode I – The Phantom Menace*, where he played a pivotal role in discovering Anakin Skywalker and guiding Obi-Wan Kenobi as his Padawan.

Weapons and Armor:

- **Weapons:**
 - Green Lightsaber:
 - Effective range: Melee.
 - Strengths: Versatile and balanced, capable of adapting to both offensive and defensive combat scenarios.
 - Weaknesses: Requires close proximity to engage enemies effectively.
- **Armor:**
 - Jedi Master Robes:
 - Lightweight and designed for mobility and connection to the Force.
 - Strengths: Enhances agility and freedom of movement.
 - Weaknesses: Provides little physical protection against blasters or heavy attacks.

Type of Unit:

- Balanced Melee/Force Specialist:
 - Qui-Gon Jinn excels in lightsaber combat and uses the Force to inspire and support his allies while disrupting enemies.

Advantages:

- Force Powers:
 - **Force Push:** Clears obstacles or enemies, opening opportunities for attack or defense.
 - **Force Sense:** Enhances his awareness of the battlefield, allowing for quick reactions and tactical decisions.
 - **Force Meditation:** Temporarily calms and strengthens allies, improving focus and morale.
- Leadership and Inspiration: His wisdom and compassion boost the morale and effectiveness of allied units.
- Balanced Combat: Qui-Gon's lightsaber style is adaptable, making him effective against both melee opponents and ranged attackers.
- Strategic Insight: His ability to read the flow of battle allows him to react to changing conditions and support his team effectively.

Disadvantages:

- Fragility: Without armor, Qui-Gon is vulnerable to sustained ranged attacks or heavy fire.
- High Priority Target: As a Jedi Master, he often draws focused fire from enemies.
- Costly: At \$4, Qui-Gon requires effective use and support to maximize his potential.

Best Pairings:

- Obi-Wan Kenobi (\$4 Tier): Their master-apprentice bond creates unmatched synergy, with Qui-Gon's wisdom complementing Obi-Wan's defensive expertise.
- 10 Rebel Troopers (\$0.50 Tier): Qui-Gon's leadership and Force powers enhance the effectiveness and cohesion of standard infantry.
- Yoda (\$5 Tier): Together, their mastery of the Force and wisdom create a powerful and inspirational team capable of dominating the battlefield.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic behavior disrupts Qui-Gon's calm and measured approach to combat.
- Droidekas (\$1 Tier): Their static and shield-based combat style contrasts with Qui-Gon's mobile and balanced tactics.
- Wicket (\$1 Tier): Lacks synergy with Qui-Gon's refined and disciplined combat style.

Best Utilized For:

- **Dueling and Leadership:** Engage high-value targets or lead allied units with his balanced combat style and tactical insight.
- **Support Role:** Use his Force powers to boost the morale and focus of allies in critical moments.
- **Dynamic Combat:** Leverage his adaptability to respond to both melee threats and ranged attackers effectively.

Obi-Wan Kenobi

Description:

- Obi-Wan Kenobi is one of the most skilled and respected Jedi in the galaxy, known for his mastery of defensive lightsaber combat and unwavering dedication to the Jedi Code. A master of Form III (Soresu), Obi-Wan is an expert at deflecting blaster fire and outlasting opponents in duels. His wisdom, tactical mind, and connection to the Force make him an inspirational leader and a stalwart defender of the light side.

Introduced:

- Obi-Wan Kenobi was first introduced in *Star Wars: Episode IV – A New Hope* as a wise mentor and expanded upon in the prequel trilogy and *Star Wars: The Clone Wars*, showcasing his evolution as a Jedi Knight, General, and Master.

Weapons and Armor:

- **Weapons:**
 - Blue Lightsaber:
 - Effective range: Melee.
 - Strengths: Highly effective in defensive engagements and one-on-one duels.
 - Weaknesses: Requires close proximity to be effective.
- **Armor:**
 - Jedi General Attire:
 - Lightweight robes designed for mobility during combat.
 - Strengths: Allows for agility and efficient use of the Force.
 - Weaknesses: Provides minimal protection against sustained blaster fire or heavy attacks.

Type of Unit:

- Defensive Melee/Force Specialist:
 - Obi-Wan excels in countering enemy attacks and protecting his allies, making him a balanced and strategic combatant.

Advantages:

- Mastery of Defense: Form III makes Obi-Wan a nearly impenetrable force in duels and against blaster fire.
- Force Powers:
 - **Force Push:** Clears obstacles and enemies, creating opportunities for attack or defense.
 - **Mind Trick:** Temporarily manipulates weak-willed enemies, causing confusion or hesitation.
 - **Battle Meditation:** Boosts morale and focus among allied units.
- Leadership: As a Jedi General, Obi-Wan enhances the discipline and effectiveness of allied forces, particularly Clone Troopers.
- Tactical Expertise: His calm demeanor and sharp mind allow him to outmaneuver and outthink opponents.

Disadvantages:

- Limited Offensive Range: Without a ranged weapon, Obi-Wan must rely on allies or Force powers to engage distant enemies.
- High Priority Target: As a prominent Jedi, Obi-Wan often becomes the focus of enemy fire.
- Costly: At \$4, Obi-Wan is an investment that requires a well-coordinated team to maximize his potential.

Best Pairings:

- Anakin Skywalker (\$4 Tier): Their close bond and complementary fighting styles make them an incredibly effective duo.
- 10 Clone Troopers (\$0.50 Tier): Obi-Wan's leadership and defensive skills significantly enhance the effectiveness of Clone Troopers in battle.
- Ahsoka Tano (\$4 Tier): Their shared Jedi training and combat expertise form a balanced and dynamic team.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable nature disrupts Obi-Wan's disciplined and tactical approach.
- Droidekas (\$1 Tier): Their stationary combat style contrasts with Obi-Wan's dynamic and adaptive tactics.
- Wicket (\$1 Tier): Lacks synergy with Obi-Wan's refined and strategic combat style.

Best Utilized For:

- **Defensive Operations:** Position Obi-Wan to hold key locations or shield allies with his defensive combat style.
- **Dueling and Counterattacks:** Engage high-value melee opponents where his defensive mastery can outlast and defeat them.
- **Leadership Role:** Pair Obi-Wan with infantry units to boost their performance and maintain battlefield cohesion.

Luke Skywalker

Description:

- Luke Skywalker is one of the most iconic Jedi in the galaxy, representing the hope and resilience of the Rebel Alliance. A master of lightsaber combat and the Force, Luke combines agility, wisdom, and sheer determination to overcome his enemies. His balanced fighting style and strong leadership make him a versatile and powerful asset on the battlefield, capable of inspiring allies and defeating even the most formidable foes.

Introduced:

- Luke Skywalker was introduced in *Star Wars: Episode IV – A New Hope* and is the central figure in the original trilogy, evolving from a farm boy on Tatooine to a powerful Jedi Knight and leader of the New Republic.

Weapons and Armor:

- **Weapons:**
 - Green Lightsaber (Post-*Return of the Jedi*) or Blue Lightsaber (Pre-*Empire Strikes Back*):
 - Effective range: Melee.
 - Strengths: Highly effective in both defensive and offensive combat scenarios.
 - Weaknesses: Limited to close-range engagements.
- **Armor:**
 - Jedi Attire or Rebel Pilot Gear:
 - Lightweight and optimized for agility and mobility.
 - Strengths: Non-restrictive, enhancing lightsaber combat and Force use.
 - Weaknesses: Provides little physical protection against blaster fire or heavy attacks.

Type of Unit:

- Balanced Melee/Force Specialist and Leader:
 - Luke excels in lightsaber combat, Force mastery, and inspiring allies, making him a versatile and impactful unit.

Advantages:

- Mastery of the Force:
 - **Force Push:** Clears obstacles and enemies, creating opportunities for attack or defense.
 - **Force Pull:** Disarms enemies or pulls objects, disrupting enemy strategies.
 - **Jedi Mind Trick:** Temporarily manipulates weak-willed opponents, causing hesitation or confusion.
 - **Battle Meditation:** Boosts the morale, focus, and effectiveness of allied units.
- Dueling Expertise: Luke's balanced combat style allows him to handle melee threats with precision and adaptability.
- Leadership: As a symbol of hope, Luke inspires allies, enhancing their performance and resilience in battle.
- Versatility: Effective in both offensive and defensive roles, with the ability to adapt to changing battlefield conditions.

Disadvantages:

- High Priority Target: As a key Rebel figure and Jedi, Luke is often the primary focus of enemy fire.
- Limited Area Damage: While versatile, Luke's abilities are focused on precision and single-target engagements rather than crowd control.
- Costly: At \$4, Luke requires strategic deployment and support to maximize his effectiveness.

Best Pairings:

- Han Solo (\$2 Tier): Their bond and complementary skills create a dynamic duo, with Han covering ranged engagements while Luke dominates melee combat.
- 10 Rebel Troopers (\$0.50 Tier): Luke's leadership and Force abilities significantly enhance the cohesion and performance of Rebel infantry.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior disrupts Luke's focused and disciplined combat style.
- Droidekas (\$1 Tier): Their static and shield-based tactics clash with Luke's dynamic and adaptive fighting methods.
- Nihil Pirate Marauders (\$0.50 Tier): Their reckless and undisciplined nature contrasts with Luke's leadership and strategic mindset.

Best Utilized For:

- **Dueling and Leadership:** Engage high-value targets in lightsaber combat while inspiring allied units with his presence and Force abilities.
- **Frontline Command:** Position Luke to lead Rebel forces, using his balanced combat style to counter threats and maintain cohesion.
- **Adaptable Support:** Leverage Luke's versatility to respond to both melee and ranged threats, ensuring battlefield flexibility.

Ahsoka Tano

Description:

- Ahsoka Tano is a skilled and agile former Jedi Padawan who fights with determination, independence, and tactical brilliance. Wielding dual lightsabers, she excels in acrobatic combat, using her speed and agility to outmaneuver opponents. Her deep connection to the Force and unwavering sense of justice make her a versatile and inspiring figure on the battlefield.

Introduced:

- Ahsoka Tano was introduced in *Star Wars: The Clone Wars* as Anakin Skywalker's Padawan, later growing into a key figure in the Rebel Alliance and beyond in *Star Wars Rebels* and *The Mandalorian*.

Weapons and Armor:

- **Weapons:**
 - Dual Lightsabers (Green and Yellow-White, depending on the timeline):
 - Effective range: Melee.
 - Strengths: Exceptional for fast-paced combat and dueling, allowing for fluid offensive and defensive techniques.
 - Weaknesses: Requires close proximity for effectiveness.
- **Armor:**
 - Combat Tunic:
 - Lightweight and optimized for agility and Force use.
 - Strengths: Enhances mobility and acrobatics.
 - Weaknesses: Offers minimal physical protection against sustained fire or heavy attacks.

Type of Unit:

- Agile Melee/Force Specialist:
 - Ahsoka thrives in dynamic combat, using her agility, dual lightsabers, and Force abilities to dominate and inspire allies.

Advantages:

- Mastery of Dual-Wield Combat: Her dual lightsabers make her highly effective in duels and against multiple opponents.
- Force Powers:
 - **Force Push:** Clears obstacles and enemies, creating space for movement or attack.
 - **Force Leap:** Enhances mobility for rapid repositioning or evasive maneuvers.
 - **Force Deflect:** Redirects blaster fire with precision, protecting herself and allies.
- High Mobility: Ahsoka's agility and acrobatics make her difficult to target and highly effective in fast-paced combat.
- Inspirational Presence: Her determination and resilience boost the morale and focus of allied units.

Disadvantages:

- Limited Durability: Without heavy armor, Ahsoka is vulnerable to sustained ranged attacks or concentrated fire.
- High Priority Target: As a Force-sensitive warrior, Ahsoka often becomes the focus of enemy fire.
- Costly: At \$4, Ahsoka requires strategic deployment to maximize her impact on the battlefield.

Best Pairings:

- Anakin Skywalker (\$4 Tier): Their master-apprentice bond creates unmatched synergy, with complementary fighting styles that overwhelm enemies.

- Ezra Bridger (\$3 Tier): Together, their agility and shared Jedi training make for a versatile and adaptive duo.
- 10 Rebel Troopers (\$0.50 Tier): Ahsoka's leadership and combat abilities enhance the performance and survivability of Rebel infantry.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt Ahsoka's precise and disciplined combat style.
- Droidekas (\$1 Tier): Their static, shield-based combat clashes with Ahsoka's dynamic and mobile approach.
- Wicket (\$1 Tier): Lacks synergy with Ahsoka's refined and strategic combat methods.

Best Utilized For:

- **Dueling and Assassination:** Engage high-value targets or enemy leaders in melee combat, leveraging her dual lightsabers and agility.
- **Flanking and Disruption:** Use Ahsoka's mobility and Force powers to attack from unexpected angles and disrupt enemy formations.
- **Leadership Role:** Position her to inspire and protect allied units, particularly in high-intensity engagements.

Rey Skywalker

Description:

- Rey Skywalker is a powerful Jedi who rose from humble beginnings as a scavenger on Jakku to become the savior of the galaxy. With exceptional lightsaber skills, a deep connection to the Force, and unparalleled resilience, Rey excels as a versatile combatant capable of adapting to any battlefield scenario. Her balance of offensive and defensive capabilities, combined with her inspirational presence, makes her a vital leader and warrior.

Introduced:

- Rey was introduced in *Star Wars: Episode VII – The Force Awakens* and completed her journey in *Star Wars: Episode IX – The Rise of Skywalker*, where she embraced her Jedi destiny.

Weapons and Armor:

- **Weapons:**
 - Yellow-Bladed Lightsaber (Post-*Rise of Skywalker*) or Blue-Bladed (During the Trilogy):
 - Effective range: Melee.
 - Strengths: Versatile and balanced, capable of precision strikes and defensive maneuvers.
 - Weaknesses: Limited to close-range combat.
 - Quarterstaff (Optional):
 - Effective range: Melee.
 - Strengths: Useful for non-lethal combat or unarmed opponents.
 - Weaknesses: Outclassed by lightsabers in most scenarios.
- **Armor:**
 - Scavenger Tunic or Jedi Robes:
 - Designed for agility and flexibility.
 - Strengths: Lightweight and non-restrictive, enhancing acrobatics and Force use.
 - Weaknesses: Offers little physical protection against sustained blaster fire or heavy attacks.

Type of Unit:

- Balanced Melee/Force Specialist and Leader:
 - Rey combines lightsaber prowess with powerful Force abilities to lead and protect her allies while confronting the most dangerous foes.

Advantages:

- Strong Force Connection:
 - **Force Push:** Clears enemies and obstacles, opening opportunities for attack or defense.
 - **Force Healing:** Restores health to herself or allies, extending survivability in prolonged battles.
 - **Force Lightning Resistance:** Her control over the Force makes her resilient to dark side attacks like Force Lightning.
 - **Battle Meditation:** Temporarily boosts the morale and focus of allied units.
- Adaptability: Rey's combat style is effective against both single opponents and groups, allowing her to adapt to changing battlefield conditions.
- Inspirational Presence: Rey's resilience and heroism inspire allies, improving their performance in combat.
- Dueling Expertise: Her lightsaber combat skills allow her to engage and defeat even the most skilled melee opponents.

Disadvantages:

- **High Priority Target:** As a Jedi and the focal point of the Resistance, Rey is often the primary focus of enemy fire.
- **Limited Durability:** Without armor, she is vulnerable to sustained ranged attacks or concentrated firepower.
- **Costly:** At \$4, Rey requires careful deployment and support to maximize her effectiveness.

Best Pairings:

- **Finn (\$2 Tier):** Their bond and complementary skills create a dynamic duo, with Finn providing tactical support while Rey leads offensively.
- **10 Rebel Troopers (\$0.50 Tier):** Rey's leadership and Force abilities enhance the cohesion and performance of standard infantry.

Worst Pairings:

- **Jar Jar Binks (\$1 Tier):** His chaotic and unpredictable nature disrupts Rey's focused and disciplined combat style.
- **Droidekas (\$1 Tier):** Their static, shield-dependent tactics don't align with Rey's dynamic and adaptive approach.
- **Nihil Pirate Marauders (\$0.50 Tier):** Their reckless and undisciplined nature contrasts with Rey's inspirational leadership and strategic methods.

Best Utilized For:

- **Dueling and Leadership:** Engage high-value targets in lightsaber combat while inspiring and coordinating allied units.
- **Support Role:** Use Force Healing and Battle Meditation to sustain and enhance the effectiveness of her team.
- **Adaptable Combat:** Leverage Rey's versatility to respond to both melee and ranged threats, ensuring battlefield flexibility.

Kylo Ren

Description:

- Kylo Ren, also known as Ben Solo, is a conflicted but powerful dark side Force user who serves as Supreme Leader of the First Order. Combining his raw strength, volatile emotions, and mastery of the Force, Kylo is a devastating duelist and battlefield presence. His signature crossguard lightsaber and ruthless combat style make him a formidable opponent, capable of overwhelming even the most skilled adversaries.

Introduced:

- Kylo Ren was introduced in *Star Wars: Episode VII – The Force Awakens* as a primary antagonist, with his complex arc explored throughout the sequel trilogy.

Weapons and Armor:

- **Weapons:**
 - Crossguard Red Lightsaber:
 - Effective range: Melee.
 - Strengths: The unstable blade deals devastating damage and adds defensive utility with its crossguard vents.
 - Weaknesses: Requires close proximity and aggressive tactics to be effective.
- **Armor:**
 - First Order Combat Armor (Helmet Optional):
 - Designed for durability while retaining agility.
 - Strengths: Provides moderate protection against blaster fire and physical strikes.
 - Weaknesses: Vulnerable to sustained heavy fire or Force-based attacks.

Type of Unit:

- **Aggressive Melee/Force Specialist:**
 - Kylo Ren thrives in close combat and uses his dark side powers to dominate the battlefield and disrupt his enemies.

Advantages:

- **Powerful Force Abilities:**
 - **Force Freeze:** Temporarily immobilizes enemies, rendering them vulnerable.
 - **Force Pull:** Disarms or drags enemies closer, disrupting their positioning.
 - **Force Rage:** Enhances Kylo's strength and durability during combat, making him even deadlier.
- **High Damage Output:** His lightsaber and aggressive combat style allow him to deal significant damage in melee engagements.

- Psychological Impact: Kylo's intimidating presence and volatile nature can demoralize enemies.
- Leadership: As Supreme Leader, Kylo enhances the effectiveness and cohesion of First Order forces.

Disadvantages:

- Unstable Nature: His emotional volatility can lead to reckless decisions in battle.
- Limited Range: Without a ranged weapon, Kylo struggles to engage opponents who maintain distance.
- High Priority Target: As a Sith-aligned figure and key leader, Kylo often becomes the focus of concentrated enemy fire.

Best Pairings:

- First Order Praetorian Guards (\$3 Tier): Their melee expertise complements Kylo's aggressive fighting style, creating an unstoppable frontline.
- General Hux (\$1 Tier): Hux's tactical coordination balances Kylo's raw aggression, enhancing First Order unit effectiveness.
- 10 First Order Troopers (\$0.50 Tier): Provide covering fire and absorb damage while Kylo engages high-value targets in melee.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable antics disrupt Kylo's focused and aggressive combat style.
- Rebel Troopers (\$0.50 Tier): Their allegiance and tactics clash with Kylo's dark side alignment.
- Droidekas (\$1 Tier): Their static, shield-based combat style doesn't align with Kylo's mobile and aggressive approach.

Best Utilized For:

- **Dueling and Assassination:** Target high-value enemy leaders or Jedi, leveraging his lightsaber and Force powers to dominate.
- **Frontline Assault:** Use Kylo's durability and aggressive combat style to break enemy lines and sow chaos.
- **Leadership Role:** Position Kylo with First Order units to inspire and coordinate attacks while leading from the front.

Darth Maul

● Description:

- Darth Maul is a ruthless Sith Lord and master of the dark side, known for his acrobatics, ferocity, and distinctive double-bladed lightsaber. Once the apprentice of Darth Sidious, Maul's survival after his defeat by Obi-Wan Kenobi turned him into a vengeful and cunning force in the galaxy. His agility, combat expertise, and dark side powers make him a devastating melee combatant and a relentless adversary.

● Introduced:

- Darth Maul made his debut in *Star Wars: Episode I – The Phantom Menace* and later returned in *Star Wars: The Clone Wars* and *Star Wars Rebels*, where his story as a Sith Lord and crime lord was further explored.

● Weapons and Armor:

○ Weapons:

■ Double-Bladed Red Lightsaber:

- Effective range: Melee.
- Strengths: Ideal for crowd control and dueling, capable of striking multiple enemies in swift, sweeping motions.
- Weaknesses: Requires skillful handling and exposes Maul to attacks when transitioning between offensive and defensive maneuvers.

○ Armor:

■ Sith Robes and Cybernetic Legs (Post-*The Phantom Menace*):

- Designed for mobility and agility.
- Strengths: Enhances Maul's speed and leaping abilities.
- Weaknesses: Cybernetics are durable but susceptible to precision strikes or Force-based attacks.

● Type of Unit:

- Agile Melee/Force Specialist:

- Maul excels in high-speed, high-intensity combat, combining his acrobatics, lightsaber skills, and Force abilities to overwhelm his enemies.

- **Advantages:**
 - Mastery of Lightsaber Combat: His double-bladed lightsaber and Form VII combat style make him a fearsome duelist.
 - Force Powers:
 - **Force Push:** Clears obstacles and enemies, creating opportunities for attack or movement.
 - **Force Choke:** Immobilizes and damages a single enemy, neutralizing key threats.
 - **Force Leap:** Enhances mobility for rapid positioning or evasive maneuvers.
 - High Mobility: Maul's speed and acrobatics make him hard to target and capable of executing ambushes or flanking maneuvers.
 - Psychological Intimidation: His Sith presence and ruthlessness demoralize and disrupt enemy cohesion.
- **Disadvantages:**
 - Fragility: Without heavy armor, Maul is vulnerable to sustained ranged attacks or overwhelming firepower.
 - Limited Range: Maul relies on Force powers or allies to engage enemies at a distance.
 - High Priority Target: As a Sith Lord, he often becomes the primary focus of enemy fire.
- **Best Pairings:**
 - Savage Opress (\$3 Tier): Their bond as brothers creates devastating synergy, with Savage's brute strength complementing Maul's agility and precision.
 - Droidekas (\$1 Tier): Their suppressive fire and shields allow Maul to close the distance and focus on melee combat.
 - 10 B1 Battle Droids (\$0.50 Tier): Provide distractions, drawing enemy fire while Maul eliminates high-value targets.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His chaotic and disruptive nature clashes with Maul's focused and aggressive combat style.
 - Wicket (\$1 Tier): Primitive tactics and lack of synergy make this pairing ineffective.
 - Rebel Troopers (\$0.50 Tier): Their allegiances and tactics are fundamentally incompatible with Maul's Sith alignment.
- **Best Utilized For:**
 - **Dueling and Assassination:** Use Maul to engage Jedi or other high-value targets, leveraging his lightsaber skills and Force powers.
 - **Ambush and Disruption:** Deploy Maul to strike from unexpected angles, sowing chaos and breaking enemy formations.
 - **Crowd Control:** Utilize his double-bladed lightsaber and acrobatics to manage groups of enemies in melee combat.

Cad Bane

Description:

- Cad Bane is a notorious and cunning Duros bounty hunter, renowned for his precision, gadgets, and ability to outthink even Jedi. With years of experience working for the galaxy's most dangerous clients, Bane combines lethal ranged combat skills with advanced technology to dominate the battlefield. His ruthless and pragmatic approach makes him one of the deadliest mercenaries in the galaxy.

Introduced:

- Cad Bane debuted in *Star Wars: The Clone Wars*, where he became a recurring antagonist known for his work with the Separatists, crime syndicates, and other clients willing to pay his high price.

Weapons and Armor:

- **Weapons:**
 - Dual LL-30 Blaster Pistols:
 - Effective range: Short to medium.
 - Strengths: High accuracy, rapid fire, and perfect for quick-draw engagements.
 - Weaknesses: Limited effectiveness against heavily armored opponents.
 - Wrist Flamethrower:
 - Effective range: Short.
 - Strengths: Ideal for crowd control or flushing enemies out of cover.
 - Weaknesses: Limited fuel capacity.
- **Armor:**
 - Modified Bounty Hunter Outfit:

- Includes reinforced clothing, wrist-mounted tools, and protective gear.
- Strengths: Lightweight and optimized for agility and stealth.
- Weaknesses: Minimal protection against sustained fire or heavy attacks.

Type of Unit:

- Ranged Combatant/Tech Specialist:
 - Cad Bane excels in ranged engagements and uses his array of gadgets to control and disrupt the battlefield.

Advantages:

- Lethal Ranged Combat: His LL-30 pistols and precision make him a formidable opponent in gunfights.
- Advanced Gadgets:
 - **Jet Boots:** Enhance mobility, allowing him to reach high ground or evade threats quickly.
 - **Stun Cables:** Immobilize enemies, disrupting their movements.
 - **Smoke Grenades:** Create cover for tactical repositioning or ambushes.
- Tactical Expertise: Bane's experience and cunning allow him to adapt to changing battlefield conditions and outsmart his opponents.
- Versatility: Combines ranged firepower with close-range gadgets for dynamic and adaptive combat.

Disadvantages:

- Fragility: Lacks heavy armor, making him vulnerable to sustained attacks or explosives.
- Close-Range Weakness: Relies on gadgets and pistols, struggling in prolonged melee engagements against lightsaber users or strong melee combatants.
- High Priority Target: As a notorious bounty hunter, he often draws enemy fire.

Best Pairings:

- IG-11 (\$2 Tier): Provides durable firepower and draws enemy attention, allowing Bane to operate more freely.
- 10 Stormtroopers (\$0.50 Tier): Act as a distraction or defensive screen, enabling Bane to focus on precise eliminations.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic behavior disrupts Cad Bane's calculated and tactical approach.
- Droidekas (\$1 Tier): Their stationary, shield-based combat doesn't align with Bane's mobile and adaptive fighting style.
- Wicket (\$1 Tier): Lacks synergy with Bane's tech-heavy and strategic combat methods.

Best Utilized For:

- **Assassination and Ambush:** Use Bane's precision and gadgets to eliminate high-value targets or ambush unsuspecting enemies.
- **Tactical Disruption:** Deploy him to disable or confuse enemy forces with his gadgets and advanced weaponry.
- **Skirmishing and Harassment:** Leverage his mobility and ranged skills to harass enemy units while avoiding prolonged engagements.

Anakin Skywalker

Description:

- Anakin Skywalker is a Jedi Knight of immense power, often referred to as the Chosen One destined to bring balance to the Force. Known for his incredible lightsaber skills, unparalleled piloting ability, and mastery of the Force, Anakin excels as a frontline combatant and leader. However, his brashness and emotional nature make him both a potent ally and a dangerous liability in battle.

Introduced:

- Anakin Skywalker was introduced in *Star Wars: Episode I – The Phantom Menace* as a young prodigy, with his journey as a Jedi and eventual fall to the dark side chronicled throughout the prequel trilogy.

Weapons and Armor:

- **Weapons:**
 - Blue Lightsaber:
 - Effective range: Melee.
 - Strengths: Deadly in duels and against multiple opponents, combining offense and defense seamlessly.
 - Weaknesses: Requires close proximity for effectiveness.

- **Armor:**
 - Jedi General Attire:
 - Designed for mobility and battlefield leadership.
 - Strengths: Enhances agility and unrestrictive for Force use.
 - Weaknesses: Minimal protection against sustained blaster fire or heavy attacks.

Type of Unit:

- Offensive Melee/Force Specialist and Leader:
 - Anakin thrives in aggressive combat and excels in leading Clone Troopers to victory through sheer power and tactical brilliance.

Advantages:

- Exceptional Combat Prowess: Anakin's lightsaber skills, honed through countless battles, make him a fearsome duelist and melee combatant.
- Force Abilities:
 - **Force Push:** Clears multiple enemies or obstacles.
 - **Force Choke** (Dark Side Fluctuations): Disrupts and incapacitates individual targets.
 - **Force Leap:** Grants incredible mobility for rapid engagement or evasion.
- Leadership: As a Jedi General, Anakin inspires and enhances the effectiveness of allied units, particularly Clone Troopers.
- Piloting Expertise (Narrative Bonus): Can dominate in aerial combat or vehicular warfare if a scenario allows for it.

Disadvantages:

- Emotional Volatility: Anakin's impulsiveness can lead to reckless decisions that may jeopardize his team.
- High Priority Target: As the Chosen One and a powerful Jedi, he often becomes the focus of enemy fire.
- Costly: At \$4, Anakin is a major investment that requires proper support to maximize his potential.

Best Pairings:

- Obi-Wan Kenobi (\$4 Tier): Their bond and complementary fighting styles make them a nearly unstoppable duo, balancing aggression and defense.
- 10 Clone Troopers (\$0.50 Tier): Anakin's leadership and combat skills enhance their performance, creating a cohesive and effective frontline force.
- Ahsoka Tano (\$4 Tier): Their shared training and synergy create a dynamic and versatile team capable of adapting to any threat.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior undermines Anakin's calculated aggression.
- Droidekas (\$1 Tier): Their stationary combat style contrasts with Anakin's need for mobility and dynamic engagement.
- Rebel Troopers (\$0.50 Tier): Their allegiance and tactical style clash with Anakin's focus on Clone Trooper synergy.

Best Utilized For:

- **Frontline Combat:** Deploy Anakin to engage and dismantle enemy formations with his lightsaber and Force powers.
- **Leadership Role:** Position him to lead allied forces, using his tactical brilliance and commanding presence to dominate the battlefield.
- **Dueling and Assassination:** Target high-value enemies, such as Sith Lords or Jedi, where his combat prowess can shine.

Plo Koon

Description:

- Plo Koon is a wise and powerful Jedi Master who serves on the Jedi High Council. Renowned for his mastery of the Force and calm demeanor, Plo Koon is a skilled combatant and tactician who values justice and compassion. His unique abilities, such as Force Judgment, and his role as a leader make him a versatile and inspiring presence on the battlefield.

Introduced:

- Plo Koon was first introduced in *Star Wars: Episode I – The Phantom Menace* as a member of the Jedi Council. His character was further expanded in *Star Wars: The Clone Wars*, showcasing his leadership and relationship with Clone Troopers.

Weapons and Armor:

- **Weapons:**
 - Blue Lightsaber:
 - Effective range: Melee.
 - Strengths: Balanced for both offensive and defensive combat, ideal for dueling and deflecting blaster fire.
 - Weaknesses: Limited to close-range engagements.
- **Armor:**
 - Jedi General Attire and Protective Breathing Mask:
 - Designed for mobility and battlefield command, with his mask allowing survival in hazardous environments.
 - Strengths: Enhances agility and provides utility in adverse conditions.
 - Weaknesses: Offers minimal physical protection against heavy attacks or sustained blaster fire.

Type of Unit:

- Balanced Melee/Force Specialist and Leader:
 - Plo Koon excels in close combat, Force-based support, and inspiring allied units with his leadership and calm authority.

Advantages:

- Unique Force Abilities:
 - **Force Judgment:** A light side variation of Force Lightning, capable of disorienting and damaging enemies at range.
 - **Force Push:** Clears obstacles and enemies, creating tactical opportunities.
 - **Force Sense:** Enhances his awareness of battlefield dynamics, improving reactions and coordination.
- Leadership: As a Jedi General, Plo Koon inspires and enhances the cohesion and morale of Clone Troopers.
- Balanced Combat Style: His lightsaber skills and Force abilities make him adaptable to both offensive and defensive roles.
- Utility: His breathing mask allows him to operate in environments hazardous to others, providing a unique advantage in certain scenarios.

Disadvantages:

- Limited Durability: Without heavy armor, Plo Koon is vulnerable to concentrated fire or heavy attacks.
- High Priority Target: As a Jedi Master, he is often a focal point for enemy aggression.
- Costly: At \$4, Plo Koon requires strategic deployment and effective support to maximize his impact.

Best Pairings:

- 10 Clone Troopers (\$0.50 Tier): Plo Koon's leadership and Force powers significantly enhance their performance and survivability.
- Ahsoka Tano (\$4 Tier): Their shared Jedi training and agility make for an adaptive and effective team.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior disrupts Plo Koon's calm and disciplined tactics.
- Droidekas (\$1 Tier): Their static combat style contrasts with Plo Koon's dynamic and adaptable approach.
- Wicket (\$1 Tier): Lacks synergy with Plo Koon's refined and tactical combat style.

Best Utilized For:

- **Support and Leadership:** Use Plo Koon to lead allied units, providing tactical coordination and Force-based assistance.
- **Defensive Operations:** Position him to hold key locations or shield allies with his lightsaber and Force powers.
- **Adaptable Combat:** Deploy him in roles requiring flexibility, whether engaging high-value targets or supporting the frontlines.

Rancor

- **Description:**
 - The Rancor is a towering, ferocious predator native to the planet Dathomir, renowned for its raw power and terrifying presence. With its immense size, thick hide, and deadly claws, the Rancor is a devastating melee unit capable of tearing through infantry and smaller vehicles with ease. Its primal instincts and sheer brutality make it a force to be reckoned with, though its lack of ranged attacks limits its tactical versatility.
- **Introduced:**
 - The Rancor first appeared in *Star Wars: Episode VI – Return of the Jedi* as the pet of Jabba the Hutt, used to execute prisoners in his palace on Tatooine.
- **Weapons and Armor:**
 - **Weapons:**

- Torban Buck

over combat. When forced into battle, however, his immense strength and mastery of the Force make him a formidable opponent capable of defending himself and others.

- **Introduced:**
 - Torban Buck appears in *Star Wars: The High Republic*, a series set hundreds of years before the Skywalker saga, where he serves as a Jedi Knight during the golden age of the Jedi Order.
- **Weapons and Armor:**
 - **Weapons:**
 - **Green Lightsaber:**
 - Effective range: Melee.
 - Strengths: A versatile weapon, capable of both offense and defense in close combat.
 - Weaknesses: Requires close proximity to engage enemies effectively.
 - **Armor:**
 - **Jedi Robes:**
 - Designed for mobility and connection to the Force.
 - Strengths: Lightweight and non-restrictive, allowing full use of his strength and Force abilities.
 - Weaknesses: Offers minimal protection against sustained fire or heavy attacks.
- **Type of Unit:**
 - Healer/Support Melee Specialist:
 - Torban excels in battlefield healing and defense, supporting allies while defending key positions.
- **Advantages:**
 - Force Abilities:
 - **Force Healing:** Allows Torban to restore health to injured allies, extending their survivability in prolonged engagements.
 - **Force Push:** Clears obstacles and enemies, creating space for healing or defensive actions.
 - **Enhanced Strength:** Uses the Force to amplify his physical power, making him a capable melee combatant.
 - Healer Role: As a dedicated medic, Torban can sustain a team during battle, ensuring their effectiveness and longevity.
 - Psychological Impact: His nickname and imposing stature create a morale boost for allies and intimidation for enemies.
 - Durability: His natural Kessurian physiology gives him above-average toughness, allowing him to withstand more damage than other Jedi.
- **Disadvantages:**
 - Limited Offensive Capability: While strong, Torban is primarily a support character, and his combat effectiveness is secondary to his healing abilities.
 - Vulnerable to Concentrated Fire: Without armor, he is susceptible to heavy or sustained ranged attacks.
 - Dependent on Allies: Torban is most effective when paired with combat-focused units, as his abilities shine in a support role.
- **Best Pairings:**
 - 10 Clone Troopers (\$0.50 Tier): Torban's healing significantly enhances their survivability, allowing them to maintain pressure on the enemy.
 - Wookie Fighters (\$0.50 Tier): Their melee aggression complements Torban's defensive and healing abilities, creating a tough frontline.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior disrupts Torban's calm and focused healing role.
 - Droidekas (\$1 Tier): Their static combat style limits the mobility Torban needs to heal and support effectively.
 - Nihil Pirate Marauders (\$0.50 Tier): Their reckless nature and lack of discipline conflict with Torban's protective and controlled approach.
- **Best Utilized For:**
 - **Support and Healing:** Use Torban to sustain allied forces during battle, ensuring they remain effective and resilient.
 - **Defensive Roles:** Position him to protect key objectives while providing healing to nearby allies.

- **Morale Boosting:** Deploy him where his presence can inspire and uplift allied units, keeping them focused and determined.

Saw Gerrera

- **Description:**

- Saw Gerrera is a fierce and uncompromising leader of a Rebel faction, known for his guerrilla tactics and willingness to use extreme measures to combat the Empire. As a seasoned warrior and strategist, Saw combines tactical brilliance with a grim determination, often leading from the front lines. His resourcefulness and ability to adapt to changing battle conditions make him a valuable, though divisive, ally in any engagement.

- **Introduced:**

- Saw Gerrera was first introduced in *Star Wars: The Clone Wars* as a freedom fighter during the Onderon campaign. He later appeared in *Rogue One: A Star Wars Story* and *Star Wars Rebels*, where his radical methods placed him at odds with the Rebel Alliance.

- **Weapons and Armor:**

- **Weapons:**

- **Blaster Rifle:**

- Effective range: Medium.
 - Strengths: Reliable and versatile for both suppression and precision fire.
 - Weaknesses: Lacks the stopping power of heavier weaponry.

- **Thermal Detonators:**

- Effective range: Short to medium.
 - Strengths: Ideal for destroying enemy fortifications or vehicles.
 - Weaknesses: Requires careful use to avoid collateral damage.

- **Armor:**

- **Custom Combat Gear with Respirator:**

- Provides moderate protection and assists with mobility despite his physical injuries.
 - Strengths: Durable enough to withstand light blaster fire, with a respirator ensuring Saw's survival in adverse conditions.
 - Weaknesses: Vulnerable to sustained heavy fire or precision attacks.

- **Type of Unit:**

- Guerrilla Tactician/Ranged Specialist:
 - Saw excels in skirmishes, ambushes, and unconventional warfare, leveraging his tactics and leadership to disrupt enemy forces.

- **Advantages:**

- **Tactical Expertise:** Saw's experience in asymmetric warfare allows him to outmaneuver and overwhelm enemies through superior strategy.
- **Explosive Proficiency:** His use of thermal detonators and other explosive devices makes him highly effective against vehicles and entrenched enemies.
- **Leadership:** Inspires allied units, particularly guerrilla fighters, enhancing their effectiveness and resilience.
- **Morale Disruption:** Saw's brutal methods can demoralize and scatter enemy forces.
- **Adaptive Combatant:** Saw's ability to improvise and adapt to battlefield conditions ensures his utility in varied scenarios.

- **Disadvantages:**

- **Fragility:** Despite his combat gear, Saw's physical condition and injuries make him vulnerable in prolonged engagements.
- **Divisive Presence:** His extreme methods may cause friction with more conventional allies.
- **Limited Melee Combat:** Saw is most effective at range and struggles against dedicated melee combatants.

- **Best Pairings:**

- **Jyn Erso (\$2 Tier):** Their shared history and complementary skills create a dynamic and balanced team.
- **10 Rebel Troopers (\$0.50 Tier):** Saw's leadership enhances their effectiveness in skirmishes and guerrilla-style engagements.

- Sabine Wren (\$2 Tier): Her expertise in explosives and ranged combat pairs well with Saw's tactics, creating a devastating partnership.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His chaotic and uncoordinated behavior disrupts Saw's strategic and methodical approach to combat.
 - Droidekas (\$1 Tier): Their static and shield-based tactics clash with Saw's need for mobility and flexibility.
 - Jedi Units: Saw's willingness to use brutal methods may cause tension with Jedi who prefer restraint and precision.
- **Best Utilized For:**
 - **Ambush and Skirmishes:** Deploy Saw in guerrilla warfare scenarios where his tactics and explosives can disrupt enemy formations.
 - **Objective Disruption:** Use him to destroy enemy fortifications or key objectives with thermal detonators.
 - **Leadership Role:** Pair him with Rebel forces to enhance their effectiveness in unconventional engagements.

TIE Fighter Squad (5)

Description:

- A squadron of five TIE Fighters represents the standard air superiority forces of the Galactic Empire. Fast, maneuverable, and armed with twin laser cannons, TIE Fighters excel in dogfights and harassing enemy ground forces. However, their lack of shields and armor makes them vulnerable to heavy fire and skilled opponents. These iconic starfighters rely on numbers and superior tactics to dominate the skies.

Introduced:

- TIE Fighters were first introduced in *Star Wars: Episode IV – A New Hope* as the Empire's primary starfighters, infamous for their distinctive screeching engine noise and mass-production philosophy.

Weapons and Armor:

- **Weapons:**
 - Twin Laser Cannons:
 - Effective range: Medium.
 - Strengths: Reliable and rapid-firing, ideal for dogfights and strafing runs.
 - Weaknesses: Limited damage against heavily armored targets like capital ships or fortified structures.
- **Armor:**
 - Durasteel Alloy Hull:
 - Designed for minimal weight to maximize speed and maneuverability.
 - Strengths: Lightweight, allowing for exceptional agility.
 - Weaknesses: Offers no shielding and minimal protection against sustained fire or collisions.

Type of Unit:

- **Aerial Assault/Harassment:**
 - TIE Fighter Squadrons excel in dominating airspace, intercepting enemy fighters, and supporting ground operations with strafing runs.

Advantages:

- **High Speed and Agility:** TIE Fighters are incredibly maneuverable, capable of outflanking and outmaneuvering slower enemies.
- **Dogfighting Prowess:** In groups, they can overwhelm enemy starfighters through superior numbers and coordination.
- **Versatility:** Effective in air superiority roles and for providing air support to ground forces.
- **Low Cost:** At \$3 for a squadron of five, they are relatively affordable for their impact in aerial engagements.

Disadvantages:

- **Lack of Shields:** TIE Fighters are highly vulnerable to even minor damage, requiring precise piloting to avoid destruction.
- **Minimal Durability:** Their lightweight design offers little protection against concentrated fire or explosions.
- **Limited Ground Impact:** While useful for strafing runs, TIE Fighters cannot directly capture or hold objectives.

Best Pairings:

- Imperial Super Commandos (\$2 Tier): These elite ground forces complement TIE Fighters, securing objectives while benefiting from air support.
- General Hux (\$1 Tier): His tactical coordination enhances the effectiveness of Imperial units, including TIE Fighters.
- Darth Vader (\$5 Tier): His piloting skills and Force abilities can turn the tide of any aerial engagement when leading a TIE squadron.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and uncoordinated nature is incompatible with the precision tactics required by TIE Fighter Squadrons.
- Wookie Fighters (\$0.50 Tier): Their melee-focused combat offers no synergy with the TIE's aerial harassment role.
- Droidekas (\$1 Tier): Their static and defensive tactics clash with the TIE Fighters' mobile and offensive nature.

Best Utilized For:

- **Air Superiority:** Use the TIE Squadron to engage and eliminate enemy starfighters, maintaining control of the skies.
- **Ground Support:** Deploy them for strafing runs against enemy ground forces, disrupting formations and forcing them to scatter.
- **Intercepting Threats:** Assign the squadron to quickly engage incoming reinforcements or fleeing enemy units.

Admiral Akbar

- **Description:**
 - Admiral Gial Ackbar is a legendary Mon Calamari military leader and tactician, best known for his role in commanding the Rebel fleet during the Battle of Endor. Renowned for his strategic brilliance, Ackbar excels in organizing and leading fleet operations. While not a direct combatant, his presence on the battlefield significantly enhances the coordination and effectiveness of allied forces, making him a vital asset in large-scale engagements.
- **Introduced:**
 - Admiral Ackbar was introduced in *Star Wars: Episode VI – Return of the Jedi*, where his iconic leadership and tactical acumen were on full display.
- **Weapons and Armor:**
 - **Weapons:**
 - Standard-issue Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: Useful for self-defense in close-quarters situations.
 - Weaknesses: Minimal stopping power and limited use in large-scale battles.
 - **Armor:**
 - Mon Calamari Officer Uniform:
 - Primarily ceremonial and designed for mobility.
 - Strengths: Lightweight and allows for freedom of movement.
 - Weaknesses: Offers no real protection against blaster fire or heavy attacks.
- **Type of Unit:**
 - **Tactical Commander/Support Specialist:**
 - Ackbar's primary role is to lead and coordinate allied forces, enhancing their performance and overall strategy.
- **Advantages:**
 - Strategic Expertise: Ackbar's tactical mind allows allied units to move more efficiently and exploit enemy weaknesses.
 - Fleet Coordination: Ideal for scenarios involving starship combat or mixed ground and air forces, where his leadership can shine.
 - Morale Boost: His presence inspires allied forces, improving their cohesion and resolve.
 - Defensive Prowess: Ackbar excels at setting traps and countering enemy advances, ensuring allied forces are prepared for engagements.
- **Disadvantages:**
 - Limited Combat Ability: Ackbar is not a front-line combatant and relies on his allies for direct offensive capabilities.
 - Fragility: Without armor or heavy weaponry, he is vulnerable in direct confrontations.
 - Dependence on Team: Ackbar's strengths are best utilized when paired with strong offensive or defensive units.
- **Best Pairings:**
 - 10 Rebel Troopers (\$0.50 Tier): Ackbar's leadership enhances their coordination, making them more effective in skirmishes and defensive operations.
 - Leia Organa (\$2 Tier): Together, their leadership boosts the morale and effectiveness of allied forces across the battlefield.
- **Worst Pairings:**
 - Jar Jar Binks (\$1 Tier): His chaotic and uncoordinated nature clashes with Ackbar's precise and strategic approach.
 - Droidekas (\$1 Tier): Their stationary and shield-based tactics limit the flexibility Ackbar requires to deploy effective strategies.
 - Sith-Aligned Units: Ackbar's values and leadership style are fundamentally incompatible with Sith allies.
- **Best Utilized For:**
 - Fleet Coordination: In narrative scenarios involving starship combat, Ackbar's leadership is unparalleled, making him a cornerstone of Rebel fleet operations.

- Defensive Strategy: Use Ackbar to set traps or organize retreats, ensuring allied forces maintain the upper hand in engagements.
- Morale and Support: Pair him with Rebel forces to inspire and unify them, maintaining their effectiveness in prolonged battles.

Palpatine

- Description:
 - Emperor Palpatine, also known as Darth Sidious, is the ultimate Sith Master and the architect of the Galactic Empire. With mastery over the dark side of the Force, unparalleled cunning, and a ruthless desire for control, Palpatine is a devastatingly powerful unit. His Force Lightning and manipulation abilities make him a deadly combatant, while his strategic brilliance allows him to dominate and manipulate entire battlefields.
- Introduced:
 - Palpatine was introduced in *Star Wars: Episode V – The Empire Strikes Back*, with his rise to power and Sith identity fully revealed in the prequel trilogy.
- Weapons and Armor:
 - Weapons:
 - The Dark Side of the Force:
 - Force Lightning: Effective at medium range; deals devastating damage to multiple enemies.
 - Force Choke: Immobilizes and damages a single target, ideal for neutralizing high-value enemies.
 - Lightsaber (Pre-Empire):
 - Effective range: Melee.
 - Strengths: Deadly in close combat, capable of dueling Jedi and Sith alike.
 - Weaknesses: Requires proximity and is not his preferred method of attack.
 - Armor:
 - Sith Robes:
 - Designed for movement and concealment.
 - Strengths: Non-restrictive, enhancing agility and Force use.
 - Weaknesses: Offers no real protection against physical attacks or heavy fire.
- Type of Unit:
 - Dark Side Master/Support Specialist:
 - Palpatine excels in offensive Force abilities and battlefield manipulation, disrupting enemies while empowering allies.
- Advantages:
 - Force Mastery:
 - Force Lightning: Capable of wiping out groups of enemies or incapacitating powerful opponents.
 - Mind Control: Temporarily manipulates weaker-willed enemies, turning them against their allies.
 - Force Barrier: Protects himself or allies from incoming attacks.
 - Strategic Brilliance: Palpatine can manipulate the flow of battle, forcing enemies into disadvantageous positions.
 - Battlefield Presence: His mere presence demoralizes enemies and inspires loyalty among allies.
 - Dual Roles: Capable of acting as both a devastating combatant and a tactician, depending on the battlefield needs.
- Disadvantages:
 - Fragility: Without heavy armor, Palpatine is vulnerable to sustained attacks if caught off-guard.
 - Limited Mobility: His reliance on Force powers makes him less agile than more physically adept combatants.
 - High Priority Target: As the Emperor, Palpatine is a focal point for enemy fire and Force-users seeking to destroy the Sith.
- Best Pairings:
 - Darth Vader (\$5 Tier): Their synergy as Master and Apprentice makes them nearly unstoppable, combining Vader's brute strength with Palpatine's Force mastery.
 - 10 Stormtroopers (\$0.50 Tier): Serve as an effective distraction and shield for Palpatine while he uses his Force powers.
 - Imperial Super Commandos (\$2 Tier): Elite soldiers who provide additional firepower and protection for Palpatine.
- Worst Pairings:
 - Jar Jar Binks (\$1 Tier): His chaotic behavior and incompetence clash with Palpatine's calculated and disciplined tactics.
 - Wicket (\$1 Tier): Offers no strategic or combat value to complement Palpatine's dark side abilities.
 - Rebel Units: As sworn enemies of the Empire, they cannot work with Palpatine.
- Best Utilized For:
 - Battlefield Domination: Use Palpatine to crush groups of enemies with Force Lightning and manipulate the battlefield with his dark side powers.
 - Leadership Role: Position him to lead Imperial forces, inspiring loyalty and terror while coordinating devastating attacks.
 - Dueling and Assassination: Engage high-value targets like Jedi or enemy leaders, using his mastery of the Force to overwhelm them.

Yoda

- Description:
 - Yoda is the Grand Master of the Jedi Order and one of the most powerful and wise Force users in the galaxy. Renowned for his mastery of the Force and unparalleled lightsaber skills, Yoda is a small but incredibly agile and deadly combatant. His wisdom, leadership, and connection to the light side make him an inspiring figure on the battlefield, capable of leading allies to victory against overwhelming odds.
- Introduced:
 - Yoda first appeared in *Star Wars: Episode V – The Empire Strikes Back* as a reclusive mentor to Luke Skywalker, with his leadership during the Clone Wars explored in the prequel trilogy and *Star Wars: The Clone Wars*.
- Weapons and Armor:
 - Weapons:
 - Green Lightsaber:
 - Effective range: Melee.
 - Strengths: Deadly in duels and highly effective in deflecting blaster fire.
 - Weaknesses: Requires close proximity for maximum effectiveness.
 - Armor:
 - Jedi Master Robes:
 - Lightweight and optimized for mobility and Force use.
 - Strengths: Non-restrictive, enhancing agility and connection to the Force.
 - Weaknesses: Offers minimal physical protection against sustained blaster fire or heavy attacks.
- Type of Unit:
 - Agile Melee/Force Specialist and Leader:
 - Yoda excels in high-speed, high-impact combat while providing leadership and morale support to allied units.
- Advantages:
 - Mastery of the Force:
 - Force Push: Clears groups of enemies or obstacles, creating opportunities for allies.
 - Force Lift: Manipulates large objects to disrupt enemy formations or create barriers.
 - Force Healing: Restores health to himself or allies, ensuring survivability in prolonged battles.
 - Battle Meditation: Temporarily enhances the morale, focus, and effectiveness of allied units.
 - Lightsaber Prowess: Yoda's agility and combat skill make him nearly unstoppable in duels or melee engagements.
 - Leadership and Inspiration: As Grand Master, Yoda's presence boosts the cohesion and morale of allied forces.
 - Agility: His small size and rapid movements make him difficult to target in combat.
- Disadvantages:
 - High Priority Target: As a key leader of the Jedi and the Republic, Yoda often becomes the focus of enemy fire.
 - Limited Durability: Without armor, he is vulnerable to sustained ranged attacks despite his agility.
 - Costly: At \$5, Yoda is a significant investment that requires careful deployment and strong team synergy to maximize his impact.
- Best Pairings:
 - 10 Clone Troopers (\$0.50 Tier): Yoda's leadership and Force abilities enhance their effectiveness in battle, creating a cohesive and resilient unit.
 - Mace Windu (\$4 Tier): Their combined mastery of the Force and lightsaber combat makes them an unstoppable duo.
 - Ahsoka Tano (\$4 Tier): Their agility and complementary fighting styles form a balanced and adaptive team.
- Worst Pairings:
 - Jar Jar Binks (\$1 Tier): His chaotic antics disrupt Yoda's calm and disciplined approach to combat and leadership.
 - Droidekas (\$1 Tier): Their static combat style contrasts with Yoda's dynamic and mobile tactics.
 - Nihil Pirate Marauders (\$0.50 Tier): Their reckless and undisciplined nature clashes with Yoda's leadership and strategic mindset.
- Best Utilized For:
 - Leadership and Support: Position Yoda to inspire and coordinate allied forces, using his Force abilities to protect and empower his team.
 - Dueling and High-Value Target Elimination: Deploy Yoda to confront Sith or other key enemies, leveraging his agility and combat prowess.
 - Tactical Flexibility: Use Yoda's versatility to respond to both melee and ranged threats, ensuring battlefield dominance.

Snoke

Description:

- Supreme Leader Snoke is a dark side master and ruler of the First Order, wielding immense Force powers and cunning intellect to dominate both allies and enemies. His mastery of telekinesis, mind manipulation, and Force projection make him a formidable figure, capable of crushing opponents without ever engaging directly. Snoke excels in leadership and psychological warfare, inspiring fear and loyalty among his forces while demoralizing his enemies.

Introduced:

- Snoke first appeared in *Star Wars: Episode VII – The Force Awakens* as the shadowy leader of the First Order, with his true nature and demise revealed in *Star Wars: Episode VIII – The Last Jedi*.

Weapons and Armor:

- Weapons:
 - The Dark Side of the Force:
 - Force Crush: Devastates and immobilizes enemies with raw power.
 - Force Projection: Allows Snoke to influence the battlefield from a distance, providing unmatched tactical flexibility.
 - Mind Manipulation: Controls or disorients enemies, turning them against one another or neutralizing their actions.
- Armor:
 - Regal Golden Robes:
 - Symbolic of his authority, designed for comfort and intimidation.
 - Strengths: Offers no practical protection but enhances his commanding presence.
 - Weaknesses: Leaves him physically vulnerable to direct attacks.

Type of Unit:

- Dark Side Leader/Psychological Manipulator:
 - Snoke excels in controlling the battlefield through Force powers and commanding his forces from a safe distance.

Advantages:

- Mastery of the Force:
 - Force Domination: Snoke can easily incapacitate or manipulate weaker opponents.
 - Telekinesis: Allows him to crush enemies, destroy obstacles, or create openings for his allies.
 - Battlefield Influence: Snoke's projections allow him to oversee and control battle strategy from a distance.
- Strategic Leadership: Snoke's presence inspires loyalty among First Order units, improving their performance and coordination.
- Psychological Warfare: His ability to instill fear and confusion weakens enemy morale and cohesion.
- Narrative Power: In certain scenarios, his presence alone can cause enemy forces to falter.

Disadvantages:

- Physical Vulnerability: Snoke relies entirely on his Force powers and allies for defense, making him an easy target in close combat.
- High Priority Target: As the Supreme Leader, he draws concentrated enemy attention, particularly from Force users.
- Limited Mobility: Snoke's physical frailty restricts his ability to evade or adapt in fast-paced engagements.

Best Pairings:

- First Order Praetorian Guards (\$3 Tier): Specifically trained to protect Snoke, they excel at countering melee threats and holding key positions.
- Kylo Ren (\$4 Tier): Their master-apprentice bond creates a devastating combination of Force power and physical combat prowess.
- 10 First Order Troopers (\$0.50 Tier): Provide a defensive screen for Snoke, allowing him to focus on controlling the battlefield.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt Snoke's calculated and domineering tactics.
- Wicket (\$1 Tier): Offers no synergy with Snoke's Force-based dominance or leadership style.
- Rebel Units: As sworn enemies of the First Order, they are incompatible with Snoke's role and philosophy.

Best Utilized For:

- Battlefield Control: Use Snoke's Force abilities to manipulate enemy movements and strategy, ensuring his forces maintain the upper hand.
- Leadership Role: Position Snoke to inspire and coordinate First Order units, maximizing their effectiveness and discipline.
- Psychological Domination: Deploy Snoke to weaken enemy morale and cohesion through fear and manipulation.

Darth Vader

Description:

- Darth Vader, formerly Anakin Skywalker, is one of the most feared Sith Lords in the galaxy. Encased in a cybernetic suit that enhances his strength and durability, Vader wields the dark side of the Force with devastating power. Known for his mastery of lightsaber combat and ruthless efficiency, Vader is a relentless force on the battlefield, capable of crushing enemies both physically and psychologically.

Introduced:

- Darth Vader was introduced in *Star Wars: Episode IV – A New Hope* as the primary enforcer of the Galactic Empire. His tragic origin as Anakin Skywalker was later explored in the prequel trilogy.

Weapons and Armor:

- Weapons:
 - Red Lightsaber:
 - Effective range: Melee.
 - Strengths: Deadly in duels and close-quarters combat, capable of deflecting blaster fire and delivering devastating strikes.
 - Weaknesses: Limited to close-range engagements.
- Armor:
 - Cybernetic Sith Armor:
 - Provides enhanced strength and durability while maintaining functionality in harsh environments.
 - Strengths: Highly resistant to physical damage and offers protection against most blaster fire.
 - Weaknesses: Vulnerable to concentrated heavy fire and Force-based attacks targeting his respiratory system or mobility.

Type of Unit:

- Elite Melee/Force Specialist and Leader:
 - Vader excels in melee combat and uses the dark side to dominate the battlefield and lead Imperial forces.

Advantages:

- Force Mastery:
 - Force Choke: Immobilizes and damages key targets, neutralizing high-value enemies.
 - Force Push: Clears obstacles and enemies, creating opportunities for attack or defense.
 - Force Pull: Drags enemies or objects into range, disrupting their positioning.
- Physical Power: Vader's cybernetic enhancements grant him immense strength, making him a brutal melee combatant.
- High Durability: His armor and cybernetics make him one of the most resilient units, capable of withstanding sustained damage.
- Psychological Impact: Vader's presence alone can demoralize enemies and scatter formations, disrupting their focus.
- Leadership: As the Emperor's enforcer, Vader inspires loyalty and fear among Imperial forces, improving their cohesion and effectiveness.

Disadvantages:

- Limited Mobility: While formidable, Vader's armor and cybernetics make him less agile than lighter units.
- High Priority Target: As a central figure of the Empire, Vader often becomes the focus of enemy fire and Force users.
- Costly: At \$5, Vader requires careful deployment and strong synergy with allied units to maximize his potential.

Best Pairings:

- Palpatine (\$5 Tier): Their Master-Apprentice bond creates a devastating combination of Force mastery and combat prowess, dominating any battlefield.
- First Order Praetorian Guards (\$3 Tier): Provide melee support and protection, allowing Vader to focus on high-value targets.
- 10 Stormtroopers (\$0.50 Tier): Serve as a distraction or defensive line while Vader dismantles enemy forces with precision.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior clashes with Vader's disciplined and methodical combat style.
- Rebel Troopers (\$0.50 Tier): Their allegiance makes them inherently incompatible with Vader's Imperial role.
- Wicket (\$1 Tier): Lacks the tactical or combat abilities to complement Vader's brutal and focused approach.

Best Utilized For:

- Dueling and Assassination: Use Vader to target Jedi or high-value enemy leaders, leveraging his lightsaber and Force abilities to dominate them.
- Frontline Domination: Deploy Vader to spearhead assaults, breaking enemy lines with his overwhelming presence and power.
- Leadership Role: Pair Vader with Imperial forces to boost their effectiveness and morale while commanding from the battlefield.

Admiral Thrawn

Description:

- Grand Admiral Thrawn, born Mitth'raw'nuruodo, is a brilliant Chiss strategist and tactician who serves as one of the most capable leaders in the Galactic Empire. Renowned for his unparalleled ability to analyze and predict enemy movements, Thrawn is a master of using art and psychology to exploit weaknesses. While not a direct combatant, his tactical mind and leadership elevate the effectiveness of allied units, making him an invaluable commander in any engagement.

Introduced:

- Thrawn first appeared in Timothy Zahn's *Heir to the Empire* trilogy and was later canonized in *Star Wars Rebels*, where he served as a primary antagonist to the Rebel Alliance.

Weapons and Armor:

- Weapons:
 - SE-14r Light Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: Reliable for personal defense.
 - Weaknesses: Limited stopping power compared to heavy weapons.
- Armor:
 - Grand Admiral's Uniform:
 - A ceremonial outfit designed to convey authority and instill fear.
 - Strengths: Symbolizes discipline and control, boosting morale.
 - Weaknesses: Provides no practical protection in combat situations.

Type of Unit:

- Tactical Commander and Support Specialist:
 - Thrawn is a strategic mastermind who enhances the performance and coordination of allied forces, turning them into an unstoppable machine.

Advantages:

- Tactical Genius:
 - Thrawn's ability to analyze battlefield conditions and enemy behavior allows him to make adjustments that maximize allied efficiency.
 - Can predict and counter enemy strategies, minimizing losses and ensuring victory.
- Inspirational Leadership: Thrawn's calm demeanor and authority inspire loyalty and confidence among his forces, improving their morale and cohesion.
- Psychological Warfare: Thrawn's understanding of culture and art allows him to exploit enemy weaknesses, demoralizing opponents before a battle even begins.
- Adaptability: His versatility in both space and ground combat scenarios makes him a valuable commander in diverse situations.

Disadvantages:

- Lack of Combat Ability: Thrawn is not a front-line fighter and relies on his forces to achieve victory.
- Fragility: Without armor or heavy weaponry, he is vulnerable if directly engaged.
- Dependence on Allies: Thrawn's strengths lie in commanding and coordinating units, requiring strong support from combat-capable forces.

Best Pairings:

- 10 Stormtroopers (\$0.50 Tier): Thrawn's leadership significantly improves their efficiency and survivability, creating a cohesive and effective infantry force.
- Imperial Super Commandos (\$2 Tier): Their elite combat abilities complement Thrawn's strategic brilliance, allowing precise execution of complex plans.

- Darth Vader (\$5 Tier): Thrawn's strategic mind combined with Vader's overwhelming combat presence creates a devastatingly effective Imperial team.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior undermines Thrawn's calculated and disciplined approach.
- Wicket (\$1 Tier): Lacks synergy with Thrawn's tactical brilliance and offers minimal value in strategic operations.
- Rebel Units: As enemies of the Empire, they are fundamentally incompatible with Thrawn's goals and methods.

Best Utilized For:

- Strategic Command: Deploy Thrawn to oversee battles, coordinating forces to outmaneuver and overwhelm the enemy.
- Fleet Engagements: Use his tactical acumen to dominate space battles, particularly when commanding Imperial Star Destroyers and TIE Fighter squadrons.
- Psychological Operations: Position Thrawn to study and exploit enemy weaknesses, turning their own strategies against them.

Moff Tarkin

Description:

- Grand Moff Wilhuff Tarkin is a ruthless and highly intelligent Imperial officer, known for his unwavering loyalty to Emperor Palpatine and his role in developing the Empire's doctrine of fear. As the architect of the Death Star project and a master of military strategy, Tarkin excels in commanding Imperial forces and enforcing order with brutal efficiency. While not a frontline combatant, his leadership and tactical mind make him a critical asset in large-scale operations.

Introduced:

- Tarkin first appeared in *Star Wars: Episode IV – A New Hope* as the commanding officer of the Death Star and was further explored in *Star Wars: The Clone Wars*, *Star Wars Rebels*, and novels such as *Tarkin* by James Luceno.

Weapons and Armor:

- Weapons:
 - SE-14r Light Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: A reliable sidearm for personal defense.
 - Weaknesses: Limited stopping power and rarely used by Tarkin in combat.
- Armor:
 - Imperial Grand Moff Uniform:
 - Ceremonial attire designed to convey authority and discipline.
 - Strengths: Enhances Tarkin's commanding presence and inspires loyalty.
 - Weaknesses: Provides no physical protection in combat situations.

Type of Unit:

- Strategic Commander and Enforcer:
 - Tarkin specializes in managing large-scale battles, fleet operations, and enforcing Imperial control through fear and precision.

Advantages:

- Strategic Mastery:
 - Tarkin's ability to coordinate Imperial forces ensures maximum efficiency and effectiveness in both ground and space engagements.
 - Excels at using overwhelming firepower and psychological tactics to crush resistance.
- Leadership and Morale: His authority inspires loyalty among Imperial forces, improving their cohesion and discipline in battle.
- Psychological Warfare: Tarkin's reputation and willingness to use fear as a weapon demoralize enemy forces, often breaking their resolve before a battle begins.
- Adaptability: Effective in both fleet engagements and ground operations, capable of adjusting tactics to suit the scenario.

Disadvantages:

- Lack of Combat Ability: Tarkin is not a fighter and relies entirely on his forces for protection and victory.
- Fragility: Without armor or combat skills, he is highly vulnerable if directly engaged.

- Dependence on Team: Tarkin's effectiveness is tied to the strength and coordination of the forces under his command.

Best Pairings:

- 10 Stormtroopers (\$0.50 Tier): Tarkin's leadership enhances their performance, making them more disciplined and effective.
- Darth Vader (\$5 Tier): Together, their combined authority and tactical brilliance make for an unstoppable Imperial force.
- Imperial Super Commandos (\$2 Tier): Their elite combat skills pair well with Tarkin's strategic direction, ensuring precise execution of plans.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic nature and lack of discipline clash with Tarkin's methodical and authoritarian approach.
- Wicket (\$1 Tier): Offers no strategic or combat value to complement Tarkin's leadership style.
- Rebel Units: As sworn enemies of the Empire, they are incompatible with Tarkin's role and philosophy.

Best Utilized For:

- Strategic Command: Deploy Tarkin to oversee battles, ensuring Imperial forces maintain discipline and execute plans flawlessly.
- Fleet Operations: Use Tarkin's expertise to dominate space battles, particularly with Star Destroyers and TIE squadrons.
- Psychological Operations: Leverage Tarkin's reputation to intimidate and demoralize enemy forces, breaking their will to fight.

Marchion Ro

Description:

- Marchion Ro is the cold, calculating leader of the Nihil, a marauding faction that thrives on chaos and terror during the High Republic era. Known as the "Eye of the Nihil," Marchion is a master manipulator who uses fear and cunning to control his subordinates and outwit his enemies. While not a frontline combatant, his leadership, advanced weaponry, and mastery over the mysterious Leveler make him a uniquely dangerous foe capable of neutralizing Jedi with terrifying efficiency.

Introduced:

- Marchion Ro was introduced in *Star Wars: The High Republic: Light of the Jedi* as the mastermind behind the Nihil and one of the primary antagonists of the High Republic era.

Weapons and Armor:

- Weapons:
 - Electrostaff:
 - Effective range: Melee.
 - Strengths: Capable of delivering powerful, electrified strikes, effective against lightsabers and armored opponents.
 - Weaknesses: Limited range and requires close proximity to be effective.
 - Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: Reliable sidearm for ranged engagements.
 - Weaknesses: Lacks the power of larger blaster rifles or precision of specialized weaponry.
 - The Leveler:
 - A terrifying creature or device capable of neutralizing a Jedi's connection to the Force and inducing paralyzing fear.
 - Strengths: Devastating against Force-sensitive opponents, creating psychological and physical vulnerability.
 - Weaknesses: Requires specific deployment and conditions to maximize its effectiveness.
- Armor:
 - Nihil Raider Gear:
 - A rugged outfit designed for survival and intimidation.
 - Strengths: Provides moderate protection and enhances his commanding presence.
 - Weaknesses: Not suited for prolonged combat against heavy firepower.

Type of Unit:

- Psychological Manipulator/Anti-Jedi Specialist:
 - Marchion Ro excels in leading chaotic engagements, neutralizing Force users, and manipulating the battlefield to his advantage.

Advantages:

- Anti-Jedi Weaponry: The Leveler and his electrostaff make him uniquely dangerous against Jedi and other Force-sensitive units.
- Leadership: As the leader of the Nihil, Marchion Ro inspires chaos and aggression among his forces, making them unpredictable and deadly.
- Psychological Warfare: His cunning and willingness to use terror as a weapon can demoralize enemies and disrupt their cohesion.
- Versatility: Effective in both tactical leadership and direct combat, particularly against Jedi.

Disadvantages:

- Fragility: Without heavy armor or overwhelming combat skills, Marchion is vulnerable to sustained attacks if caught off guard.
- Dependence on the Nihil: His power lies in his ability to lead and manipulate others; without his forces, he is less impactful.
- High Priority Target: As the leader of the Nihil, Marchion often becomes the focus of enemy attention.

Best Pairings:

- Nihil Pirate Marauders (\$0.50 Tier): Their chaotic and aggressive tactics complement Marchion's leadership and disruptive strategies.
- Asaji Ventress (\$2 Tier): Her agility and combat prowess pair well with Marchion's psychological and tactical manipulation, forming a deadly duo against Jedi.
- Droidekas (\$1 Tier): Their suppressive fire and durability provide cover for Marchion while he manipulates the battlefield.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics clash with Marchion's calculated and menacing approach to combat.
- Wicket (\$1 Tier): Lacks the tactical or combat abilities to contribute meaningfully to Marchion's plans.
- Jedi Units: As enemies of the Nihil, Jedi are fundamentally incompatible with Marchion's methods and goals.

Best Utilized For:

- Anti-Jedi Operations: Deploy Marchion to neutralize powerful Jedi or Force-sensitive units, leveraging the Leveler and his weapons.
- Leadership Role: Use him to command chaotic forces like the Nihil, maximizing their aggression and unpredictability.
- Psychological Domination: Position Marchion to demoralize and disrupt enemy forces, breaking their resolve and creating openings for his allies.

Moff Gideon

Description:

- Moff Gideon is a cunning and ruthless Imperial officer who seeks to restore the Galactic Empire's dominance in the galaxy. Equipped with advanced weaponry and commanding an array of Imperial forces, Gideon is a strategic mastermind and a relentless pursuer of his objectives. His possession of the Darksaber adds a layer of both symbolism and combat prowess, making him a dangerous opponent on and off the battlefield.

Introduced:

- Moff Gideon was introduced in *The Mandalorian* as a key antagonist, leading Imperial remnants in pursuit of Grogu and clashing with Din Djarin and his allies.

Weapons and Armor:

- Weapons:
 - Darksaber:
 - Effective range: Melee.
 - Strengths: A unique weapon capable of parrying lightsabers and delivering powerful strikes.
 - Weaknesses: Requires skillful handling and is less effective against ranged combatants.
 - Blaster Pistol:
 - Effective range: Short to medium.
 - Strengths: Reliable and versatile for mid-range combat.
 - Weaknesses: Limited damage compared to heavier weaponry.
- Armor:
 - Beskar-Enhanced Combat Armor:

- Provides durability and moderate protection against blaster fire and melee strikes.
- Strengths: Resistant to lightsabers and most small arms fire.
- Weaknesses: Vulnerable to sustained heavy fire and precision attacks on exposed areas.

Type of Unit:

- Tactical Leader and Versatile Combatant:
 - Gideon balances leadership with direct combat, leveraging his forces and the Darksaber to dominate engagements.

Advantages:

- Darksaber Prowess: Adds both symbolic and tactical value, making Gideon effective in close-quarters combat and as an intimidating presence.
- Leadership: Gideon's command ability enhances the coordination and effectiveness of Imperial units under his control.
- Strategic Mind: His ability to analyze and adapt to battlefield conditions ensures he can capitalize on enemy weaknesses.
- Durable Armor: The Beskar-enhanced suit allows Gideon to withstand damage that would incapacitate most leaders.

Disadvantages:

- High Priority Target: As a key Imperial figure and Darksaber wielder, Gideon often becomes the focus of enemy attacks.
- Limited Range: Without heavy or long-range weaponry, Gideon relies on allies to handle distant threats.
- Overconfidence: Gideon's arrogance can lead to tactical risks or overextension in combat.

Best Pairings:

- Imperial Super Commandos (\$2 Tier): Their elite combat skills complement Gideon's leadership, ensuring precision execution of his strategies.
- 10 Stormtroopers (\$0.50 Tier): Provide a distraction and defensive screen while Gideon engages high-value targets.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable and chaotic behavior undermines Gideon's calculated and disciplined approach.
- Wicket (\$1 Tier): Offers no tactical or combat value to support Gideon's leadership and strategies.
- Rebel Units: As sworn enemies of the Empire, Rebel forces are fundamentally incompatible with Gideon's role and methods.

Best Utilized For:

- Leadership and Command: Deploy Gideon to coordinate Imperial forces, enhancing their effectiveness and enforcing battlefield control.
- Dueling and High-Value Target Elimination: Use the Darksaber to engage Jedi, Mandalorians, or other critical threats in melee combat.
- Symbolic Morale Booster: Position Gideon to inspire his troops and intimidate enemies, leveraging his reputation and command presence.

Jabba The Hutt

Description:

- Jabba Desilijic Tiure, better known as Jabba the Hutt, is a notorious crime lord who controls a vast criminal empire from his palace on Tatooine. While Jabba is not a combatant, his wealth, influence, and ability to command legions of loyal enforcers make him a dangerous and strategic figure. Jabba's underhanded tactics and ruthless nature ensure his dominance in both the criminal underworld and battlefield scenarios where his forces are involved.

Introduced:

- Jabba was first mentioned in *Star Wars: Episode IV – A New Hope* and made his full debut in *Star Wars: Episode VI – Return of the Jedi* as a central antagonist during the Tatooine sequence.

Weapons and Armor:

- Weapons:
 - Jabba relies entirely on his hired muscle, bounty hunters, and various droids for combat, as he is physically incapable of fighting.

- **Armor:**
 - None: Jabba's thick hide provides limited natural resistance to small arms but offers no significant protection.

Type of Unit:

- **Crime Lord/Support Specialist:**
 - Jabba is best utilized as a commander, using his influence and wealth to secure the loyalty of powerful allies and disrupt enemy forces.

Advantages:

- Influence: Jabba's wealth and connections allow him to field a variety of specialized units, from bounty hunters to mercenaries.
- Psychological Impact: His reputation as a ruthless crime lord can intimidate enemies and demoralize those who oppose him.
- Command Presence: While immobile, Jabba can oversee operations, ensuring his forces act efficiently and with loyalty.
- Narrative Flexibility: In certain scenarios, Jabba's position as a neutral or criminal figure can provide unique tactical opportunities.

Disadvantages:

- Immobility: Jabba's inability to move makes him vulnerable to direct attacks if his defenses are breached.
- Dependence on Allies: Jabba is entirely reliant on his hired forces and droids for combat effectiveness.
- High Priority Target: As the head of a criminal empire, Jabba often becomes a key focus for enemies seeking to dismantle his operations.

Best Pairings:

- Boba Fett (\$4 Tier): One of Jabba's most loyal bounty hunters. Boba's combat skills and tactical expertise make him an ideal enforcer.
- IG-88 or IG-11 (\$2 Tier): Lethal assassin droids capable of handling threats Jabba himself cannot engage.
- 10 Nihil Pirate Marauders (\$0.50 Tier): Their chaotic and aggressive tactics align with Jabba's underhanded strategies, creating a disruptive force.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable antics and lack of discipline clash with Jabba's organized criminal operations.
- Wicket (\$1 Tier): Lacks the firepower or tactical abilities to contribute meaningfully to Jabba's forces.
- Rebel Units: As enemies of Jabba and his criminal empire, they cannot effectively work with him.

Best Utilized For:

- Fortified Base Defense: Position Jabba in a heavily defended area, surrounded by enforcers and bounty hunters, to control the battlefield.
- Command and Coordination: Use Jabba to oversee and fund allied units, ensuring their loyalty and effectiveness.
- Narrative Scenarios: Deploy Jabba in situations where his criminal network can provide unique advantages, such as smuggling or bribery.

Darth Malak

Description:

- Darth Malak is a brutal and relentless Sith Lord who once served as a Jedi Knight before falling to the dark side. Known for his towering presence and devastating combat skills, Malak wields the Force and his red lightsaber with unmatched ferocity. His mastery of the dark side allows him to draw power from the suffering of others, making him a formidable opponent in prolonged engagements. Malak's cybernetic jawpiece, a result of a grievous injury, only adds to his menacing appearance.

Introduced:

- Darth Malak was introduced in *Star Wars: Knights of the Old Republic* as the primary antagonist and a former apprentice of Darth Revan during the Jedi Civil War.

Weapons and Armor:

- **Weapons:**

- **Red Lightsaber:**
 - Effective range: Melee.
 - Strengths: Ideal for overwhelming enemies in close combat and deflecting blaster fire.
 - Weaknesses: Requires close proximity to engage effectively.
- **Armor:**
 - **Sith Battle Robes:**
 - Designed to enhance mobility while offering some protection.
 - Strengths: Amplifies his connection to the dark side, granting increased resilience and strength.
 - Weaknesses: Provides minimal physical protection compared to heavier armor.

Type of Unit:

- **Sith Melee/Force Specialist and Leader:**
 - Malak excels in melee combat and uses the dark side of the Force to dominate both individuals and groups, inspiring fear and chaos.

Advantages:

- **Dark Side Mastery:**
 - Force Drain: Allows Malak to sap life energy from nearby enemies, healing himself while weakening opponents.
 - Force Choke: Immobilizes and damages high-value targets, neutralizing threats.
 - Force Push: Disrupts enemy formations, creating opportunities for attack.
- Physical Power: Malak's imposing stature and combat prowess make him devastating in melee engagements.
- High Durability: His connection to the dark side, combined with his Force Drain ability, allows him to endure prolonged battles.
- Leadership: As a Sith Lord, Malak inspires fear and loyalty among Sith forces, enhancing their effectiveness.

Disadvantages:

- Limited Range: Without ranged capabilities, Malak relies on Force powers or allies to handle distant threats.
- High Priority Target: As a Sith Lord, he often draws concentrated fire and attention from Jedi and other powerful opponents.
- Vulnerable to Crowd Control: While durable, Malak can struggle against coordinated enemy teams or sustained heavy firepower.

Best Pairings:

- Darth Revan (\$5 Tier): Their synergy as former allies creates a devastatingly effective duo, combining Revan's tactical brilliance with Malak's brute strength.
- 10 Sith Troopers (\$0.50 Tier): Provide ranged support and a defensive screen, allowing Malak to focus on melee combat.
- Droidekas (\$1 Tier): Their suppressive fire and shields complement Malak's offensive capabilities, creating a balanced team.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic behavior disrupts Malak's disciplined and ruthless combat style.
- Wicket (\$1 Tier): Lacks the power or tactical value to complement Malak's overwhelming presence.
- Jedi Units: As sworn enemies of the Sith, they are fundamentally incompatible with Malak's methods and goals.

Best Utilized For:

- Dueling and Assassination: Deploy Malak to confront Jedi or other high-value enemies, using his lightsaber and Force powers to overwhelm them.
- Frontline Assault: Position Malak to lead Sith forces into battle, breaking enemy lines with his sheer power and presence.
- Sustained Engagements: Leverage Malak's Force Drain ability to dominate prolonged battles, outlasting and wearing down enemies.

Bastila Shan

Description:

- Bastila Shan is a powerful Jedi Knight and a key figure in the Old Republic's fight against the Sith. Renowned for her mastery of Battle Meditation, a rare and immensely influential Force ability, Bastila excels in turning the tide of battle by coordinating allies and demoralizing enemies. While a skilled duelist with her yellow double-bladed lightsaber, her true strength lies in her ability to inspire and enhance the effectiveness of her team.

Introduced:

- Bastila Shan was introduced in *Star Wars: Knights of the Old Republic* as a central character and ally of Revan during the Jedi Civil War.

Weapons and Armor:

- Weapons:
 - Yellow Double-Bladed Lightsaber:
 - Effective range: Melee.
 - Strengths: Exceptional for crowd control and dueling, capable of striking multiple opponents in swift arcs.
 - Weaknesses: Requires close proximity to engage effectively and is difficult to master.
- Armor:
 - Jedi Battle Robes:
 - Designed for mobility and Force use in combat scenarios.
 - Strengths: Lightweight and enhances her connection to the Force.
 - Weaknesses: Provides minimal physical protection against heavy attacks or sustained fire.

Type of Unit:

- Support Specialist/Force and Melee Combatant:
 - Bastila combines her dueling prowess with her unique Battle Meditation ability, making her a versatile and influential figure on the battlefield.

Advantages:

- Mastery of Battle Meditation:
 - Enhances the coordination, morale, and combat effectiveness of allied units while simultaneously demoralizing and disrupting enemies.
- Skilled Duelist: Her double-bladed lightsaber and combat expertise make her highly effective in close-quarters combat.
- Inspirational Leadership: Bastila's presence boosts allied performance and resolve, especially in prolonged engagements.
- Versatility: Capable of switching between offensive combat and support roles as needed.

Disadvantages:

- High Priority Target: As a Jedi and Battle Meditation user, Bastila is often the focus of enemy attention.
- Limited Durability: Without heavy armor, she is vulnerable to concentrated fire or strong melee combatants.
- Force Reliance: While powerful, Bastila's effectiveness diminishes in situations where her Force abilities are disrupted or limited.

Best Pairings:

- Revan (\$5 Tier): Their shared history and complementary combat styles create a balanced and devastatingly effective team.
- 10 Republic Troopers (\$0.50 Tier): Bastila's Battle Meditation enhances their coordination and effectiveness in combat, creating a cohesive force.
- Jedi Padawan (\$2 Tier): Provides additional lightsaber support and benefits from Bastila's leadership and Force abilities.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior clashes with Bastila's disciplined and focused approach.
- Droidekas (\$1 Tier): Their static, shield-based combat style contrasts with Bastila's need for mobility and adaptability.
- Sith Units: As enemies of the Republic, they are fundamentally incompatible with Bastila's role and philosophy.

Best Utilized For:

- Support and Leadership: Use Bastila to enhance allied forces with Battle Meditation, ensuring their effectiveness and cohesion.
- Dueling and Defense: Deploy her to confront high-value targets or protect key objectives with her lightsaber skills.
- Turning the Tide: Position Bastila to shift the momentum of battle, leveraging her unique abilities to disrupt enemies and inspire allies.

200 Imperial Army Troopers

Description:

- Imperial Army Troopers are the backbone of the Galactic Empire's ground forces, providing support to elite units like Stormtroopers. While less equipped and trained than their Stormtrooper counterparts, they excel in overwhelming enemies

through sheer numbers and coordinated firepower. These troopers are versatile and cost-effective, making them ideal for holding ground, providing suppressive fire, and engaging in large-scale skirmishes.

Introduced:

- Imperial Army Troopers were first mentioned in the expanded lore of *Star Wars* and have appeared in various canon and Legends materials, distinguishing them from the more iconic Stormtroopers.

Weapons and Armor:

- **Weapons:**
 - **E-10 Blaster Rifles:**
 - Effective range: Medium.
 - Strengths: Reliable and effective in suppressing enemy forces.
 - Weaknesses: Lacks the precision and stopping power of higher-tier weapons.
 - **Thermal Detonators (Optional):**
 - Effective range: Short to medium.
 - Strengths: Useful for clearing entrenched enemies or creating openings in enemy formations.
 - Weaknesses: Limited supply and high risk of friendly fire.
- **Armor:**
 - **Standard Imperial Trooper Armor:**
 - Provides basic protection against environmental hazards and small arms fire.
 - Strengths: Lightweight and easy to mass-produce.
 - Weaknesses: Minimal defense against heavy blaster fire or explosions.

Type of Unit:

- **Mass Infantry/Support Unit:**
 - Imperial Army Troopers are best used in large numbers to overwhelm enemies, hold objectives, or support heavier Imperial forces.

Advantages:

- High Numbers: 200 Troopers provide overwhelming firepower and durability through sheer volume.
- Versatility: Capable of performing various battlefield roles, from holding ground to flanking maneuvers.
- Low Cost: At only \$1 for 200 troopers, they are highly cost-effective, freeing up budget for elite units.
- Synergy with Commanders: Perform significantly better when led by units like Moff Gideon or Grand Moff Tarkin, who enhance their coordination and morale.

Disadvantages:

- Low Individual Durability: Basic armor provides little protection, making them easy targets for skilled or heavily armed opponents.
- Poor Accuracy: Their blaster rifles are effective for suppressive fire but lack precision in extended engagements.
- Vulnerable to Crowd Control: Mass formations are susceptible to explosive weapons, heavy fire, or Force-based attacks.
- Limited Tactical Impact: While numerous, their individual combat ability is low, requiring strong leadership to maximize their potential.

Best Pairings:

- Grand Moff Tarkin (\$3 Tier): Enhances their coordination and discipline, turning them into a more effective fighting force.
- Moff Gideon (\$3 Tier): His tactical leadership and combat presence boost their performance in both offense and defense.
- Darth Vader (\$5 Tier): Provides a powerful frontline presence to draw enemy attention while the troopers provide suppressive fire.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic behavior reduces their already limited efficiency, creating unnecessary confusion.
- Droidekas (\$1 Tier): Their stationary combat style and shields do not align with the troopers' dynamic, high-volume approach.
- Jedi Units: Ideological incompatibility makes coordination and synergy impossible.

Best Utilized For:

- Overwhelming Firepower: Use their sheer numbers to suppress and overwhelm smaller enemy groups, forcing them to retreat or scatter.
- Objective Control: Deploy them to hold key points on the battlefield, using their mass to secure and defend territory.

- Support Roles: Pair them with elite units or commanders to absorb damage and provide suppressive fire, allowing stronger units to dominate.

Enfys Nest

- Description:
 - Enfys Nest is a skilled and determined freedom fighter who leads the Cloud-Riders, a group of outlaws fighting against oppression and tyranny. Known for her agility, combat expertise, and unique weapon—the electro-ripper staff—Enfys excels in hit-and-run tactics and melee engagements. Her charisma and leadership inspire her allies, making her a powerful symbol of resistance.
- Introduced:
 - Enfys Nest was introduced in *Solo: A Star Wars Story*, initially appearing as an antagonist before being revealed as a rebel fighting against the injustices of the galaxy.
- Weapons and Armor:
 - Weapons:
 - Electro-Ripper Staff:
 - Effective range: Melee.
 - Strengths: Capable of delivering devastating, electrified strikes, even against armored foes.
 - Weaknesses: Limited to close-range combat.
 - Armor:
 - Custom Cloud-Rider Armor:
 - Provides moderate protection and is designed for agility.
 - Strengths: Lightweight, enhancing mobility and allowing for rapid strikes.
 - Weaknesses: Vulnerable to sustained blaster fire or heavy attacks.
- Type of Unit:
 - Agile Melee Specialist and Leader:
 - Enfys thrives in fast-paced combat, using her mobility and staff to dominate melee encounters while inspiring her allies.
- Advantages:
 - Exceptional Agility: Enfys's speed and acrobatics make her difficult to hit and allow her to outmaneuver enemies.
 - Electro-Ripper Staff: A unique weapon that can damage even heavily armored opponents, giving her an edge in melee combat.
 - Leadership: As the leader of the Cloud-Riders, Enfys boosts the morale and effectiveness of her allies, particularly guerrilla fighters or outlaws.
 - Hit-and-Run Tactics: Her style emphasizes mobility and precision, allowing her to strike swiftly and retreat before enemies can respond effectively.
- Disadvantages:
 - Limited Durability: Without heavy armor, Enfys is vulnerable to concentrated fire or prolonged engagements.
 - Close-Range Dependence: Relies on her staff for combat, making her less effective against ranged opponents without cover or distractions.
 - High Priority Target: As a leader and symbol of resistance, she often becomes the focus of enemy fire.
- Best Pairings:
 - 10 Rebel Troopers (\$0.50 Tier): Enfys's leadership enhances their effectiveness, creating a cohesive and resilient fighting force.
 - Saw Gerrera (\$3 Tier): Their shared guerrilla tactics and ideology create a synergistic team capable of disrupting larger forces.
 - Sabine Wren (\$2 Tier): Their complementary skills in mobility and combat make them an agile and versatile duo.
- Worst Pairings:
 - Jar Jar Binks (\$1 Tier): His unpredictable antics and lack of discipline clash with Enfys's precise and determined approach.
 - Droidekas (\$1 Tier): Their static, shield-based combat style does not align with Enfys's hit-and-run tactics.
 - Sith Units: Their values and tactics are fundamentally incompatible with Enfys's mission and leadership style.
- Best Utilized For:
 - Flanking and Ambushes: Deploy Enfys to attack enemy formations from unexpected angles, leveraging her agility and melee prowess.
 - Leadership Role: Position her to inspire and coordinate allied guerrilla forces, maximizing their effectiveness.
 - High-Value Target Engagement: Use her staff to neutralize heavily armored opponents or disrupt key enemy units in melee combat.

4 B3 Ultra Battle Droids

Description:

- B3 Ultra Battle Droids, also known as "Hulks," are heavily armored, oversized droids designed to dominate the battlefield with raw firepower and durability. Equipped with multiple integrated weapons and reinforced plating, these droids excel in heavy

frontline combat, breaking enemy lines, and soaking up damage. Their imposing presence and devastating arsenal make them a cornerstone of any Separatist force.

Introduced:

- The B3 Ultra Battle Droid appears in *Star Wars: Clone Wars* media as an experimental upgrade to the standard B2 Super Battle Droid, showcasing the Confederacy's effort to create a near-unstoppable war machine.

Weapons and Armor:

- **Weapons:**
 - **Dual Arm-Mounted Blaster Cannons:**
 - Effective range: Medium.
 - Strengths: High rate of fire, capable of suppressing and devastating infantry units.
 - Weaknesses: Limited precision over long distances.
 - **Wrist-Mounted Rocket Launcher:**
 - Effective range: Medium to long.
 - Strengths: Devastating against vehicles, fortifications, and clusters of enemies.
 - Weaknesses: Limited ammunition and slower firing rate.
 - **Stun Cannons (Optional):**
 - Effective range: Short.
 - Strengths: Useful for crowd control and incapacitating enemies.
 - Weaknesses: Ineffective against armored or high-durability units.
- **Armor:**
 - **Reinforced Durasteel Plating:**
 - Designed to withstand heavy firepower.
 - Strengths: Highly resistant to blaster fire, explosives, and melee attacks.
 - Weaknesses: Vulnerable to concentrated fire from anti-armor weapons or lightsabers.

Type of Unit:

- **Heavy Assault and Frontline Tank:**
 - B3 Ultra Battle Droids are best utilized for breaking through enemy defenses and drawing fire away from more vulnerable units.

Advantages:

- Extreme Durability: Thick armor plating allows them to survive sustained enemy fire.
- High Firepower: Their array of integrated weapons makes them effective against both infantry and vehicles.
- Area Control: Capable of holding key positions or breaking enemy formations through sheer force.
- Psychological Impact: Their size and firepower intimidate and scatter enemy forces, reducing their cohesion.

Disadvantages:

- Limited Mobility: Heavily armored and slow, making them vulnerable to highly mobile opponents or flanking maneuvers.
- High Priority Target: As a powerful unit, they often draw concentrated enemy fire.
- Costly: At \$3 for four droids, they represent a significant investment in terms of budget allocation.

Best Pairings:

- 20 B1 Battle Droids (\$0.50 Tier): Serve as distractions and additional fire support, allowing the B3s to focus on high-value targets.
- Droidekas (\$1 Tier): Their suppressive fire and shields complement the B3's tanking abilities, creating a durable and deadly frontline.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and uncoordinated behavior disrupts the strategic use of the B3s.
- Wicket (\$1 Tier): Lacks the firepower or tactical synergy to contribute meaningfully alongside B3s.
- Rebel Troopers (\$0.50 Tier): Their tactics and allegiances are fundamentally incompatible with Separatist droids.

Best Utilized For:

- Frontline Assault: Deploy the B3s to spearhead attacks, breaking enemy lines and soaking up damage while allies advance.
- Objective Control: Use them to hold key positions, forcing enemies to commit significant resources to dislodge them.
- Anti-Vehicle Operations: Leverage their rocket launchers and blaster cannons to counter enemy vehicles and fortifications.

HK-47

Description:

- HK-47 is a deadly and sarcastic assassin droid designed for precision eliminations and chaos. Created by Darth Revan. HK-47 combines advanced combat capabilities with an unmatched ability to track and eliminate targets. Known for his disdain for "meatbags" and his dark sense of humor, HK-47 excels as a ranged combat specialist, disrupting and eliminating enemies with ruthless efficiency.

Introduced:

- HK-47 was first introduced in *Star Wars: Knights of the Old Republic* as a loyal (and hilarious) companion to Revan, with his story further explored in *Knights of the Old Republic II: The Sith Lords*.

Weapons and Armor:

- Weapons:
 - Precision Blaster Rifle:
 - Effective range: Medium to long.
 - Strengths: Highly accurate and deadly in ranged engagements.
 - Weaknesses: Less effective in close-quarters combat.
 - Integrated Explosive Charges:
 - Effective range: Short to medium.
 - Strengths: Useful for crowd control and clearing enemy clusters.
 - Weaknesses: Limited use and risk of collateral damage.
- Armor:
 - Reinforced Droid Chassis:
 - Provides excellent durability while maintaining mobility.
 - Strengths: Resistant to blaster fire and melee strikes.
 - Weaknesses: Vulnerable to ion-based weapons or concentrated heavy fire.

Type of Unit:

- Ranged Assassin and Tactical Specialist:
 - HK-47 is best utilized for long-range eliminations and disrupting enemy strategies, particularly against high-value targets.

Advantages:

- Precision Targeting: HK-47's advanced targeting systems make him lethal in ranged combat, particularly against leaders or heavily armored units.
- Tactical Expertise: Combines lethal combat ability with strategic thinking, making him adaptable to various battlefield scenarios.
- Durability: His reinforced chassis allows him to withstand significant punishment while remaining effective.
- Disruptive Capabilities: Explosives and precise fire allow HK-47 to dismantle enemy formations and sow chaos.
- Humor (Narrative Bonus): His dark humor adds a unique and memorable flavor to any team composition.

Disadvantages:

- Limited Melee Capability: While durable, HK-47 struggles against dedicated melee combatants in close quarters.
- Vulnerability to Ion Weapons: As a droid, he is particularly susceptible to EMP attacks or ion-based weaponry.
- High Priority Target: As an assassin droid, he often draws focused fire from enemies attempting to neutralize his threat.

Best Pairings:

- Darth Revan (\$5 Tier): Their shared history creates synergy, with Revan's leadership complementing HK-47's precision.
- 10 B1 Battle Droids (\$0.50 Tier): Act as distractions or cannon fodder, allowing HK-47 to focus on eliminating key targets.
- IG-88 or IG-11 (\$2 Tier): Their shared assassin droid capabilities create a lethal and coordinated duo.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable nature disrupts HK-47's calculated and precise approach to combat.
- Wicket (\$1 Tier): Lacks the firepower or strategic value to support HK-47's high-value target elimination role.
- Jedi Units: Their values and tactics fundamentally clash with HK-47's assassin programming and disregard for collateral damage.

Best Utilized For:

- Assassination and Sniping: Use HK-47 to eliminate enemy leaders, Force users, or other high-value targets from range.
- Tactical Disruption: Deploy him to dismantle enemy formations and strategies with precise fire and explosive charges.
- Skirmishing and Harassment: Leverage his durability and ranged capabilities to harass and weaken enemy forces before direct engagements.

Clone Commander Faie

Description:

- Clone Commander Faie is a disciplined and formidable ARC-trained officer of the Grand Army of the Republic, specializing in jungle and guerrilla warfare. Known for his adaptability and ruthlessness in executing Order 66, Faie is a skilled leader who thrives in chaotic and unpredictable environments. His strict adherence to orders and aggressive combat tactics make him a dangerous and efficient commander.

Introduced:

- Faie first appeared in *Star Wars: Republic Comics* and was later featured in expanded lore exploring the Clone Wars and the execution of Order 66.

Weapons and Armor:

- Weapons:
 - DC-15A Blaster Rifle:
 - Effective range: Medium to long.
 - Strengths: Reliable and accurate, capable of suppressive fire or precise eliminations.
 - Weaknesses: Heavy and slower rate of fire compared to lighter weapons.
 - DC-17 Hand Blaster:
 - Effective range: Short to medium.
 - Strengths: Ideal for close-quarters combat.
 - Weaknesses: Limited range and power.
 - Thermal Detonators:
 - Effective range: Short to medium.
 - Strengths: Useful for clearing enemy positions or forcing opponents out of cover.
 - Weaknesses: Limited supply and high risk of friendly fire.
- Armor:
 - Phase II Clone Commander Armor (Camouflage Variant):
 - Designed for jungle warfare and blending into dense terrain.
 - Strengths: Durable against blaster fire and equipped with advanced environmental adaptability.
 - Weaknesses: Offers minimal protection against heavy explosives or sustained fire.

Type of Unit:

- Tactical Leader and Combat Specialist:
 - Faie excels as a frontline commander, coordinating Clone Troopers in challenging environments and leading assaults with precision and aggression.

Advantages:

- Leadership: Faie's command abilities enhance the effectiveness and discipline of Clone Trooper units under his command.
- Guerrilla Warfare Expertise: His training and armor make him highly effective in dense terrain like jungles, swamps, and forests.
- Tactical Versatility: Capable of adapting to changing battlefield conditions and executing complex strategies.
- Reliable Weaponry: Equipped for both ranged engagements and close-quarters combat, Faie can handle diverse threats effectively.

Disadvantages:

- Strict Adherence to Orders: Faie's rigid nature can make him predictable, especially in situations requiring unconventional tactics.
- High Priority Target: As a Clone Commander, Faie is often targeted to disrupt the cohesion of his troops.
- Vulnerable to Force Users: While skilled, Faie's weapons and armor are less effective against Jedi or Sith opponents in direct combat.

Best Pairings:

- 10 Clone Troopers (\$0.50 Tier): Faie's leadership significantly boosts their performance, creating a disciplined and effective frontline.
- Jedi General (e.g., Obi-Wan Kenobi or Mace Windu): Before Order 66, Faie complements their combat prowess with tactical support.
- 2 Clone Trooper Medics (\$1 Tier): Extend the longevity of Faie's unit in prolonged engagements by providing critical healing and support.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable and chaotic behavior disrupts Faie's structured and disciplined tactics.
- Wicket (\$1 Tier): Lacks the firepower or tactical capabilities to contribute meaningfully to Faie's unit.
- Droidekas (\$1 Tier): Their static combat style clashes with Faie's dynamic and mobile tactics.

Best Utilized For:

- Jungle Warfare: Deploy Faie in terrain-heavy scenarios where his expertise and camouflage armor can give his team the edge.
- Objective Control: Position him to secure and hold key locations, coordinating his troops to repel enemy advances.
- Ambush and Flanking: Use Faie's adaptability to lead surprise attacks or flank enemy formations, exploiting their weaknesses.

Star-Killer

- Starkiller, born Galen Marek, is a Force-sensitive warrior and the secret apprentice of Darth Vader. Trained to be a deadly enforcer of the Sith, Starkiller wields unparalleled mastery of the Force combined with brutal lightsaber combat skills. Torn between the dark side and his growing sense of justice, Starkiller is a whirlwind of destruction on the battlefield, capable of overwhelming enemies with devastating Force abilities and relentless melee strikes.

Introduced:

- Starkiller was introduced in *Star Wars: The Force Unleashed* as the protagonist, where his story explored themes of redemption and the balance between light and dark.

Weapons and Armor:

- Weapons:
 - Dual Red Lightsabers:
 - Effective range: Melee.
 - Strengths: Allows for rapid and powerful attacks, effective in duels and against groups.
 - Weaknesses: Requires close proximity to be effective.
- Armor:
 - Sith Assassin Gear (Early) / Jedi Battle Gear (Later):
 - Offers moderate protection while enhancing agility and Force usage.
 - Strengths: Lightweight and designed for high mobility.
 - Weaknesses: Vulnerable to sustained fire or heavy strikes.

Type of Unit:

- Melee/Force Specialist and Hybrid Combatant:
 - Starkiller excels in blending devastating Force powers with lightsaber combat, making him versatile and overwhelming on the battlefield.

Advantages:

- Extreme Force Mastery:
 - Force Lightning: Devastates groups of enemies, disrupts machinery, and stuns opponents.
 - Force Repulse: Creates a massive shockwave, clearing enemies in close range.
 - Force Grip: Lifts and throws enemies or objects, manipulating the battlefield to his advantage.
 - Force Push: Disrupts enemy formations and creates openings for attack.
- Dual-Wielding Combat: Starkiller's aggressive fighting style allows him to engage multiple enemies simultaneously.
- High Mobility: His agility and acrobatics make him hard to target, enabling rapid repositioning in combat.
- Narrative Power: In certain scenarios, Starkiller's potential as a Force prodigy can turn the tide of battles.

Disadvantages:

- High Priority Target: As a powerful Force user and potential leader, Starkiller often becomes the primary focus of enemy fire.
- Limited Durability: While formidable, Starkiller's gear and combat style prioritize mobility over defense, leaving him vulnerable to heavy fire.
- Costly: At \$5, Starkiller is a significant investment and requires strong synergy with other units to maximize his potential.

Best Pairings:

- Darth Vader (\$5 Tier): Their combined Sith prowess creates an unstoppable offensive duo, with Vader tanking damage and Starkiller delivering rapid destruction.
- 10 Rebel Troopers (\$0.50 Tier): Provide ranged support and cover while Starkiller eliminates high-value targets.
- Ahsoka Tano (\$4 Tier): Their agility and complementary fighting styles create a balanced and adaptive team, capable of overwhelming enemies.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt Starkiller's focused and aggressive combat style.
- Droidekas (\$1 Tier): Their static, shield-based combat doesn't align with Starkiller's mobile and dynamic approach.
- Wicket (\$1 Tier): Lacks the power or tactical value to contribute meaningfully alongside Starkiller.

Best Utilized For:

- Dueling and Assassination: Use Starkiller to target high-value enemies, such as Jedi, Sith, or battlefield leaders, leveraging his lightsabers and Force powers to overwhelm them.
- Crowd Control: Deploy him to clear large groups of enemies with his devastating Force abilities and rapid melee strikes.
- Tactical Disruption: Leverage his agility and Force manipulation to disrupt enemy formations, opening opportunities for allied forces to advance.

Mother Talzin

- Description:
 - Mother Talzin is the enigmatic and powerful leader of the Nightsisters, a coven of Force-sensitive witches from Dathomir. Known for her mastery of dark magicks, Talzin is a deadly support and offensive unit capable of summoning spirits, casting debilitating spells, and unleashing devastating attacks. Her connection to the dark side and the mystical energies of Dathomir makes her a formidable and unpredictable presence on the battlefield.
- Introduced:
 - Mother Talzin first appeared in Star Wars: The Clone Wars, where she played a pivotal role in the conflict between the Nightsisters, the Sith, and the Jedi.
- Weapons and Armor:
 - Weapons:
 - Dark Magicks:
 - Force Manipulation: Allows her to control the battlefield by levitating objects, pushing enemies, and creating barriers.
 - Spirit Ichor Blasts: Energy projectiles that deal heavy damage to both infantry and vehicles.
 - Life Drain: Saps the vitality of enemies to heal herself and her allies.
 - Armor:
 - Nightsister Robes:
 - Designed for mobility and connection to mystical energies.
 - Strengths: Enhances her ability to channel magic.
 - Weaknesses: Provides minimal physical protection against blaster fire or melee attacks.
- Type of Unit:
 - Magic Specialist and Support:
 - Mother Talzin excels in battlefield control, healing, and debilitating enemies, making her a versatile and powerful addition to any dark side-aligned team.
- Advantages:
 - Mastery of Nightsister Magic:
 - Life Drain: Weakens opponents while healing allies, creating sustainability in prolonged battles.
 - Summoning: Calls upon Nightsister spirits or undead allies to overwhelm and harass enemies.
 - Debilitating Curses: Reduces enemy effectiveness, sowing chaos in enemy ranks.
 - Versatility: Capable of both offensive and support roles, depending on the battlefield situation.
 - Battlefield Control: Her ability to manipulate the environment and summon allies allows her to dominate engagements.
 - Psychological Impact: Her mysticism and dark powers instill fear and confusion in enemies, reducing their cohesion.
- Disadvantages:

- **Fragility:** Without armor or a physical combat focus, Talzin is vulnerable to sustained ranged fire or close-quarters combat.
 - **High Priority Target:** As a powerful leader and magic user, Talzin often becomes the focal point of enemy attacks.
 - **Dependent on Allies:** While powerful, her abilities shine when paired with a strong, combat-ready team.
- **Best Pairings:**
 - **Savage Opress (\$3 Tier):** Their shared connection to Dathomir and brute strength complement Talzin's magical prowess.
 - **Asaji Ventress (\$2 Tier):** A Nightsister herself, Ventress benefits from Talzin's healing and support while delivering deadly melee attacks.
 - **Droidekas (\$1 Tier):** Their shields and suppressive fire provide the protection Talzin needs to focus on her magic.
- **Worst Pairings:**
 - **Jar Jar Binks (\$1 Tier):** His chaotic behavior disrupts Talzin's precise and calculated use of magic.
 - **Wicket (\$1 Tier):** Lacks the power or synergy to complement Talzin's dark magicks.
 - **Jedi Units:** As enemies of the dark side and the Nightsisters, they are fundamentally incompatible with Talzin's methods and philosophy.
- **Best Utilized For:**
 - **Support and Healing:** Position Talzin to sustain allied forces with Life Drain and protective magic.
 - **Battlefield Control:** Use her summoning and curses to disrupt enemy strategies and create opportunities for allies.
 - **Psychological Warfare:** Leverage her dark presence to demoralize and confuse enemies, reducing their effectiveness in battle.

Mandalore the Ultimate

Description:

- **Mandalore the Ultimate, also known as Te Ani'la Mand'alor, was the leader of the Mandalorians during the Mandalorian Wars. A towering figure both in stature and influence, he epitomized the warrior culture of the Mandalorians, inspiring his forces to conquer and dominate. Known for his unmatched combat prowess, tactical brilliance, and unyielding resolve, Mandalore the Ultimate is a powerful frontline combatant and leader, capable of turning any engagement into a Mandalorian victory.**

Introduced:

- **Mandalore the Ultimate was first introduced in *Star Wars: Knights of the Old Republic* lore and expanded upon in various Legends material, particularly surrounding the events of the Mandalorian Wars against the Old Republic.**

Weapons and Armor:

- **Weapons:**
 - **Beskad Vibroblade:**
 - **Effective range:** Melee.
 - **Strengths:** Capable of cutting through most materials, including weaker armors.
 - **Weaknesses:** Limited to close-range combat.
 - **Dual WESTAR Blaster Pistols:**
 - **Effective range:** Medium.
 - **Strengths:** Ideal for rapid-fire engagements and mid-range combat.
 - **Weaknesses:** Less powerful than heavier blaster weapons.
 - **Wrist Flamethrower:**
 - **Effective range:** Short.
 - **Strengths:** Excellent for clearing groups or flushing enemies from cover.
 - **Weaknesses:** Limited fuel and range.
- **Armor:**
 - **Beskar'gam (Mandalorian Armor):**
 - **Provides exceptional protection against blasters, explosives, and even lightsabers.**
 - **Strengths:** Highly durable and resistant to most forms of damage.
 - **Weaknesses:** While durable, it can restrict mobility slightly in extended combat.

Type of Unit:

- **Heavy Melee/Ranged Combat Specialist and Leader:**
 - **Mandalore the Ultimate excels in leading assaults, engaging enemies in close combat, and inspiring Mandalorian troops to unparalleled heights.**

Advantages:

- **Exceptional Leadership:** Mandalore's commanding presence inspires Mandalorian forces, enhancing their effectiveness and morale.

- Versatile Combatant: Proficient in both melee and ranged combat, making him adaptable to a variety of battlefield scenarios.
- Unmatched Durability: Beskar armor makes him highly resistant to damage, allowing him to withstand heavy fire and lightsaber strikes.
- Psychological Impact: His reputation and battlefield prowess intimidate enemies, reducing their cohesion and effectiveness.

Disadvantages:

- High Priority Target: As the leader of the Mandalorians, Mandalore the Ultimate often becomes the focus of concentrated enemy attacks.
- Costly: At \$5, he is a significant investment that requires careful planning and strong team synergy.
- Mobility Limitations: While durable, his armor and equipment can slightly hinder his agility in prolonged or highly dynamic engagements.

Best Pairings:

- 2 Mandalorian Riflemen (\$2 Tier): Their precision and ranged firepower complement Mandalore's versatility, creating a balanced and deadly team.
- Bo-Katan Kryze (\$3 Tier): Her leadership and tactical skills align perfectly with Mandalore's combat prowess, enhancing Mandalorian unit effectiveness.
- 5 Gungan Swordsmen (\$1 Tier): Their aggressive melee tactics pair surprisingly well with Mandalore's leadership, creating a relentless frontline force.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His unpredictable and chaotic behavior is antithetical to Mandalore's disciplined and focused combat style.
- Wicket (\$1 Tier): Offers no synergy with Mandalore's warrior culture or battlefield tactics.
- Droidekas (\$1 Tier): Their stationary, shield-dependent fighting style clashes with Mandalore's dynamic and aggressive approach.

Best Utilized For:

- Frontline Leadership: Position Mandalore to lead Mandalorian forces in direct assaults, breaking enemy lines and rallying allies.
- Dueling and High-Value Target Engagement: Use him to confront and eliminate enemy leaders or powerful melee combatants.
- Objective Control: Deploy Mandalore to secure and hold key battlefield positions, forcing enemies to commit significant resources to dislodge him.

Darth Plagueis

Description:

- Darth Plagueis, also known as Darth Plagueis the Wise, is a legendary Sith Lord renowned for his mastery of the dark side of the Force and his obsession with immortality. Known for his cunning intellect and unparalleled knowledge of Sith alchemy and Force manipulation, Plagueis is a powerful support and manipulator unit, capable of influencing life and death on the battlefield. Though not as combat-oriented as other Sith Lords, his dark side abilities make him a deadly and versatile opponent.

Introduced:

- Darth Plagueis was first mentioned in *Star Wars: Episode III – Revenge of the Sith* in Emperor Palpatine's tale of the Sith Lord who could cheat death. His full story was later expanded in the *Star Wars Legends* novel *Darth Plagueis* by James Luceno.

Weapons and Armor:

- Weapons:
 - The Dark Side of the Force:
 - Force Drain: Absorbs life energy from enemies to heal himself or allies.
 - Force Lightning: Unleashes devastating electrical attacks, capable of incapacitating multiple foes.
 - Force Manipulation: Alters the battlefield by levitating objects, disarming enemies, or creating barriers.
- Armor:
 - Sith Robes:
 - Designed for freedom of movement and enhanced Force connection.
 - Strengths: Lightweight and non-restrictive.
 - Weaknesses: Provides no physical protection against sustained attacks.

Type of Unit:

- Sith Support Specialist and Manipulator:
 - Plagueis excels in manipulating the battlefield, sustaining allies, and crippling enemies with his mastery of the Force.

Advantages:

- Mastery of the Force:
 - Force Heal: Can prolong the lives of allies or even revive them under certain circumstances.
 - Mind Control: Alters the actions of weaker-willed opponents, disrupting enemy strategies.
 - Force Choke: Immobilizes and damages key targets.
- Strategic Brilliance: As a Sith Lord obsessed with control, Plagueis excels at anticipating and countering enemy tactics.
- Resilient Sustain: His ability to draw on the life force of others gives him remarkable survivability in prolonged engagements.
- Battlefield Presence: His knowledge and aura demoralize enemies, disrupting their cohesion and morale.

Disadvantages:

- Fragility: Without armor or physical combat skills, Plagueis is vulnerable to direct attacks.
- Limited Melee Capability: While formidable in the Force, Plagueis struggles in close-range combat against melee specialists.
- High Priority Target: As a Sith Lord and master manipulator, Plagueis often draws concentrated enemy fire.

Best Pairings:

- Darth Sidious (\$5 Tier): Together, their combined Force mastery and manipulation create an unstoppable Sith duo.
- 10 Sith Troopers (\$0.50 Tier): Provide covering fire and protection, allowing Plagueis to focus on battlefield control.
- Darth Vader (\$5 Tier): Vader's overwhelming combat presence complements Plagueis's support and manipulation, creating a devastatingly effective team.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and unpredictable behavior undermines Plagueis's calculated and methodical tactics.
- Wicket (\$1 Tier): Offers no tactical or combat value to complement Plagueis's sophisticated abilities.
- Jedi Units: Their light side alignment makes them fundamentally incompatible with Plagueis's dark side abilities and philosophy.

Best Utilized For:

- Support and Healing: Use Plagueis to sustain allied forces, ensuring their effectiveness in prolonged engagements.
- Battlefield Manipulation: Leverage his Force abilities to disrupt enemy strategies and create openings for allied attacks.
- Psychological Warfare: Position Plagueis to demoralize and destabilize enemy forces, reducing their cohesion and effectiveness.

Darth Revan

Description:

- Darth Revan is a legendary Sith Lord and former Jedi Knight, known for his tactical genius and mastery of both the light and dark sides of the Force. As a warrior, leader, and manipulator, Revan is a versatile and devastating battlefield presence. His combat skills, Force abilities, and strategic mind make him one of the most iconic figures in galactic history. Revan's dual nature allows him to adapt to a wide range of situations, making him as unpredictable as he is powerful.

Introduced:

- Darth Revan was introduced in *Star Wars: Knights of the Old Republic*, where his journey as both a Sith and Jedi became central to the story.

Weapons and Armor:

- Weapons:
 - Dual Lightsabers (Red and Purple):
 - Effective range: Melee.
 - Strengths: Allows for both offensive and defensive combat, with the dual blades providing versatility in duels and crowd control.
 - Weaknesses: Requires close proximity to be effective.
- Armor:
 - Sith Battle Armor with Mask:
 - Designed for protection and intimidation.
 - Strengths: Provides moderate resistance to blasters and melee strikes while enhancing Force connection.

- Weaknesses: Vulnerable to concentrated heavy fire or Force-based attacks targeting mobility or balance.

Type of Unit:

- Melee/Force Specialist and Leader:
 - Revan combines devastating lightsaber combat with advanced Force powers, excelling in duels, support roles, and battlefield leadership.

Advantages:

- Mastery of the Force:
 - Force Lightning: Devastates groups of enemies and disrupts electronics.
 - Force Choke: Immobilizes and damages high-value targets.
 - Force Heal: Restores health to himself and allies, sustaining forces in prolonged engagements.
 - Battle Meditation: Enhances the coordination and effectiveness of allied forces while demoralizing enemies.
- Tactical Brilliance: Revan's strategic mind allows him to analyze and exploit enemy weaknesses, ensuring his forces dominate engagements.
- Dual Wielding: His proficiency with two lightsabers makes him deadly in melee combat, capable of overwhelming opponents with relentless precision.
- Inspirational Presence: As a leader, Revan boosts the morale and cohesion of his allies, making them more effective in battle.

Disadvantages:

- High Priority Target: As a legendary figure and powerful combatant, Revan often becomes the focal point of enemy fire and Force-users.
- Limited Durability: While moderately protected, Revan is vulnerable to sustained heavy fire or concentrated attacks.
- Costly: At \$5, Revan is a major investment that requires strategic deployment and strong synergy with allied units.

Best Pairings:

- Bastila Shan (\$4 Tier): Their bond and complementary abilities, such as her Battle Meditation and his Force mastery, create an unbeatable team.
- HK-47 (\$2 Tier): As his loyal assassin droid, HK-47 provides precise ranged support, complementing Revan's melee prowess.
- 10 Sith Troopers (\$0.50 Tier): Act as a disciplined and effective infantry force, bolstered by Revan's leadership and Force abilities.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic antics disrupt Revan's calculated and strategic approach.
- Wicket (\$1 Tier): Lacks the power or synergy to meaningfully contribute to Revan's operations.
- Droidekas (\$1 Tier): Their stationary, shield-based combat style contrasts with Revan's dynamic and mobile tactics.

Best Utilized For:

- Dueling and Assassination: Deploy Revan to confront Jedi, Sith, or other high-value enemies, leveraging his lightsabers and Force powers to overwhelm them.
- Leadership and Coordination: Position him to lead allied forces, using his Battle Meditation and tactical genius to dominate the battlefield.
- Crowd Control and Support: Utilize his Force abilities to clear groups of enemies, protect allies, and sustain forces in prolonged engagements.

Darth Nihilus

Description:

- Darth Nihilus, the "Lord of Hunger," is a Sith Lord consumed by an insatiable desire to feed on the life energy of others, leaving destruction and death in his wake. A literal wound in the Force, Nihilus wields unimaginable power, capable of draining entire planets of life. His connection to the dark side is profound, making him one of the most terrifying figures in Sith history. However, his physical form is fragile, bound to his armor by dark side energy.

Introduced:

- Darth Nihilus was introduced in *Star Wars: Knights of the Old Republic II: The Sith Lords* as one of the primary antagonists, leading the Sith Triumvirate in its crusade against the Jedi and the galaxy.

Weapons and Armor:

- Weapons:
 - Red Lightsaber:
 - Effective range: Melee.
 - Strengths: Deadly in duels and close-quarters combat.
 - Weaknesses: Limited to close-range engagements.
- Armor:
 - Sith Robes and Mask:
 - Holds together his fragmented physical form.
 - Strengths: Acts as a vessel for his immense dark side power.
 - Weaknesses: Provides little physical protection, relying on the Force to defend him.

Type of Unit:

- Force Devourer and Battlefield Controller:
 - Darth Nihilus thrives on disrupting and annihilating enemy forces through his Force Drain and other dark side abilities, turning battles into one-sided annihilations.

Advantages:

- Planetary Force Drain:
 - Mass Force Drain: Nihilus can sap the life energy of entire groups, healing himself and devastating enemies.
 - Strengths: Can effectively neutralize enemy units en masse.
 - Weaknesses: Requires time and proximity to maximize its effects.
- Dark Side Mastery:
 - Force Push: Disrupts enemy formations.
 - Force Scream: Creates a shockwave of dark energy that damages and destabilizes opponents.
 - Force Choke: Immobilizes and damages key targets.
- Psychological Impact: His aura of despair demoralizes enemies, reducing their cohesion and effectiveness.
- Durability through the Force: His fragmented physical form is sustained entirely by the dark side, making him resilient to many conventional attacks.

Disadvantages:

- Fragile Physical Form: While immensely powerful, Nihilus's physical body is weak and vulnerable to sustained damage or precise strikes.
- High Priority Target: As a powerful Sith Lord, he often becomes the focus of enemy attention.
- Limited Mobility: His reliance on dark side energy and his bound form make him slower and less agile compared to other melee or Force units.

Best Pairings:

- Darth Sion (\$4 Tier): As another member of the Sith Triumvirate, Sion's indestructibility complements Nihilus's destructive powers.
- 10 Sith Troopers (\$0.50 Tier): Provide cover and distractions, allowing Nihilus to focus on unleashing his devastating abilities.
- Droidekas (\$1 Tier): Their suppressive fire and shields give Nihilus the time needed to drain life and unleash dark side attacks.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic and comedic nature clashes with Nihilus's sinister and calculated destruction.
- Wicket (\$1 Tier): Offers no synergy with Nihilus's destructive abilities or dark side nature.
- Jedi Units: Their alignment with the light side and focus on life make them fundamentally opposed to Nihilus's methods and goals.

Best Utilized For:

- Mass Destruction: Deploy Nihilus to eliminate large groups of enemies or key clusters of units with his Force Drain.
- Psychological Warfare: Use his aura of fear and despair to demoralize and scatter enemy forces, reducing their effectiveness.
- High-Value Target Elimination: Focus on neutralizing enemy leaders or Force-sensitive opponents, leveraging his overwhelming power to destroy them.

The Daughter

Description:

- The Daughter is a celestial being and embodiment of the light side of the Force, part of the enigmatic Mortis family. She represents peace, selflessness, and harmony, wielding unparalleled abilities to heal, protect, and balance the Force. While not a traditional combatant, her immense connection to the light side makes her an invaluable support unit, capable of sustaining allies and neutralizing dark side threats.

Introduced:

- The Daughter was introduced in *Star Wars: The Clone Wars* during the Mortis Arc, where her role in maintaining the balance of the Force was explored alongside her family, the Son (dark side) and the Father (balance).

Weapons and Armor:

- Weapons:
 - The Light Side of the Force:
 - Healing Light: Restores health and vitality to herself and allies.
 - Force Shield: Creates protective barriers around allies to block incoming attacks.
 - Force Purification: Disrupts and weakens dark side entities, reducing their effectiveness.
- Armor:
 - Ethereal Form:
 - As a celestial being, the Daughter exists partially outside of the material plane.
 - Strengths: Her incorporeal nature makes her highly resistant to physical attacks.
 - Weaknesses: Vulnerable to extreme dark side energy or metaphysical attacks.

Type of Unit:

- Force Support Specialist:
 - The Daughter is a pure support unit, excelling in healing, protection, and countering dark side threats.

Advantages:

- Mastery of the Light Side:
 - Healing Light: Can restore allies' health and even reverse mortal injuries in some cases.
 - Force Purification: Devastatingly effective against dark side users and creatures.
 - Force Shield: Protects key units or objectives, enhancing survivability in prolonged engagements.
- Immense Durability: As a celestial being, she is resistant to most conventional attacks and minor dark side powers.
- Battlefield Presence: Her calming aura inspires allies, boosting their morale and reducing the chaos of battle.
- Synergy with Light Side Units: Works exceptionally well with Jedi or other Force-sensitive allies, enhancing their abilities.

Disadvantages:

- Limited Offensive Capability: The Daughter relies almost entirely on defensive and supportive abilities, lacking direct combat power.
- Vulnerable to Dark Side Masters: While effective against minor dark side users, she can be overwhelmed by powerful entities like Darth Sidious or Darth Nihilus.
- High Priority Target: Her healing and protective powers make her a key focus for enemy forces.

Best Pairings:

- Ahsoka Tano (\$4 Tier): Their light side synergy amplifies Ahsoka's abilities while the Daughter sustains her in combat.
- Yoda (\$5 Tier): The ultimate light side duo, their combined wisdom and power dominate any engagement.
- 2 Jedi Temple Guards (\$2 Tier): Their defensive focus complements the Daughter's protective and healing role, creating an unbreakable defensive line.

Worst Pairings:

- Jar Jar Binks (\$1 Tier): His chaotic nature disrupts the Daughter's serene and focused approach.
- Nihil Pirate Marauders (\$0.50 Tier): Their lawless and aggressive nature is antithetical to the Daughter's values and tactics.
- Dark Side Units: Fundamentally opposed to the Daughter's light side alignment and purpose.

Best Utilized For:

- Healing and Support: Use the Daughter to sustain allied forces, ensuring their longevity and effectiveness in prolonged battles.
- Countering Dark Side Threats: Deploy her against dark side users to weaken and neutralize their influence.

- Objective Defense: Position her to shield key objectives or allies, creating a nearly unbreakable defense with her Force Shields.