


## Attack on Endor






H 1

**AT-ST**

Co	54
HP	120
Df	14
At	+8
Dm	40

- Rigid
- Damage Reduction 10
- Double Attack
- Grenades 20
- Mobile Attack
- Mounted Weapon

*The All Terrain Scout Transport adds speed and firepower to any Imperial assault.*




M 2

**Scout Trooper**

Co	8
HP	20
Df	15
At	+5
Dm	10

- Stealth

*Lightly armored and extremely mobile, the scout trooper excels at reconnaissance and patrol.*




M 3

**Stormtrooper**

Co	5
HP	10
Df	16
At	+4
Dm	10

*Imperial shock troops totally loyal to the Emperor, stormtroopers wear plastoid composite armor.*



M 4

**Stormtrooper Officer**

Co	14
HP	30
Df	18
At	+8
Dm	10

- Double Attack

**Commander Effect**  
Trooper followers within 6 squares get +3 Attack if they do not move this turn.

*This officer instills those under his command with discipline and complete loyalty to the Empire.*