User Guide:

The *Quick Reference Score and Character Sheet* is very simple to use. It is a tool to help you keep track of Hit Points, spent Force Points, and calculate attack, defense, and damage bonuses.

Before starting a skirmish, you may want to get your *Quick Reference Score and Character Sheet* ready. [Please print and save the Quick Reference Score and Character Sheet as often as you like]

- First, place the name and cost of the character(s) at the top of each of the sections.
- Next, start by writing in the total Hit Points in the first Hit Point box.
- Then, do the same with Force Points, Attack, Defense, and Damage totals.
- **Do not** write in the Attack or Damage bonuses until you use them for the first time. If you don't activate Special Ability, then you won't get confused to what the bonuses are. **Slash** the bonuses out when used.
- Use a **slash** to subtract Hit Points, then write the new Hit Point total.
- **If** you need to **add** Hit Points back, such as Obi-wan's Heal, simply place an **X** over the last Hit Point and write down the new Hit Point total.
- **Or** simply do what is easiest for you. And have fun playing Star Wars Miniatures!

Example:

Character: Cost:	Character: Cost:	Character: Cost:
Han	*28*	*Luke Jedi*	*27*	*Obi-Wan*	*38*

Hit Points:	Hit Points:	Hit Points:
80 70 60	*90 80*	*100 80 100*

Force Points:	Force Points:	Force Points:
1	*3 2*	*5 4 3*

Attack: (bonus +)	Attack: (bonus +)	Attack: (bonus +)
+8 +4 +4	*+10*	*+14*

Defense: (bonus +)	Defense: (bonus +)	Defense: (bonus +)
17	*18*	*19*

Damage (bonus +)	Damage (bonus +)	Damage (bonus +)
20 +10	*20*	*20*