

# BATTLEPLAN

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Basic HSTR Teams  
version 1.0



The HSTR Project  
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The guild should try to use essential teams first. If the phase cannot be defeated, use reserve teams. If that doesn't work, move on to "Last Resort"

Phase	Teams		Leader		Other Characters			Rookie Score (Softer Team)	Veteran Score
One	Essential	Yodalicious	GM Yoda	Ezra	Hermit Yoda	QGJ	Visas or Barriss (sig lower dmg)	TBD	6%-10%
		JTR	Jedi Training Rey	BB-8	R2D2, Visas or Holdo	Scavenger Rey, Hermit Yoda, or Barriss	Resistance Trooper	4% to 6% (2% to 4%)	5% to 9%+
Two	Essential	Bastilla-led Jedi	GK/Bastilla	Bastilla/GK	Ezra	Grandmaster Yoda	Hermit Yoda	5%	6%-9%
		OG Jedi	GK/zQGJ	Ezra	Grandmaster Yoda	Thrawn/Old Ben/Zarriss/tank	Thrawn/Old Ben/Zarriss/tank	3%	4-6%
		Imperial Troopers	Veers or Thrawn	Veers or Thrawn	Colonel Stark	Shoretrooper	Snowtrooper	1% to 1.5% (0.25% to 0.75%)	1% to 2%
		Machine Gun Leia	Admiral Ackbar	Princess Leia	Sun Fac or Stormtrooper Han	General Kenobi	Barriss, Hermit Yoda, or Wampa	TBD	1% to 2%
		Church of Nute	Nute Gunray	Princess Leia	Sabine Wren	General Kenobi	Thrawn, Barriss, or Hermit Yoda	TBD	2% to 4%
		Wampa	Boba Fett/General Kenobi	Thrawn	R2, Hermit Yoda, or Sabine	General Kenobi/Boba Fett	Wampa	TBD	2.0% - 4.0%
		Phonex Squadron	Hera	Ezra	Kanan	Zeb	Sabine	1.0% to 1.5% (0.5% to 1.0%)	0.5% to 6% (Full Zeta for 6%)
	Reserve	Palpatine Sith	EP	Darth Vader, Thrawn, or Sith Maulader	DN	Darth Scion or Tarken	Sith Trooper or Darth Vader	TBD	1.0% - 3.0%
		Princess Zody	Zody	Fives	Clone Sergeant	Echo	Princess Leia	TBD	1.0% - 2.0%
		Maul Sith	Zaul	DN	Dath Sion or Savage	Sith Trooper	Sith Assassin	TBD	0.5% - 1.0%
		Sidious Sith	Sidius	DN	Zaul	Darth Scion or Savage	Sith Marauder	TBD	0.5% - 1.5%
		Ewoks	Chirpa	Logray	Wicket	Ewok Scout	Ewok Elder	TBD	0.5% - 2.0%
	Emergency	JTR	Same as Phase 1 JTR Team						
		Nightsisters (better save for P4)	Talzin/Ventress	Ventress/Talzin	Old Daka	Talia/Acolyte/Spirit	Talia/Acolyte/Spirit	4%	TBD
		CLS's Training (better save CLS for P3 Chex)	CLS	HYoda	Scariff Rebel Pathfinder	Sabine	Ezra/Leia/Thrawn	2%	3%
Three	Essential	Chex Mix	CLS	Han Solo	Death Trooper	Chirrut or Rex	Pao, JKA, or Palpatine	3% to 4% (0.25% to 0.75%)	3% to 6%+
	Reserve	Nightsisters	zTalzin (best)/ Ventress	Daka	Talzin	Zombie (best) / Spirit or zInitiate (best) / other NS	Zombie (best) / Spirit or zInitiate (best) / other NS	2-4%	10%-20% (best options required)
		Rebels	Boba Fett, Wedge, Lando	ROLO (Leia), Fulcrum	Sabine, Hoda, Phasma, DT	Jedi Knight Anakin	Jyn, Phasma	TBD	1% to 2%
		HAAT Droids	HK-47	IG-86	IG-88	Jawa Engineer	Nebit	~0.25%	~0.25%
		First Order	KRU	FOST	FOO	FOE, Kylo Ren	FOSFTP, FOTP	TBD	2.0% - 4.0%
Four (Nihilus & Sion)	Essential	Nightsisters	Asajj Ventress	Daka	Talia	Talzin, Initiate, Spirit	Zombie/Acolyte/ Initiate	8% to 11% (2% to 6%) of DN	10% to 25%+ of Darth Nihilus (Zombie for Highest Scores)
		JTR	Same as Phase 1 JTR Team					TBD	4.0% - 10%
	Reserve	Vader	Darth Vader	Savage, Dooku	Tarkin	ISC / Dooku / Tie Pilot	Hermit Yoda, Visas, or Barriss	TBD	0.5% - 2.0%
		First Order	Same as Phase 3 First Order Team					TBD	2.0% - 4.0%
Four (Traya)	Zerg!!!	Clones	Cody	Echo	Fives	Baze	Clone Seargent	TBD	TBD
		Kitchen Sink	Use whatever you have left. Go fast. Time is of the essence.						

Based upon the work of HothSkiPatrol. Revised to match Force Without Limits Battle Plan and to include our observed damage ranges.

scores in **bold** have been verified