

Lord Hoth, Leader of the Army of Light 138

HIT POINTS 160 ATTACK +17
DEFENSE 22 DAMAGE 20

Special Abilities

Unique, Melee Attack
Double Attack: Twin Attack
Charging Assault +10 (Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy)
Impulsive Jedi Hunter (If a Unique allied character is defeated, for the remainder of the skirmish this character has Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings))
Mettle (If this character spends 1 Force point to reroll, add +4 to the result)
Niman Style Mastery (+4 Attack and +4 Defense while this character has more than half Hit Points remaining)
Old Republic Conscription (All characters in your squad are considered Old Republic for the rest of the skirmish)
Sith Hunter (+4 Attack and +10 Damage against Sith enemies)

Force Powers

Force 2, Force Renewal 2
Master of the Force 2
Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)
Lightsaber Precision (Force 1: +10 Damage on next attack)
Lightsaber Sweep (Force 1, replaces attack: Can attack each adjacent enemy once)

Commander Effect

Old Republic allies gain **Furious Assault** (Replaces turn: Can move up to 12 squares, then attack each legal target once).
Old Republic allies within 6 squares get +10 Damage against adjacent enemies.



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Darth Bane in Orbalisk Armor 142

HIT POINTS 200 ATTACK +18
DEFENSE 22 DAMAGE 30

Special Abilities

Unique, Melee Attack: Double Attack
Avoid Defeat (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated)
Djem So Style (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.)
Orbalisk Armor (When this character takes damage, make 2 saves, each needing 11; each success reduces the damage dealt by 10. Force powers whose names contain Lightning ignore this special ability.)

Commander Effect

At the start of the skirmish, if your squad contains only one other character with a Force rating, that ally gains **Sith Rage 2** and can spend Force points from Darth Bane in Orbalisk Armor. (That character still can't spend Force points more than once per turn and can't combine its own Force points with those from Darth Bane.)

Force Powers

Force 2, Force Renewal 2
Master of the Force 2
Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)
Lightsaber Throw 2 (Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.)
Sith Rage 2 (Force 2: +20 Damage on all attacks this turn)
Sith Sorcery (Force 2, usable only on this character's turn: Enemy characters within 6 squares are considered activated this round: save 11)



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The Phantom Menace 144

HIT POINTS 160 ATTACK +16
DEFENSE 23 DAMAGE 20

Special Abilities

Unique (Counts as both Darth Sidious and Emperor Palpatine)
Melee Attack: Double Attack: Twin Attack
Affinity (May be in a Sith or Imperial squad)
Ambush (Can move and then make all his attacks against 1 enemy who has not activated this round)
Execute Order 66 (Cannot be targeted by characters with Order 66)
Tactician +8 (Add +8 to the initiative roll except on a roll of 1)
The Phantom Menace (This character does not count as a legal target for enemies farther than 6 squares away)

Commander Effect

Non-Unique allies within 6 squares gain **Extra Attack**.

At the end of this character's turn, one non-Unique ally may take an immediate turn. At the end of that turn that character is defeated.

Force Powers

Force 3, Force Renewal 2
Master of the Force 2
Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)
Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)
Force Lightning 4 (Force 4, replaces attacks: range 6; 50 damage to target. Huge or smaller characters are considered activated this round: save 16.)
Force Withdrawal (Force 1, useable only on this character's turn: Until the start of this character's next turn or until he spends a Force point, he gains **Force Immunity**)
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)
Sith Rage (Force 1: This character gets +10 Damage on all his attacks this turn)



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Darth Maul, Shadow Hunter 132

HIT POINTS 160 ATTACK +16
DEFENSE 23 DAMAGE 20

Special Abilities

Unique. Melee Attack
Double Attack: Twin Attack
Greater Mobile Attack
Intimidation [Living non-Unique enemies within 6 squares get -2 Attack and -2 Defense. Living allies within 6 squares get +2 Attack and +2 Defense.]
Juyo Style Mastery [Scores a critical hit on an attack roll of natural 17, 18, 19, or 20. Whenever this character scores a critical hit, make a save of 11; on a success, this character can make 1 immediate extra attack.]
Lightsaber Duelist [+4 Defense when attacked by an adjacent character with a Force rating]
Loner [+4 Attack if no allies are within 6 squares]

Force Powers

Force 2. Force Renewal 1
Master of the Force 2
Force Cloak [Force 2. replaces turn: For the rest of the skirmish, this character gains Cloaked]
Lightsaber Block [Force 1: When hit by a melee attack, this character takes no damage with a save of 11]
Lightsaber Riposte [Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker]
Sith Rage [Force 1: This character gets +10 Damage on all his attacks this turn]



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Mace Windu, Master of the Order 140

HIT POINTS 160 ATTACK +19
DEFENSE 24 DAMAGE 20

Special Abilities

Unique. Melee Attack
Quadruple Attack: Greater Mobile Attack
Flurry Attack [Whenever this character scores a critical hit, he can make 1 immediate extra attack]
Vaapad Style Mastery [Scores a critical hit on an attack roll of natural 17, 18, 19, or 20 and does triple damage instead of double on a critical hit]

Commander Effect

Characters in your squad with a Force rating (including this character) do not provoke attacks of opportunity.

Force Powers

Force 3. Force Renewal 2
Master of the Force 2
Force Absorb [Force 2: Cancel a Force power used by an adjacent character]
Force Repulse 3 [Force 3. replaces turn: 30 damage to all characters within 3 squares; push back Huge or smaller characters to 4 squares from this character. Huge or smaller characters are considered activated this round; save 11.]
Lightsaber Precision 2 [Force 2: +20 Damage on next attack]
Lightsaber Reflect [Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes damage equal to the prevented damage; save 11]
Lightsaber Riposte [Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker]



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Yoda, Legend of the Light Side 144

HIT POINTS 160 ATTACK +15
DEFENSE 23 DAMAGE 20

Special Abilities

Unique. Melee Attack: Triple Attack
Ataru Style Mastery [+4 Attack and Twin Attack if exactly 1 enemy is within 6 squares]

Commander Effect

Followers with a Force rating who start their move within 6 squares gain Double Attack and Greater Mobile Attack [Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but it must make them all before resuming movement.]

Force Powers

Force 3. Force Renewal 3
Master of the Force 3
Force Defense [Force 3: Cancel a Force power used by a character within 6 squares]
Force Shield [Force 4. replaces turn: For the rest of the skirmish, this character gains the following Force ability: Whenever this character takes damage, make 2 saves, each needing 11; each success reduces the damage dealt by 10. Characters with Force Immunity ignore this ability.]
Lightsaber Defense [Force 1: When hit by an attack, this character takes no damage with a save of 11]
Lightsaber Precision 2 [Force 2: +20 Damage on his next attack]
Lightsaber Throw 5 [Force 5. replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make 2 attacks against the chosen enemy and against each character adjacent to that enemy.]



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Luke Skywalker, First of the New Order

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HIT POINTS 160 ATTACK +14
DEFENSE 21 DAMAGE 20

Special Abilities

Unique. Pilot

Melee Attack: Triple Attack

Djem So Style [Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.]

First of the New Order [At the start of the skirmish, choose one Unique living ally. That ally gains Force 1 and Lightsaber Deflect; it is considered to have a Force rating for the rest of the skirmish. While within 6 squares of this character, the ally gets +4 Attack and +10 Damage.]

Flurry Attack [Whenever this character scores a critical hit, he can make 1 immediate extra attack]

Impulsive Reprisal [If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +10 Damage]

Twin Blaster 20 [Replaces attacks: sight. Make 2 attacks against 1 enemy at +11 Attack and 20 Damage. These count as nonmelee attacks.]

Force Powers

Force 2. Force Renewal 2

Master of the Force 2

Force Absorb [Force 2: Cancel a Force power used by an adjacent character]

Lightsaber Deflect [Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11]

Lightsaber Sweep [Force 1, replaces attack: Can attack each adjacent enemy once]

Master Recovery [Force 8, replaces turn: Remove all damage from this character]

Surprise Move [Force 1: Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates]

Use the Force [Force 3: This character's next attack is a critical hit]



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Darth Vader, Legend of the Dark Side

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HIT POINTS 160 ATTACK +16
DEFENSE 23 DAMAGE 20

Special Abilities

Unique. Melee Attack Triple Attack

Dark Armor [Whenever this character takes damage, it reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.]

Jedi Hunter [+4 Attack and +10 Damage against enemies with Force ratings]

No Disintegrations [Damage dealt by critical hits cannot be increased. Commander effects and special abilities that trigger based on a critical hit or the attack number rolled are suppressed.]

Force Powers

Force 2. Force Renewal 2

Master of the Force 2

Dark Assault 2 [Force 2: If this character doesn't move this turn, he gets +4 Attack and +10 Damage on all his attacks this turn]

Force Grip 4 [Force 4, replaces attacks: sight. 40 damage]

Lightsaber Defense [Force 1: When hit by an attack, this character takes no damage with a save of 11]

Lightsaber Sweep [Force 1, replaces attack: Can attack each adjacent enemy once]

Overwhelming Force 2 [Force 2: This character's attacks can't be prevented or redirected this turn, and special abilities that trigger as a result of being hit by an attack are suppressed. Ignore bonuses to Defense when determining whether the attack hit.]

Commander Effect

Once per round, after initiative is determined, you may remove one Unique allied commander to grant all other non-Unique allies +10 Damage for the rest of the round.



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Terentatek

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HIT POINTS 300 ATTACK +12
DEFENSE 18 DAMAGE 10

Special Abilities

Savage. Speed 8

Melee Attack: Melee Reach 3: Quadruple Attack

Force Immunity [Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities]

Indiscriminate [When this character attacks an adjacent enemy, it ignores enemy abilities and commander effects that prevent targeting and attacking. These attacks cannot be redirected.]

Jedi Hunter [+4 Attack and +10 Damage against enemies with Force ratings]

Overwhelming Power [Damage from this character's attacks cannot be prevented or redirected]

Rapport [Costs 10 less when in a Sith squad]

Stable Footing [Not slowed by difficult terrain or low objects]

Virulent Poison +20 [+20 Damage to living enemies; save 16]



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Mara Jade Skywalker, Galactic Hero

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HIT POINTS 140 ATTACK +14
DEFENSE 21 DAMAGE 20

Special Abilities

Unique. Pilot. Stealth

Mobile Attack: Twin Attack

Cunning Attack +20 [+4 Attack and +20 Damage against an enemy who has not activated this round]

Deadly Attack [Scores a critical hit on an attack roll of natural 19 or 20]

Master Slicer [Replaces attacks: This turn, this character can ignore doors while moving]

Spy [This character does not count as a legal target until she makes an attacks or uses an ability that deals damage]

Synergy +4 [+4 Attack and +4 Defense while an allied character whose name contains Luke Skywalker is within 6 squares]

Commander Effect

An ally whose name contains Luke Skywalker gains Synergy [+4 Attack and +4 Defense while an allied character whose name contains Mara Jade is within 6 squares] and Master of the Force 2.

Followers within 6 gains Stealth.



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Mandalore the First

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HIT POINTS 170 ATTACK +16
DEFENSE 24 DAMAGE 20

Special Abilities

Unique. Flight

Melee Attack: Double Attack: Twin Attack

Beskar'gam [When this character takes damage, he reduces the damage dealt by 10 with a save of 11]

Cortosis Weave 18 [Whenever this character rolls 18 or better on a save to reduce the damage dealt by an adjacent enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish]

Mandalorian Conscript [All characters in your squad are considered Mandalorian for the rest of the skirmish]

Momentum [If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies]

Virulent Poison Dart [Replaces turn: range 6; 40 damage to target living enemy; save 16]

Commander Effect

Mandalorian allies gain Beskar'gam and Cortosis Weave 20 [Whenever this character rolls 20 or better on a save to reduce the damage dealt by an adjacent enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish].



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Czul Kang Lah

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HIT POINTS 230 ATTACK +17
DEFENSE 20 DAMAGE 30

Special Abilities

Unique. Melee Attack

Double Attack: Twin Attack

Charging Assault +10 [Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy]

Counterattack [Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.]

Force Immunity [Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities]

Ritual Scarring [This character ignores special abilities from allies that alter his printed Attack or Damage rating]

Vanduun Crab Armor 2 [When this character takes damage, he can reduce the damage dealt by 10 with a save of 2]

Commander Effect

Yuuzhan Vong allies who start their move within 6 squares gain Charging Assault +10.

Allies whose names contain Lah get +4 Attack and +10 Damage.



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