

Revan, Redeemed

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HIT POINTS 200 ATTACK +16
DEFENSE 22 DAMAGE 20

Special Abilities

Unique. Pilot. Melee Attack

Triple Attack: Greater Mobile Attack

Comaraderie (Characters whose names contain Bastila Shan, Jedi Exile, or HK-47 gain **Greater Mobile Attack**)
Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

Makashi Style Mastery (When hit by a melee attack, this character takes no damage with a save of 1L. Shi-Cho, Soresu, Ataru, and Niman styles cannot be used against this character.)

Master Tactician (You automatically choose who goes first except on a roll of 1)

Never Tell Me the Odds (Suppresses enemy special abilities that modify initiative)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Synergy +4 (Allies whose names contain Carth, Juhani, or Zaelbar get +4 Attack and +4 Defense while within 6 squares of this character)



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Force Powers

Force 3. Force Renewal 2; Master of the Force 3

Force Lightning 4 (Force 4, replaces attacks; range 6; 50 damage to target. Huge or smaller characters are considered activated this round; save 1G.)

Jedi Mind Trick 3 (Force 3, usable only on this character's turn; range 6; target living enemy and each living enemy adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save 1G)

Lightsaber Throw 5 (Force 5, replaces turn; Choose 1 enemy within line of sight, ignore cover. Make 2 attacks against the chosen enemy and against each character adjacent to that enemy.)

Commander Effect

At the start of the skirmish, choose a Unique allied character. That character may use this character's Force points. (A character still can't spend Force points more than once per turn and can't combine its own Force points with Revan, Redeemed's.)

Allies with a Force rating gain **Jedi Mind Trick 2** (Force 2, usable only on this character's turn; range 2; target living enemy and 2 living enemies adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save 1L)

Exar Kun,
Dark Lord of the Sith

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HIT POINTS 220 ATTACK +19
DEFENSE 23 DAMAGE 20

Special Abilities

Unique. Melee Attack

Triple Attack: Twin Attack

Disciplined Leader (This character's commander effect cannot be suppressed)

Niman Style Mastery (+4 Attack and +4 Defense while this character has more than half Hit Points remaining)

Tactician +4 (Add +4 to the initiative roll except on a roll of 1)

Force Powers

Force 2. Force Renewal 2; Master of the Force 2

Force Essence (When this character is defeated, you may immediately set up a character named Exar Kun, Dark Force Spirit in the square this character formerly occupied. Any "at the start of the skirmish" instances are immediately resolved.)

Sith Alchemy 6 (Force 6, replaces attacks; Living enemies with 20 Hit Points or less remaining within 6 squares are defeated. You can immediately add characters whose names contain Sith Mutant to your squad. The new characters set up in a square each enemy formerly occupied.)

Sith Sorcery (Force 2, usable only on this character's turn; Enemy characters within 6 squares are considered activated this round; save 1L)

Transfer Essence (Force 1, usable only on this character's turn; Choose 1 living ally. Remove that ally from play and place Exar Kun, Dark Lord of the Sith in that ally's space; that ally is defeated.)

Commander Effect

Savage characters are subject to these effects:
Allies with Savage gain **Momentum** and **Stealth**.

Allies with Savage who start their turn within 6 squares gain **Charging Assault** +10.



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Galen Marek, Unleashed 140

HIT POINTS 170 ATTACK +15
 DEFENSE 21 DAMAGE 20

Special Abilities

Unique (Counts as a character whose name contains Vader's Apprentice)
Melee Attack: Double Attack: Twin Attack
Force Bond (An ally whose name contains PROXY gains Force Renewal I)
Loner (-4 Attack if no allies are within 6 squares)
Shien Style Mastery (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)
Unleashed (This character may use Force powers that replace attacks one additional time per turn)

Force Powers

Force 4. Force Renewal 2: Master of the Force 2
Force Grip 1 (Force 1, replaces attacks: sight; 10 damage)
Force Lightning 3 (Force 3, replaces turn: range 6; 40 damage to target and 2 characters adjacent to that target. Huge or smaller characters are considered activated this round; save 11.)
Force Pull 2 (Force 2, replace attacks: range 6; Move target large or smaller enemy adjacent to this character. Make an immediate attack against that enemy.)
Force Push 4 (Force 4, replaces attacks: sight; 40 damage; push back target 4 squares if Huge or smaller)
Force Repulse 5 (Force 5, replaces turn: 50 damage to all characters within 5 squares; push back Huge or smaller characters to 6 squares from this character. Huge or smaller characters are considered activated this round; save 16.)
Lightsaber Throw 3 (Force 3, replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make an attack against the chosen enemy and against each character adjacent to that enemy.)



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The Ganner 149

HIT POINTS 210 ATTACK +14
 DEFENSE 19 DAMAGE 20

Special Abilities

Unique (Counts as Ganner Rhyode), **Melee Attack: Triple Attack**
Breath Mask (Not affected by abilities or Force powers whose name contains Poison)
Emplacement (Cannot move or be moved. Set up anywhere on your half of the battle map.)
Jedi Reflexes (This character can make an attack of opportunity against an enemy character that moves into or out of an adjacent square. Characters with special abilities that ignore characters while moving are subject to this ability.)
Jedai Heresy (Whenever this character defeats a non-Unique Yuuzhan Vong enemy, make a save of 11. On a success, it instead immediately joins this character's squad and returns to play with full Hit Points.)
None Shall Pass (Enemy characters must end their move adjacent to this character if they can and adjacent enemy characters cannot move.)
One With the Force (Named Force powers cost 1 less Force point while this character has less than half Hit Points remaining)
Regeneration 20 (If this character doesn't move on his turn, remove 20 damage from him at the end of that turn)
Vong Hunter +20 (-4 Attack and +20 Damage against Yuuzhan Vong characters)
Vongensa (Ignores Force Immunity of Yuuzhan Vong enemies)

Force Powers

Force 3. Force Renewal 1: Master of the Force 2
Brutal Strike (Force 1, usable only on this character's turn: This character's attacks cannot be prevented and enemy characters attacked by this character cannot use special abilities or Force powers that respond to this character's attacks for the rest of the turn)
Levitation 1 (Force 1, replaces attacks: Move 1 Small or Medium ally within 6 squares to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity.)
Lightsaber Storm (Force 2, replaces attacks: Make 2 attacks against each adjacent enemy)



LARGE BASE

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Boba Fett, Mandalore 136

HIT POINTS 150 ATTACK +19
DEFENSE 21 DAMAGE 30

Special Abilities

Unique. Flight Evade; Twin Attack

Accurate Shot [Can attack an enemy with cover even if it's not the nearest enemy]

Affinity [May be in a New Republic squad]

Beskar'gam 6 [When this character takes damage, he reduces the damage dealt by 10 with a save of 6]

Critical Wound [An enemy hit by a critical hit from this character is considered activated this round]

Deadeye +10 [On this character's turn, if he doesn't move, he gets +10 Damage]

Escape Death [Whenever this character would be defeated, make a save of 10; on a success, this character has 10 Hit Points instead of being defeated]

Hunter [After setup, choose 1 of the following: a specific faction, Unique enemies, Droid enemies, or enemies with a Force rating. This character gets +4 Attack and +10 Damage against the chosen type of targets for the rest of the skirmish.]

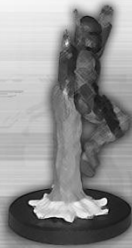
Missiles 40 [Replaces attacks: sight, 40 damage to target and to each character adjacent to that target; save 10]

Mobile Attack [Can move both before and after attacking]

Resilient [Immune to critical hits]

Commander Effect

Your squad may include Mandalorian characters; Mandalorian allies gain **Twin Attack**.



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Tsavong Lah, Son of Czulkang 136

HIT POINTS 220 ATTACK +15
DEFENSE 19 DAMAGE 20

Special Abilities

Unique. Melee Attack

Double Attack; Twin Attack

Assassin [+4 Attack and +10 Damage against living enemies]

Cleave [Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy]

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 its printed Attack or Damage rating]

Venduan 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 whose names contain **Wormmaster** gain **Assassin**.

Followers gain **Jedi Hunter** [+4 Attack and +10 Damage against enemies with Force ratings].



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