

Grandmaster Satele Shan 120

HIT POINTS 150 ATTACK +16
DEFENSE 22 DAMAGE 20

Special Abilities

Unique, Melee Attack; Triple Attack Advantageous Attack (+10 Damage against an enemy who has not activated this round)

Intuition (Once per round, after initiative is determined, this character can immediately move up to her speed before any other character activates)

Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

Commander Effect

At the start of each round, after initiative is determined, one ally may immediately move up to its speed; this move does not provoke attacks of opportunity.

Allies with a Force rating gain **Force Renewal I**.

Force Powers

Force 3, Force Renewal 3

Master of the Force 2

Absorb Energy Mastery (Force 2: When hit by a nonmelee attack or an attack with a lightsaber, this character takes no damage with a save of 11. Remove damage from this character equal to the prevented damage.)

Force Push 5 (Force 5, replaces turn: range 6; 50 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 5 squares if Huge or smaller. Huge or smaller characters are considered activated this round; save 16.)

Leaping Assault (Force 2, replaces turn: Move this character to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity. After moving, this character may still make all of her attacks this turn.)

Sense the Future (Force 2: Once per round, after initiative is determined, you may exchange your initiative check with your opponent's initiative check)



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Marka Ragnos, Ancient Sith Lord 142

HIT POINTS 210 ATTACK +18
DEFENSE 22 DAMAGE 20

Special Abilities

Unique, Melee Attack; Triple Attack Affinity (Characters whose names contain Ragnos may be in your squad regardless of faction)

Backlash (This character can move and then make all of its attacks against 1 enemy who has already activated this round)

Dark Tutor (At the start of the skirmish, choose an allied character without a Force rating. That character gains 1 Force point and is considered to have a Force rating.)

Rival (Cannot be in a squad with any character whose name contains Dark Force Spirit)

Melee Duelist (+4 Defense when attacked by an adjacent enemy)

Scepter of Ragnos (Allies named Disciple of Ragnos spend 1 less Force point when using Force powers which replace attacks. The cost may not be reduced below 1 Force Point.)

Force Powers

Force 4, Force Renewal 2

Master of the Force 2

Dark Aura (Force 1, replaces attacks: For the rest of the skirmish, this character gains the following Force ability: Enemy characters within 6 squares get -4 to all saves)

Force Deflect (Force 2: With a save of 11, this character takes no damage from a Force Power that targets him within 6 squares)

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

Master Illusion (Force 2: When hit by an attack, this character takes no damage unless the attacker makes a save of 16)

Sith Rage (Force 1: +10 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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General Grievous, Unleashed 136

HIT POINTS 160 ATTACK +14
DEFENSE 21 DAMAGE 20

Special Abilities

Unique, Melee Attack; Double Attack Twin Attack; Speed 8; Cyborg

Ambush (This character can move and then make all his attacks against 1 enemy who has not activated this round)

Cybernetic Armor (Whenever this character would take damage from a nonmelee attack, reduce the damage dealt by 10. All characters within 2 squares then take 10 damage; save 11.)

Cybernetic Reflexes (+2 to this character's save rolls)

Distraction (Suppresses adjacent enemy commander effects)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Parry (When hit by a melee attack, this character takes no damage with a save of 11)

Special Abilities

Spinning Blade Attack (Replaces turn: usable only while this character is at half Hit Points or more. This character can move up to his speed this turn and he can attack each adjacent enemy once as he moves. This movement does not provoke attacks of opportunity.)

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

Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall)

Weapons Modification (Droid allies without Melee Attack gain **Blast Cannon** (+10 Damage against targets within 6 squares))

Force Powers

Force I

Commander Effect

Droids are subject to this effect: Droid allies get +4 Attack and +4 Defense and gain **Twin Attack**.



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Han Solo and Chewbacca 136

HIT POINTS 210 ATTACK +14
DEFENSE 20 DAMAGE 20

Special Abilities

Unique (Counts as both Han Solo and Chewbacca)

Wookiee Pilot, Triple Attack

Greater Mobile Attack

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

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Camaraderie (Allies whose names contain Luke, Leia, Lando, Wedge, R2, or C-3PO gain **Evade** and **Greater Mobile Attack**)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Delusions of Grandeur (Replaces attacks: target ally gets +4 Attack and +4 Defense until the start of this character's next turn)

Special Abilities

Disruptive (Suppresses enemy commander effects within 6 squares)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)

Good Against Remotes Is One Thing (Once per turn, this character may reroll a failed save or attack roll)

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

Repair 20 (Replaces attacks: touch; remove 20 damage from 1 Droid character)

Stable Footing (Not slowed by difficult terrain or low objects)

Teamwork (At the end of this character's turn, it may immediately make an attack or use an ability that replaces attacks)

Force Powers

Force 2

Commander Effect

Allies within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).

"I don't know! Fly casual."



LARGE BASE



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Jaina Solo, Galactic Hero 136

HIT POINTS 150 ATTACK +16
DEFENSE 22 DAMAGE 20

Special Abilities

Unique, Pilot

Melee Attack, Double Attack

Greater Mobile Attack

Camaraderie (Allies whose names contain Zekk, Jagged Fel, or Ben Skywalker gain **Double Attack** and **Momentum**)

Enraged Reactions (Once per turn, when hit by an attack, this character may make an immediate attack against that attacker if she can)

Force-Attuned Reflexes (This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving)

Momentum (If this character has moved this turn, she gets +4 Attack and +10 Damage against adjacent enemies)

Parry (When hit by a melee attack, this character takes no damage with a save of 1)

Force Powers

Force 3, Force Renewal I

Master of the Force 2

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

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 1)

Lightsaber Reflect (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 1 and the attacker takes damage equal to the prevented damage; save 1)

Master Speed (Force 1: This character can move 6 extra squares on her turn as part of her move)



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Jango Fett, Legendary Bounty Hunter 132

HIT POINTS 150 ATTACK +16
DEFENSE 21 DAMAGE 20

Special Abilities

Unique, Triple Attack

Greater Mobile Attack

Beskar gam 6 (When this character takes damage, he reduces the damage dealt by 10 with a save of 6)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)

Flamethrower 30 (Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target)

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)

Special Abilities

Missiles 40 (Replaces attacks: sight; 40 damage to target and to each character adjacent to that target; save 1)

Sniper (Other characters do not provide cover against this character's attack)

Synergy +2 (An ally whose name contains Boba Fett gets +2 Attack and +2 Defense while within 6 squares of this character)

We Won't Be Seeing Him Again (Once per round, after he defeats an enemy by using a Special Ability that replaces attacks, this character may immediately move up to his speed)

Commander Effect

Droids are subject to this effect: Allies with Bounty Hunter gain **Jedi Hunter**.



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