





Old Republic Senator



Old Republic

Tech Specialist







Dark Jedi Assassin









Unique. Speed 4; Dark Spirit [Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains Force Renewal I and Sith Rage [Force 1: +10 Damage on all attacks this turn while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend I Force point to defeat this character; save II. This effect replaces that enemy's attacks.] Drain Force [Replaces attacks: range 2; target enemy character with a Force rating loses I Force point and this character gains | Force point | Force Powers Dark Aura [Force I, 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? Commander Effect

Characters in your squad within 6 squares with a Force

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rating can spend this character's Force points.

Sith Acolyte







Special Abilities

Sith Inquisitor

Master of Pain (Whenever this character deals damage to a living enemy, the character joins your squad for the rest of the round. The character can avoid this effect with a save of 11 On a roll of a natural I, the character joins your squad for the rest of the skirmish instead 1

Force Powers

Force I. Force Renewal 1

Force Grip I (Force I, replaces attacks: sight: 10 damage)

Force Grip 2 [Force 2, replaces attacks: sight; 20 damage]

Force Grip 4 [Force 4, replaces attacks: sight; 40 damage)

Sith Inquisitors had one mission: extract the information before the tortured subject died.

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Anakin Skywalker and Padmé Amidala on Reek

HIT POINTS 150

DEFENSE

ATTACK

DAMAGE





Special Abilities Unique, Speed 8 Melee Attack: Double Attack

Battering Charge +20 [Replaces turn: This character can move up to double speed, then attack every legal target once at +20 Damage. Push back Huge or smaller characters to 2 squares from this character. This movement does not provoke attacks of opportunity.] Blaster 20 [Replaces attacks: sight; +12 Attack for 20 Damage. This counts as a nonmelee attack.1

Force Powers Force 4

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

Spaarti Clone **Trooper Demolitionist**

HIT POINTS

DEFENSE

ATTACK

DAMAGE



Order 66 Rookie [This character gets +2 Attack and +2 Defense while within 6 squares of an allied commander] Satchel Charge [Replaces attacks: Designate I adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]

Special Abilities



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Ki-Adi-Mundi, Jedi Master

Special Abilities

Unique. Melee Attack; Double Attack

Opportunist [+4 Attack and +10 Damage

against an enemy who has activated this round]





HIT POINTS DEFENSE

> ATTACK +10

DAMAGE

Battle Droid Lieutenant



Special Abilities Draid [Immune to critical hits; not subject to commander effects1

Close-Range Targeting Computer [This character gets +10 Damage against adjacent enemies. This bonus applies only to characters that have a Damage value greater than O.]

Commander Effect

Droids are subject to this effect: Non-Unique Droid allies within 6 squares gain Close-Range Targeting Computer.



Many droid systems which help deal significant amounts of melee damage seem to be the key to success

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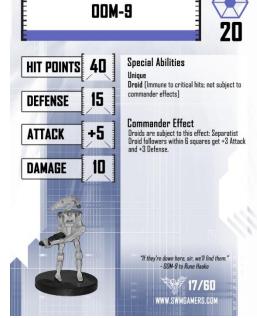


HIT POINTS

DEFENSE

Commander Effect At the end of this character's turn, you may activate I ally within 6 squares who has not yet activated this round. This does not count towards the number of activations this phase

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Wedge's Snowspeeder

Series II Destroyer Droid



Sora Bulg





Rebel Commando





Elite Scout Trooper



50 HIT POINTS

DEFENSE

ATTACK



HIT POINTS

ATTACK

DAMAGE

Special Abilities

Scout Trooper [Counts as a character named Scout Trooper] Evade (When hit by an attack from a nonadjacent enemy, this character takes no

damage with a save of [1] Stealth [If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

The most experienced Scouts could hear a twig brea within 50 meters. Sometimes the ones right behind.

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Imperial Knight Master



Special Abilities HIT POINTS 100 Melee Attack: Double Attack

19

20

DEFENSE

ATTACK

DAMAGE

Cortosis Gauntlet 18 (Whenever this character rolls 18 or better on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish]

Synergy [+4 Attack while an allied Imperial Knight is within 6 squares]

Force Powers Force 3

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks]

Lightsaber Block [Force I: When hit by a melee attack, this character takes no damage with a save of II]

These Imperial Knights were tasked with thwarting any ssible harm to Emperor Fel and his daughter, Marasiah

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Joruus C'Baoth

120

+0

HIT POINTS

DEFENSE

ATTACK

DAMAGE

ATTACK

DAMAGE



Special Abilities Force Powers Force 2. Force Renewal 2 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 II.] Force Lightning 4 (Force 4, replaces attacks: range 6: 50 damage to target. Huge or smaller characters are considered activated this round:

Force Detonate [When this character is defeated, each character within 4 squares takes 40 damage, save II to reduce the damage to 20]

Force Dominate [Force 2, replaces attacks: sight; Target living character takes an immediate turn under your control, which does not count as an activation for the round; save II. The target character cannot move this turn.]

Commander Effect

At the end of this character's turn, one follower within line of sight may take an immediate turn. At the end of that turn, that character is defeated.

27/60

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Noghri Warrior



50 HIT POINTS DEFENSE ATTACK 10 DAMAGE

Special Abilities

Melee Attack: Double Attack

Affinity [May be in a New Republic squad] Leia's Bodyquard [If a character whose name contains Leia is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Mighty Swing +20 [On its turn, if this character does not move, it gets +20 Damage against adjacent enemies]

Stealth [If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets] Thrawn's Bodyguard [If Grand Admiral Thrawn is an adjacent ally and would take damage from an attack, this character can take the damage instead]

Naghri were unknowing slaves to the Empire, but willing bodyguards to Darth Vader's descendants, particularly to Leia Organa Solo, the Mal'ary'ush.

28/60

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Rukh



Special Abilities Unique. Melee Attack

Charging Assault +10 [Replaces turn: Can

20

move up to double speed, then make an DEFENSE attack at +10 Damage against an adjacent enemyl Cloaked (If this character has cover, he

cannot be targeted by nonadjacent enemies] Cleave [Once per turn, if this character defeats an adjacent enemy by making an attack, he can make I immediate attack against another adjacent enemy) Internal Strife [On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish] Thrawn's Bodyguard [If Grand Admiral

Thrawn is an adjacent ally and would take damage from an attack, this character can take the damage instead] Vicious Attack [Triple damage instead of double on a critical hit]

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Scout Trooper Officer



HIT POINTS

DEFENSE

ATTACK



Special Abilities

Grenades 10 [Replaces attacks: range 6; ID damage to target and to each character adjacent to that target; save [1] Stealth [If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

Commander Effect

Imperial troopers in your squad with Stealth (including this character) and who have cover cannot be attacked by nonadjacent enemies.

Imperial allies named Scout Trooper gain Grenades III

> 30/60 WWW.SWMGAMERS.COM

Ben Skywalker

20



Special Abilities HIT POINTS Unique. Melee Attack: Double Attack Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated DEFENSE

this round) Stealth [If this character has cover, it does not count as the nearest enemy for an attacker +6

farther than 6 squares when choosing targets] Twin Blaster 10 [Replaces attacks: sight: make 2 attacks against 1 target at +8 Attack and ID Damage. These count as nonmelee attacks.]

Force Powers Force 3

Force Withdrawal [Force I, 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) After withdrawing from the Force for much of his childhood, Ben begins to finally trust in his Force abilities

and starts on his path to becoming a great Jedi.

31/60

Cilghal

+9

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HIT POINTS

DEFENSE

ATTACK

DAMAGE



Special Abilities Unique

Moleo Attack Double Attack [On her turn, this character can make I extra attack instead of moving)

Force Powers

Force 4

Force Heal 30 [Force 2, replaces attacks: touch; remove 30 damage from a living character

Jedi Mind Trick (Force I, usable only on this charater's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save [1]

Jedi Master Cilghal is the most adept healer in the New Jedi Order, but still makes good use

32/60

Jacen Solo, Jedi Knight



HIT POINTS 90 19 DEFENSE ATTACK DAMAGE

Special Abilities

Unique, Melee Attack: Double Attack Embrace of Pain (+1 Attack and +1 Defense for every 10 points of damage currently on this character]

Parry [When hit by a melee attack, this character takes no damage with a save of [1] Vangsense (Ignores Force Immunity of Yuuzhan Vong enemies]

Force Powers

Force 4

Force Lightning 2 [Force 2, replaces attacks: range 6: 30 damage to 1 target and 2 characters adjacent to that target]

During his captivity by the Yuuzhan Vong, Jacen gained a nique he called "Vongsense" where he could affect

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Jaina Solo. Sword of the Jedi

110

20

20

HIT POINTS

DEFENSE

ATTACK

DAMAGE





Special Abilities

Unique, Melee Attack: Triple Attack Affinity [This character may be in a Mandalorian squad)

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if she moves this turn, but she must make them all before resuming movement)

Parry [When hit by a melee attack, this character takes no damage with a save of 117

Force Powers

Force 4

Lightsaber Deflect [Force I: When hit by a nonmelee attack, this character takes no damage with a save of [1] Master Speed (Force I: This character can

move 6 extra squares on her turn as part of

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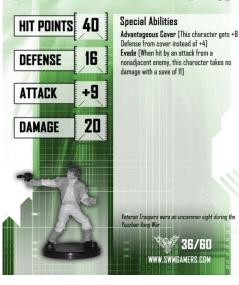
Jedi Demolitionist



Special Abilities 80 HIT POINTS Melee Attack: Double Attack Grenades 20 [Replaces attacks: range 6; 20 damage to target and to each character 18 DEFENSE adjacent to that target; save [1] Mobile Attack [Can move both before and after attacking +9 Satchel Charge [Replaces attacks: Designate ATTACK I adjacent door as open; it remains open for the rest of the skirmish and cannot be closed) Stealth [If this character has cover, it does DAMAGE not count as the nearest enemy for an attack farther than 6 squares when choosing targets) Force Powers Force 3 Force Bubble (Force I: When this character takes damage, reduce the damage dealt by 20] Knight Speed (Force I: This character can move

New Republic Veteran Trooper





Atris

HIT POINTS 100

DEFENSE

ATTACK

DAMAGE



Special Abilities Unique. Melee Attack; Double Attack Rapport [Characters named Echani Handmaiden cost I less when on a squad with this character]

Force Powers

Force 5

Force Meditation [Force I, replaces turn: For the rest of the round, this character gains the following Force ability: Allied characters get +4 Attack and enemy characters get -4 Attack] Lightsaber Deflect [Force I: When hit by a nonmelee attack, this character takes no damage with a save of [1] Lightsaber Riposte [Force I: When hit by an melee attack, this character may make an immediate attack against the attacker]

Commander Effect

Characters in your squad named Echani Handmaiden get +4 Attack and +10 Damage.

"It is such a quiet thing, to fall. But far more terrible is to admit it."

37/60

Han Solo, Gambler





HIT POINTS 60 DEFENSE ATTACK

DAMAGE

Special Abilities Unique

Accurate Shot [Can attack an enemy in cover even if it is not the nearest enemy] Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 111 Gambler's Luck [Once per turn, this character

can reroll an attack, adding +4 to the result. If the attack misses, this character takes 10 damage.]

Long Shot +10 [+4 Attack and +10 Damage when this character is at half Hit Points or less]

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Before falling in with the Rebel Alliance, Han took his orders from one person: himself.

38/60

Jawa Chief

10

HIT POINTS

DEFENSE

ATTACK

DAMAGE

SMALL BASE



Special Abilities Ion Gun +20 (This character gets +20 Damage against nonliving enemies]

4 extra squares on its turn as part of its move

Who needs explosives when the Force is so much more fun?"

- Final words of a Jedi Padawan.

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Reprogram [Replaces attacks: touch: target enemy droid joins this character's squad, save II. Each time the reprogrammed character would activate, it must first attempt a save of II; on a failure, that character takes 10 damage, remain unactivated, reigins the original squad, and is no longer reprogrammed)

Scramble [A Droid enemy or an enemy with Mounted Weapon hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect.]

Commander Effects

Allies whose names contain Jawa gain Reprogram.

Jawas are experts at acquiring, reprogramming, and reselling droids and equipment. No guarantees, of course.

34/60

Jodo Kast





Special Abilities

Unique. Double Attack Bounty Hunter +2 [+2 Attack against Unique enemies]

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

Evade [When hit by an attack from a nonadiacent enemy, this character takes no damage with a save of [1]

Flight [Ignores enemy characters, low obstacles, and pits when moving? Virulent Poison Dart (Replaces turn: range 6; 40 damage to target living enemy; save [6]

Once a Specifies officer for the Rebellion Joda Kast desired credits over anything else, and took up the profession of Bounty Hunter. He often impersonated Roba Fett to help his career along which eventually was

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Some Vigos are discreet about recruitment: others are

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Nikto Pirate



Niles Ferrier



Salacious Crumb



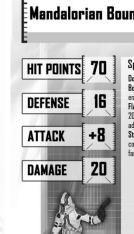




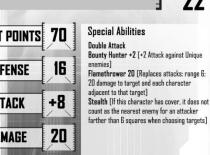
Jaster Mereel







Mandalorian Bounty Hunter





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40

+6

10

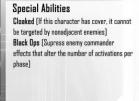
HIT POINTS

DEFENSE

ATTACK

DAMAGE





During the Yuuzhan Vong War, the Mandalorians acted as

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^{*} 51/60

double agents for the New Republic

Mandalorian Gunsmith







+9

20

HIT POINTS

DEFENSE

ATTACK

DAMAGE



Special Abilities

Clocked [If this character has cover, it cannot be targeted by nonadjacent enemies] Mobile Attack [Can move both before and after attacking] Tactician +4 [Add +4 to the initiative roll

except on a roll of 11

Twin Attack [Whenever this character attacks, it makes I extra attack against the same target 1

Commander Effect

If this character has line of sight to an enemy at the start of a phase, you can choose to activate 2 or 3 characters in that phase. (This includes Droid and Savage characters.)

Sametimes the easiest oath to victory lies in the

53/60

Nen Yim









Special Abilities



Supreme Overlord Shimrra

+15

20



Special Abilities Unique, Melee Attack: Triple 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 Master Tactician (You automatically choose

who goes first except on a roll of 11 Vanduun Crab Armor 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6]

Commander Effect

Whenever a Yuuzhan Vong ally misses an attack, it may reroll once. If the result is still a miss, the character is defeated and each other Yuuzhan Vong ally gets +1 Attack. (This bonus stacks.)











Yuuzhan Vong **High-bred Warrior**



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HIT POINTS 40	Special Abilities Yuuzhan Vong Warrior [Counts as a character named Yuuzhan Vong Warrior]
DEFENSE 15	Melee Attack [Can attack only adjacent enemies] Force Immunity [Enemies cannot affect this character with Force powers, or spend
ATTACK +6	Force points to reroll attacks against this character or to respond to this character's attacks and abilities]
DAMAGE 10	Razorbug [Replaces attacks: sight; 10 demage: save [1] Twin Attack [Whenever this character attacks, it makes I extra attack against the same target]
	Vanduun Crab Armor II (When this character takes damage, it can reduce the damage dealt by 10 with a save of 11)
	The Warrior caste was bred to be brave, fierce, and merciless in battle: surrender was never an option.

Yuuzhan Vong Worker

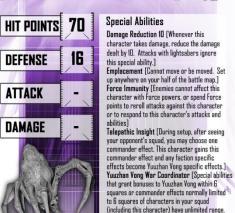






Yammosk War Coordinator





HUGE BASE

Yuuzhan Vong War Coordinator in your squad.] 60/60 WWW.SWMGAMERS.COM

You may not have more than one charater with