

Bastila Shan, Jedi Master

33

HIT POINTS 110

DEFENSE 19

ATTACK +12

DAMAGE 20

Special Abilities

Unique, Melee Attack; Double Attack

Force Powers

Force 3

Force Renewal I

Advanced Battle Meditation [Force 3, replaces turn: Until the start of this character's next turn, this character gains the following Force ability: Allies get +10 Damage and enemy commander effects are suppressed]

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

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

Bastila Shan's battle meditation was a decisive factor during the Jedi Civil War.



1/60

Jedi Seer

27

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Melee Attack; Double Attack

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

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.]

Quick Reactions [+6 Attack when making attacks of opportunity]

Force Powers

Force 3

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



2/60

Old Republic Senator

14

HIT POINTS 10

DEFENSE 14

ATTACK +0

DAMAGE 0

Special Abilities

Diplomat [If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent]

Commander Effect

At the end of this character's turn, 1 Old Republic follower within 6 squares can make an immediate attack at +10 Damage.

The ferocity of the Mandalorian Wars forced many Old Republic senators to involve themselves in the planning and execution of military operations.



3/60

Old Republic Tech Specialist

13

HIT POINTS 20

DEFENSE 14

ATTACK +8

DAMAGE 10

Special Abilities

Door Gimmick [At the end of its turn, this character can designate 1 door that it can see as open; it remains open until the end of this character's next turn, or until it is defeated]

Droid Hunter [+4 Attack and +10 Damage against Droid enemies]

Ion Gun +20 [+20 Damage against nonliving characters]

Reprogram [Replaces attacks: touch; target enemy droid joins this character's squad, save 1]. Each time the reprogrammed character would activate, it must first attempt a save of 1; on a failure, that character takes 10 damage, remain unactivated, rejoins the original squad, and is no longer reprogrammed.]

Droids can be dangerous; the Tech Specialist loves danger.



4/60

The Revanchist

42

HIT POINTS 120

DEFENSE 20

ATTACK +14

DAMAGE 20

Special Abilities

Unique [Counts as a character whose name contains Revan]

Melee Attack; Double Attack

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

Lightsaber Duelist [+4 Defense when attacked by an adjacent enemy with a Force rating]

Mandalorian Hunter [+4 Attack and

+10 Damage against Mandalorian enemies]

Tactician +8 [Add +8 to the initiative roll except on a roll of 1]

Force Powers

Force 2, Force Renewal I

Force Push 4 [Force 4, replaces attacks: sight; 40 damage; push back target 4 squares if Huge or smaller]

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

Commander Effect

Allies within 6 squares gain Ambush.



5/60

Tactical Officer

19

HIT POINTS 50

DEFENSE 16

ATTACK +6

DAMAGE 10

Special Abilities

It's A Trap! [Enemies with Stealth within 6 squares lose Stealth]

Rapport [Characters named Old Republic Soldier cost 1 less when in the same squad as this character]

Tactician +4 [Add +4 to the initiative roll except on a roll of 1]

Commander Effect

Non-unique Old Republic allies gain It's a Trap! and Recon [Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy.]

Fighting against the Sith and the Mandalorians took as much tactical thinking as it did brute force.



6/60

Dark Jedi Assassin

22

HIT POINTS 30

DEFENSE 15

ATTACK +7

DAMAGE 20

Special Abilities

Double Attack

Cloaked [If this character has cover, it cannot be targeted by nonadjacent enemies]

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

Force Powers

Force 3

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

Lightsaber Riposte [Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker]

Surprise Move [Force 1: Once per round, after initiative is determined, this character can immediately move up to 6 squares before any other character activates]

The only time you see a Dark Jedi Assassin is right before you die.



7/60

Darth Bandon

27

HIT POINTS 110

DEFENSE 19

ATTACK +11

DAMAGE 20

Special Abilities

Unique, Melee Attack; Double Attack

Force Powers

Force 4

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

Lightsaber Riposte [Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker]

Sith Rage [Force 1: +10 Damage on all attacks this turn]

Commander Effect

Allies within 6 squares get +10 Damage against adjacent enemies.

Darth Bandon's ruthlessness set him apart from other Dark Jedi, and thus he was chosen as second in command of the Sith empire during the Jedi Civil War.



8/60

Darth Revan, Sith Lord

62

HIT POINTS 130
DEFENSE 22
ATTACK +14
DAMAGE 20

Special Abilities

Unique. Melee Attack: Double Attack
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Master Tactician (You automatically choose who goes first except on a roll of 1)

Force Powers

Force 2. Force Renewal I
Master of the Force 2
Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)
Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Commander Effects:

At the end of this character's turn, he may exchange positions with another ally of the same base size within 6 squares.



9/60
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Exar Kun, Dark Force Spirit

14

HIT POINTS -
DEFENSE -
ATTACK -
DAMAGE -

Special Abilities

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 1 Force point to defeat this character; save 11. This effect replaces that enemy's attacks.)
Drain Force (Replaces attacks: range 2; target enemy character with a Force rating loses 1 Force point and this character gains 1 Force point)

Force Powers

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)
Commander Effect
Characters in your squad within 6 squares with a Force rating can spend this character's Force points.



10/60
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Sith Acolyte

21

HIT POINTS 70
DEFENSE 17
ATTACK +6
DAMAGE 10

Special Abilities

Lightsaber (+10 Damage against adjacent enemies)
Bravado 10 (+4 Attack and +10 Damage against an adjacent enemy with a higher point cost)

Force Powers

Force 3
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.)



11/60
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Sith Inquisitor

24

HIT POINTS 40
DEFENSE 16
ATTACK +0
DAMAGE 0

Special Abilities

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 1, the character joins your squad for the rest of the skirmish instead.)

Force Powers

Force 1. Force Renewal I
Force Grip 1 (Force 1, 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.



12/60
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Anakin Skywalker and Padmé Amidala on Reek

65

HIT POINTS 150
DEFENSE 19
ATTACK +10
DAMAGE 20

Special Abilities

Unique. Speed 8
Melee Attack: Double Attack
Buttering 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.)
Blasters 20 (Replaces attacks: sight: +12 Attack for 20 Damage. This counts as a nonmelee attack.)

Force Powers

Force 4
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)



HUGE BASE

13/60
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Spaarti Clone Trooper Demolitionist

5

HIT POINTS 10
DEFENSE 12
ATTACK +3
DAMAGE 10

Special Abilities

Order 66
Rookie (This character gets +2 Attack and +2 Defense while within 6 squares of an allied commander)
Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

During the end of the war, clone troopers were being grown much more rapidly using Spaarti cloning technology.



14/60
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Ki-Adi-Mundi, Jedi Master

34

HIT POINTS 110
DEFENSE 19
ATTACK +10
DAMAGE 20

Special Abilities

Unique. Melee Attack: Double Attack
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Force Powers

Force 4
Anticipation (Force 1: Reroll initiative once per round)
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 attacks: Can attack each adjacent enemy once)

Commander Effect

At the end of this character's turn, you may activate 1 ally within 6 squares who has not yet activated this round. This does not count towards the number of activations this phase.



15/60
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Battle Droid Lieutenant

19

HIT POINTS 40
DEFENSE 14
ATTACK +10
DAMAGE 20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)
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 0.)

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.



16/60
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OOM-9



20

HIT POINTS 40

DEFENSE 15

ATTACK +5

DAMAGE 10

Special Abilities

Unique Droid [Immune to critical hits; not subject to commander effects]

Commander Effect

Droids are subject to this effect: Separatist Droid followers within 6 squares get +3 Attack and +3 Defense.



"If they're down here, sir, we'll find them."
- OOM-9 to Rune Haaka

17/60
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Poggle the Lesser



9

HIT POINTS 40

DEFENSE 13

ATTACK +3

DAMAGE 10

Special Abilities

Unique Geonosian Rapport [Non-Unique living Separatist cost 1 less when in the same squad as this character]

Commander Effect

Whenever a Geonosian ally would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points.

Geonosian allies gain **Self Destruct 20** [When this character is defeated, each adjacent character takes 20 damage].



Being secretly funded by Darth Sidious, Poggle had the means to overthrow the leader of Geonosis, who was executed in the Geonosis Arena.

18/60
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Series II Destroyer Droid



37

HIT POINTS 60

DEFENSE 15

ATTACK +10

DAMAGE 20

Special Abilities

Droid [Immune to critical hits; not subject to commander effects]

Double Attack [On its turn, this character can make 1 extra attack instead of moving]

Advanced Shields 2 [When this character takes damage, make 2 saves; each roll of 6 reduces the damage dealt by 10]

Wheel Form [This character can move up to 18 squares if it does not attack]



"Where are those droidekas?"
- Nute Gunray

19/60
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Sora Bulq



33

HIT POINTS 110

DEFENSE 19

ATTACK +13

DAMAGE 20

Special Abilities

Unique. Melee Attack: Double Attack Lightsaber Duelist [+4 Defense when attacked by an adjacent character with a Force rating]

Soresu Style [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11]

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 the attacker.]

Vaaped Style Fighting [Scores a critical hit on an attack roll of a natural 18, 19, or 20]

Force Powers

Force 3

Lightsaber Throw [Force 1, replaces attacks: Attack 1 enemy within 6 squares]

Sith Rage [Force 1: +10 Damage on all attacks this turn]



20/60
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Lieutenant Page



22

HIT POINTS 60

DEFENSE 16

ATTACK +9

DAMAGE 10

Special Abilities

Unique Commando Grenades 10 [Replaces attacks: range 6; 10 damage to target and each character adjacent to that target; save 11]

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

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

Commander Effect

Non-Unique Commandos in your squad within 6 squares gain **Squad Cover** (+4 Defense while at least 3 allies with the same name are within 6 squares) and **Twin Attack**.



Lieutenant Judder Page was with the Rebel Commandos who accompanied General Solo to Endor to destroy the shield generator protecting the Second Death Star.

21/60
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Rebel Commando Munitions Expert



11

HIT POINTS 30

DEFENSE 14

ATTACK +5

DAMAGE 10

Special Abilities

Grenades 10 [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11]

Stitch Charge [Replaces attacks: Designate 1 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 not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]



Munitions Experts have a simple creed: "Find it, rig it, leave it in pieces."

22/60
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Wedge's Snowspeeder



39

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Speed 16; Flight; Mobile 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]

Damage Reduction 10 [Whenever this character takes damage, reduce the damage dealt by 10. Adjacent enemies with lightsabers ignore this special ability.]

Expert Harpoon Gunner [Replaces attacks: range 6; target enemy with Mounted Weapon cannot move this round; save 16. If the save is less than 11, the target enemy also has -4 Defense and automatically fails saves the rest of the round.]

Mounted Weapon [Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character]

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



23/60
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Admiral Gilad Pellaeon



16

HIT POINTS 60

DEFENSE 17

ATTACK +6

DAMAGE 10

Special Abilities

Unique Ysalmiri [Characters within 6 squares (including this character) cannot spend Force points and gain 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)]

Commander Effect

At the start of the skirmish, after set-up, you may replace one allied Imperial commander on your squad with an Imperial character of equal or lesser cost.



Gilad Pellaeon had a very long military career spanning over seven decades, beginning before the Clone Wars and staying active up through the formation of the Galactic Alliance.

24/60
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Elite Scout Trooper



13

HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 20



Special Abilities

Scout Trooper (Counts as a character named Scout Trooper)

Evoke (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 break within 50 meters. Sometimes the ones right behind, however, surprised them.



25/60

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Imperial Knight Master



28

HIT POINTS 100

DEFENSE 19

ATTACK +11

DAMAGE 20



Special Abilities

Melee Attack: Double Attack

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

These Imperial Knights were tasked with thwarting any possible harm to Emperor Palpatine and his daughter, Princess Leia.



26/60

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Jorus C'Boath



51

HIT POINTS 120

DEFENSE 20

ATTACK +0

DAMAGE 0



Special Abilities

Unique

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

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 1. 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



20

HIT POINTS 50

DEFENSE 16

ATTACK +9

DAMAGE 10



Special Abilities

Melee Attack: Double Attack

Affinity (May be in a New Republic squad)

Leia's Bodyguard (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)

Noghri were unknown slaves to the Empire, but willing bodyguards to Darth Vader's descendants, particularly to Leia Organa Solo, the M'laty'ush.



28/60

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Rukh



18

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20



Special Abilities

Unique, Melee Attack
Charging Assault +10 (Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy)

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 1 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)



29/60

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Scout Trooper Officer



14

HIT POINTS 40

DEFENSE 18

ATTACK +8

DAMAGE 10



Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 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 10.



30/60

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Ben Skywalker



22

HIT POINTS 70

DEFENSE 17

ATTACK +6

DAMAGE 20



Special Abilities

Unique, Melee Attack: Double Attack
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Twin Blaster 10 (Replaces attacks: sight; make 2 attacks against 1 target at +8 Attack and 10 Damage. These count as nonmelee attacks.)

Force Powers

Force 3

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)

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 Jedi.



31/60

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Cilghal



25

HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 20



Special Abilities

Unique

Melee Attack

Double Attack (On her turn, this character can make 1 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 1, useable only on this character'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 of a lightsaber.



32/60

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Jacen Solo, Jedi Knight



33

HIT POINTS 90

DEFENSE 19

ATTACK +11

DAMAGE 20

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 11)
Vongsense (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 technique he called "Vongsense" where he could affect them with the Force.



33/60

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Jaina Solo, Sword of the Jedi



56

HIT POINTS 110

DEFENSE 20

ATTACK +15

DAMAGE 20

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 11)

Force Powers

Force 4
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)
Master Speed (Force 1: This character can move 6 extra squares on her turn as part of her move)



34/60

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Jedi Demolitionist



29

HIT POINTS 80

DEFENSE 18

ATTACK +9

DAMAGE 20

Special Abilities

Melee Attack: Double Attack
Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11)

Mobile Attack (Can move both before and after attacking)

Satchel Charge (Replaces attacks: Designate 1 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 not count as the nearest enemy for an attack farther than 6 squares when choosing targets)

Force Powers

Force 3
Force Bubble (Force 1: When this character takes damage, reduce the damage dealt by 20)
Knight Speed (Force 1: This character can move 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.*



35/60

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New Republic Veteran Trooper



17

HIT POINTS 40

DEFENSE 16

ATTACK +9

DAMAGE 20

Special Abilities

Advantageous Cover (This character gets +8 Defense from cover instead of +4)

Evoke (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)



36/60

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Atris



41

HIT POINTS 100

DEFENSE 20

ATTACK +13

DAMAGE 20

Special Abilities

Unique, Melee Attack: Double Attack
Rapport (Characters named Echani Handmaiden cost 1 less when on a squad with this character)

Force Powers

Force 5
Force Meditation (Force 1, 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 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)
Lightsaber Riposte (Force 1: When hit by a 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."
-Kreia*



37/60

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Han Solo, Gambler



21

HIT POINTS 60

DEFENSE 16

ATTACK +8

DAMAGE 20

Special Abilities

Unique
Accurate Shot (Can attack an enemy in cover even if it is not the nearest enemy)

Evoke (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

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)



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



38/60

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Jawa Chief



13

HIT POINTS 50

DEFENSE 14

ATTACK +7

DAMAGE 10

Special Abilities

Ion Gun +20 (This character gets +20 Damage against nonliving enemies)

Reprogram (Replaces attacks: touch; target enemy droid joins this character's squad, save 11. Each time the reprogrammed character would activate, it must first attempt a save of 11; on a failure, that character takes 10 damage, remain unactivated, rejoins 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 11. 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.



SMALL BASE



39/60

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Jodo Kast



38

HIT POINTS 80

DEFENSE 18

ATTACK +8

DAMAGE 10

Special Abilities

Unique, Double Attack
Bounty Hunter +2 (+2 Attack against Unique enemies)

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

Evoke (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Flight (Ignores enemy characters, low obstacles, and pits when moving)

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



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



40/60

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Nautolan Black Sun Vigo



23

HIT POINTS 40

DEFENSE 18

ATTACK +7

DAMAGE 10



Special Abilities

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

Mobile Attack [Can move both before and after attacking]

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

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

Commander Effect

Fringe followers with **Stealth** gain **Black Sun**.

Some Vigos are discreet about recruitment; others are less so.



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Nikto Pirate



8

HIT POINTS 10

DEFENSE 14

ATTACK +6

DAMAGE 10



Special Abilities

Black Sun
Gregarious [+4 Attack if an ally is within 6 squares]
Rapport [Costs 1 less when in the same squad as a character whose name contains Hondo Ohnaka]

"You don't survive in the Outer Rim by being stupid!"
-Hondo Ohnaka



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Niles Ferrier



20

HIT POINTS 50

DEFENSE 18

ATTACK +10

DAMAGE 10



Special Abilities

Unique. Pilot
Deceptive [+10 Damage against an enemy who has activated this round]
Rapport [A character whose name contains Defel costs 1 less when in the same squad as this character]

Commander Effect

Allies with **Stealth** whose name contains **Defel** and who have cover cannot be targeted by nonadjacent enemies.

Allies whose name contains **Defel** get +4 Attack.

Niles Ferrier was a ship thief who worked with Grand Admiral Thrawn to help locate the lost Katana Fleet.



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Salacious Crumb



5

HIT POINTS 10

DEFENSE 14

ATTACK +2

DAMAGE 10



Special Abilities

Unique. Melee Attack
Distraction [Suppresses adjacent enemy commander effects]
Rapport [Costs 1 less when in a squad with a character whose name contains Jabba]
Wall Climber [This character ignores difficult terrain, enemy characters, low obstacles, and pits when moving as long as a square it occupies and the square it is moving into are adjacent to a wall]

Jabba's pet Kowakian monkey-lizard was also his court jester.



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Tusken Raider Chieftain



15

HIT POINTS 40

DEFENSE 15

ATTACK +8

DAMAGE 20



Special Abilities

Melee Attack
Double Attack [On its turn, this character can make 1 extra attack instead of moving]
Mighty Swing +10 [On its turn, if this character does not move, it gets +10 Damage against adjacent enemies]

Commander Effect

Allies whose names contain **Tusken** gain **Gang** +1 [+1 Attack against a target for each other ally whose name contains **Tusken** within 6 squares of that target].

"Sand people are easily startled, but they'll soon be back, and in greater numbers."
-Obi-Wan "Ben" Kenobi



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YVH 1 (Yuuzhan Vong Hunter Droid)



20

HIT POINTS 60

DEFENSE 15

ATTACK +9

DAMAGE 10



Special Abilities

Droid [Immune to critical hits; not subject to commander effects]
Laminanium Armor [Each time this character activates, remove 10 damage from it]
Missiles 30 [Replaces attacks: sight: 30 damage to target and to each character adjacent to that target; save 1]
Twin Attack [Whenever this character attacks, it makes 1 extra attack against the same target]
Vong Hunter [+4 Attack and +10 Damage against Yuuzhan Vong characters]

These specialized droids were created by Tendra Arms with the sole purpose of fighting the Yuuzhan Vong in direct combat. They were programmed to taunt their enemies in the Vong language to spite their hatred of machinery.



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Jaster Mereel



54

HIT POINTS 80

DEFENSE 17

ATTACK +11

DAMAGE 20



Special Abilities

Unique. Double Attack
Mandalorian Reinforcements 30 [During setup, after seeing your opponent's squad, you can add up to 30 points of non-Unique Mandalorians whose name does not contain **Death Watch**]
Synergy [A character whose name contains **Jango Fett** counts as **Mandalorian** when in the same squad as this character. A character whose name contains **Jango Fett** gets +4 Attack and +4 Defense while within 6 squares of this character.]

Commander Effect

Each follower within 6 squares can make 1 immediate attack when defeated.

*Jaster Mereel adapted **Jango Fett** after his family was murdered by the rogue Mandalorian faction, the **Death Watch**.*



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Mandalore the Preserver



55

HIT POINTS 120

DEFENSE 19

ATTACK +12

DAMAGE 20



Special Abilities

Unique [Counts as **Canderous Ordo**]
Beskar'gam [When this character takes damage, he reduces the damage dealt by 10 with a save of 1]
Double Attack [On his turn, this character can make 1 extra attack instead of moving]
Rout [Whenever a character in your squad defeats an enemy commander, move each other enemy within 6 squares of that commander up to its **Speed** away from the commander's square. This movement does not trigger attacks of opportunity.]
Twin Attack [Whenever this character attacks, he makes 1 extra attack against the same target]

Commander Effect

Mandalorian allies gain **Beskar'gam**.

*Canderous Ordo took up the mantle of **Mandalore** in order to restore the Mandalorian clans to prominence.*



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Mandalorian Blaster-For-Hire



8

HIT POINTS 20

DEFENSE 14

ATTACK +4

DAMAGE 10

Special Abilities

Trooper (Counts as a character named Mandalorian Trooper)
Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Is'tuur jatne tuur-ash'ad kyr'amur.

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Mandalorian Bounty Hunter



22

HIT POINTS 70

DEFENSE 16

ATTACK +8

DAMAGE 20

Special Abilities

Double Attack
Bounty Hunter +2 (+2 Attack against Unique enemies)
Flamethrower 20 (Replaces attacks: range 6; 20 damage to target and each character adjacent to that target)
Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Many Mandalorians made a living by hunting down wanted criminals, or, well, anyone with a decent price on their head.

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Mandalorian Counter-Intelligence Officer



12

HIT POINTS 40

DEFENSE 17

ATTACK +6

DAMAGE 10

Special Abilities

Cloaked (If this character has cover, it cannot be targeted by nonadjacent enemies)
Black Ops (Suppress enemy commander effects that alter the number of activations per phase)

During the Yuuzhan Vong War, the Mandalorians acted as double agents for the New Republic.

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Mandalorian Gunsmith



16

HIT POINTS 40

DEFENSE 16

ATTACK +8

DAMAGE 10

Special Abilities

Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)
Ion Gun +20 (+20 Damage against nonliving enemies)
Mobile Attack (This character can move both before and after attacking)
Override (At the end of its turn, this character can designate 1 door that it can see as open or closed; it remains open or closed until the end of this character's next turn, or until it is defeated)

*Gar partay! Mando'ade jorcu be val beskar'gam; gar digu val jorcu be val besbe'trayce.
-- Mandalorian proverb, by author Karen Traviss*

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Mandalorian Tactician



24

HIT POINTS 40

DEFENSE 18

ATTACK +9

DAMAGE 20

Special Abilities

Cloaked (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 1)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

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 Uroid and Savage characters.)

Sometimes the easiest path to victory lies in the information gathering.

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Nen Yim



27

HIT POINTS 70

DEFENSE 16

ATTACK +8

DAMAGE 20

Special Abilities

Unique. Melee 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 Shaper (Choose one Yuuzhan Vong ally, that character gets +4 Attack and +10 Damage and gains **Demolish** (Ignores Damage Reduction of adjacent characters) for the rest of the skirmish)
Shaper +10 (Yuuzhan Vong allies within 6 squares get +10 Damage. This bonus damage is multiplied by critical hits.)
Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)

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Shedao Shai



30

HIT POINTS 70

DEFENSE 19

ATTACK +10

DAMAGE 10

Special Abilities

Unique. Melee Attack
Embrace of Pain (For each 10 damage currently on this character, it gets +1 Attack and +1 Defense)
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 (This character ignores abilities and commander effects that prevent enemy characters from being targeted or attacked)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)
Vondun Crab Armor 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

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Supreme Overlord Shimrra



72

HIT POINTS 130

DEFENSE 23

ATTACK +15

DAMAGE 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 1)
Vondun 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.)

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Voxyn



40

HIT POINTS 100

DEFENSE 19

ATTACK +11

DAMAGE 20



LARGE BASE

Special Abilities

Speed 8

Melee Attack: Double Attack

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

Poison +10 (+10 Damage to living enemies; save 11)

Regeneration 10 (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn.)

Stunning Screech (Replaces attacks: All living enemies within 2 squares are considered activated this round and cannot make attacks of opportunity this turn; save 11 negates.)

Vanduun Crab Armor II (When this character takes damage, it can reduce the damage dealt by 10 with a save of 11)

The voxyn were bioengineered by Shapers from the vorrskr of the planet Myrkr and the fero xyn of the Yuuzhan Vong galaxy. They were bred as a direct threat to the Jedi Order.



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Yuuzhan Vong High-bred Warrior



11

HIT POINTS 40

DEFENSE 15

ATTACK +6

DAMAGE 10



Special Abilities

Yuuzhan Vong Warrior (Counts as a character named Yuuzhan Vong Warrior)

Melee Attack (Can attack only adjacent enemies)

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)

Razorbug (Replaces attacks: sight; 10 damage; save 11)

Twin Attack (Whenever this character attacks, it makes 1 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, force, and merciless in battle; surrender was never an option.



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Yuuzhan Vong Worker



4

HIT POINTS 10

DEFENSE 11

ATTACK +2

DAMAGE 10



Special Abilities

Melee 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)

Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Swarm +1 (+1 Attack against a target for each allied Yuuzhan Vong Worker adjacent to that target)

Those of the attendant caste of the Yuuzhan Vong society had the tasks of keeping supply lines open, caring for creatures made by Shapers, or by being spies behind enemy lines.



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Yammosk War Coordinator



15

HIT POINTS 70

DEFENSE 16

ATTACK -

DAMAGE -



HUGE BASE

Special Abilities

Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Emplacement (Cannot move or be moved. Set up anywhere on your half of the battle map.)

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)

Telepathic Insight (During setup, after seeing your opponent's squad, you may choose one commander effect. This character gains this effects become Yuuzhan Vong specific effects.)

Yuuzhan Vong War Coordinator (Special abilities that grant bonuses to Yuuzhan Vong within 6 squares or commander effects normally limited to 6 squares of characters in your squad (including this character) have unlimited range. You may not have more than one character with Yuuzhan Vong War Coordinator in your squad.)



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