

## Admiral Saul Karath

25

HIT POINTS 60

DEFENSE 16

ATTACK +6

DAMAGE 10

### Special Abilities

**Unique Affinity** [This character may be in a squad with a character whose name contains Revan or Malak]  
**Cunning Attack +20** [+4 Attack and +20 Damage against an enemy who has not activated this round]  
**Doctrine of Fear** [Enemy characters within 6 squares get -4 Attack]  
**Indiscriminate** [When this character attacks an adjacent enemy, he ignores enemy abilities and commander effects that prevent targeting and attacking. These attacks cannot be redirected.]

### Commander Effects

Each Soldier or Trooper follower gains **Deceptive** [+10 Damage against an enemy who has activated this round] and **Sniper** [Other characters do not provide cover against this character's attack].



1/60  
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## Atton "Jaq" Rand

36

HIT POINTS 80

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

**Unique: Pilot**  
**Double Attack: Greater Mobile Attack Affinity** [This character can be in a Sith squad]  
**Assassin** [+4 Attack and +10 Damage against living enemies]  
**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]  
**Override** [At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated]

### Force Powers

**Force 3**  
**Jedi Mind Trick 1** [Force 1, usable 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 11]

"I'm a deserter. It's what I do."



2/60  
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## Carth Onasi, Old Republic Soldier

29

HIT POINTS 80

DEFENSE 16

ATTACK +9

DAMAGE 20

### Special Abilities

**Unique: Pilot**  
**Soldier** [Counts as a character named Old Republic Soldier]  
**Cunning Attack** [+4 Attack and +10 Damage against an enemy who has not activated this round]  
**Twin Attack** [Whenever this character attacks, he makes 1 extra attack against the same target]

### Force Powers

**Force 2**  
**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]

"I'm just a soldier. I go where the Fleet Admirals tell me to. I follow my orders, and I do my duty."



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## Jedi Diplomat

30

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

**Melee Attack: Double Attack**  
**Aggressive Negotiations** [This character is considered to have **Diplomat** until it makes an attack or is targeted by an enemy character. Characters with **Ambush**, **Backlash**, or it's a **Trap!** can ignore this ability for the purpose of attacking this character.]  
**Ambush** [This character can move and then make all its attacks against 1 enemy who has not activated this round]  
**It's a Trap!** [Enemies with **Stealth** within 6 squares lose **Stealth**]  
**Niman Style** [+2 Attack and +2 Defense while this character has more than half Hit Points remaining]

### Force Powers

**Force 4**  
**Jedi Mind Trick 1** [Force 1, usable 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 11]  
**Lightsaber Defense** [Force 1: When hit by an attack, this character takes no damage with a save of 11]  
**Lightsaber Swap** [Force 1: replaces attacks: Can attack each adjacent enemy once]



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## Elite Gunner

23

HIT POINTS 60

DEFENSE 17

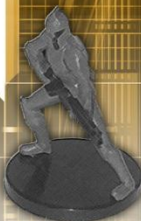
ATTACK +7

DAMAGE 20

### Special Abilities

**Soldier** [Counts as a character named Old Republic Soldier or Sith Soldier]  
**Trooper** [Counts as a character named Old Republic Trooper or Sith Trooper]  
**Affinity** [This character may be in a Sith squad]  
**Careful Shot +4** [On this character's turn, if it doesn't move, it gets +4 Attack]  
**Disintegration** [If this character rolls a natural 20 on an attack, the target is defeated]  
**Opportunistic** [+4 Attack and +10 Damage against an enemy who has activated this round]  
**Penetration 10** [Enemies' Damage Reduction is reduced by 10 against this character's attacks]

Armed with the latest Disruptor Rifles, the Elite Gunners would wait for the best shot, and quite often, one shot was enough.



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## Master Kavar

65

HIT POINTS 130

DEFENSE 20

ATTACK +11

DAMAGE 20

### Special Abilities

**Unique: Melee Attack: Twin Attack**  
**Niman Style Mastery** [+4 Attack and +4 Defense while this character has more than half Hit Points remaining]

### Force Powers

**Force 2: Force Renewal 1**  
**Master of the Force 2**  
**Force Heal 20** [Force 2: replaces attacks: touch: remove 20 damage from a living character]  
**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 16]  
**Lightsaber Defense** [Force 1: When hit by an attack, this character takes no damage with a save of 11]  
**Sever Force** [Force 3: replaces turn: Target adjacent character cannot spend Force points for the rest of the skirmish]

### Commander Effect

Followers within 6 squares get +3 Attack and +3 Defense.



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## Master Thon

64

HIT POINTS 150

DEFENSE 20

ATTACK +15

DAMAGE 20

### Special Abilities

**Unique: Melee 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]  
**Light Tutor** [At the start of the skirmish, choose an ally. If that ally does not have a Force rating, it gains Force 1 and can spend this Force point normally; it is considered to have a Force rating for the rest of the skirmish. If that ally already has a Force rating, it gains 1 Force point]  
**Mount** [This character can transport 1 Small or Medium ally who ends their move adjacent to it. Remove that ally from the battle grid; they move simultaneously with this character, have cover, and are considered adjacent to it. They can make attacks, counting distance from this character. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, the transported ally is also defeated; save 6.]

### Force Powers

**Force 2: Force Renewal 2: Master of the Force 2**  
**Force Defense** [Force 3: Cancel a Force power used by a character within 6 squares]  
**Force Repulse 4** [Force 4: replaces attacks: 40 damage to all characters within 4 squares; push back Huge or smaller characters to 5 squares from this character]  
**Lightsaber Defense** [Force 1: When hit by an attack, this character takes no damage with a save of 11]

7/60  
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LARGE BASE

## Darth Traya

36

HIT POINTS 90

DEFENSE 20

ATTACK +11

DAMAGE 20

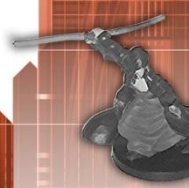
### Special Abilities

**Unique** [Counts as Kreia]  
**Melee Attack: Triple Attack**  
**Makashi Style** [When hit by a melee attack, this character takes no damage with a save of 11. Shii-Cho Style cannot be used against this character.]  
**Shii-Cho Style** [+4 Attack and +4 Defense when 3 or more enemies are within 6 squares]  
**Telekinetic Combat** [This character may attack targets within 6 squares. This counts as an attack with a lightsaber and any attack against a nonadjacent target counts as a nonmelee attack.]

### Force Powers

**Force 4**  
**Lightsaber Deflect** [Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11]  
**Sith Hunger** [Force 1: replaces attacks: range 6: 20 damage to target living enemy, and remove 20 damage from this character. If the target has Force points remaining, transfer 1 Force point from the target to this character.]

"There is no truth in the Force"



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## Darth Zannah

48

HIT POINTS 110

DEFENSE 21

ATTACK +14

DAMAGE 20

### Special Abilities

**Unique, Melee Attack: Double Attack**  
**Lightsaber Combat Expert 19** [When this character rolls a 19 or better on a save to avoid damage from an attack, the attacking character takes damage equal to the amount prevented]

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

### Force Powers

**Force 2: Force Renewal I**

**Master of the Force 2**

**Force Bubble** [Force 1: When this character takes damage, reduce the damage dealt by 20]  
**Force Corruption 3** [Force 3: replaces turn: range 6, non-Droids only: target and each character adjacent to that target take 30 damage and are corrupted. Each time a corrupted character activates, it must attempt a save of 11. On a failure, that character takes 30 damage. On a success, that character is no longer corrupted.]

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

9/60  
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## Gloom Walker

16

HIT POINTS 50

DEFENSE 16

ATTACK +9

DAMAGE 20

### Special Abilities

**Trooper** [Counts as a character named Sith Trooper]

**Grenades 20** [Replaces attacks: range 6; 20 damage to target and to 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]

"We have to be perfect."  
 - Dessel

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## Leviathan

60

HIT POINTS 200

DEFENSE 17

ATTACK +10

DAMAGE 30

### Special Abilities

**Savage: Speed 10**

**Melee Attack: Melee Reach 3**

**Absorb Life Energy** [When a living enemy is defeated by this character, remove 10 damage and this character gets +1 Attack and +1 Defense. These bonuses are cumulative.]

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

**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.]

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

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

"They predate the Sith Order. The Dark Jedi that would become the first Sith Lords we know today created them during the Hundred Year Darkness, over seven thousand years ago."  
 - Val Isen

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## Lord Kaan

36

HIT POINTS 90

DEFENSE 19

ATTACK +12

DAMAGE 20

### Special Abilities

**Unique**

**Melee Attack: Double Attack**

**Backlash** [This character can move and then make all his attacks against 1 enemy who has already activated this round]

**Bravado +10** [+4 Attack and +10 Damage against an adjacent enemy with a higher point cost]

### Force Powers

**Force 5**

**Illusion** [Force 1: When hit by an attack, this character takes no damage unless the attacker makes a save of 11]

**Thought Bomb** [Force 5, replaces turn or when this character is defeated: 80 damage to all living characters within 6 squares; save 11 to reduce damage to 40. Remove this character from play. This Force power cannot be canceled.]

### Commander Effect

Sith trooper followers gain **Synergy +2** [+2 Attack and +2 Defense while an allied character with a Force rating is within 6 squares].

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## Sith Wrangler

13

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 10

**Special Abilities**  
Empathy (Allies with Savage within 6 squares lose Savage)

**Commander Effect**  
Savage characters are subject to this effect: Followers with Savage gain **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.) and **Overwhelming Power** (Damage from this character's attacks cannot be prevented or redirected.)

Sith wranglers wielded the Sithspawn, among the galaxy's most dangerous creatures, with terrifying results.

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## Mace Windu, Legacy of the Light Side

65

HIT POINTS 150

DEFENSE 22

ATTACK +16

DAMAGE 20

**Special Abilities**  
Unique, Melee Attack  
Greater Mobile Attack: Triple Attack  
Flurry Attack (Whenever this character scores a critical hit, he can make 1 immediate extra attack)  
Vaaped 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)

**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 Reflect (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage, save 11)  
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

(On the subject of his character's inevitable death in Star Wars: Episode III - Revenge of the Sith (2005))  
"I don't mind dying. I just don't wanna go out like some punk."  
- Samuel L. Jackson

14/60  
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## Republic Commando Darman

25

HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20

**Special Abilities**  
Unique  
Omega Squad (Counts as a character with Order 66 for the purposes of Commander Effects and cannot be in an Imperial squad)  
Double Attack  
Gauntlet Knife +10 (+10 Damage to 1 adjacent target; this counts as a melee attack)  
Grenades 40 (Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save 11)  
Rapport (This character costs 1 less when in the same squad as a character with Omega Squad)  
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, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

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## Republic Commando Niner

26

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20

**Special Abilities**  
Unique  
Omega Squad (Counts as a character with Order 66 for the purposes of Commander Effects and cannot be in an Imperial squad)  
Double Attack  
Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)  
Rapport (This character costs 1 less when in the same squad as a character with Omega Squad)  
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Commander Effect**  
Allied characters are treated as having the same name as each other, only for purposes of special abilities whose name contains Squad.

Characters in your squad (including this character) whose names contain ARC Trooper or Republic Commando gain **Squad Firepower** (+10 Damage while 3 allies with the same name as this character are within 6 squares).

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## Royal Handmaiden

17

HIT POINTS 50

DEFENSE 15

ATTACK +7

DAMAGE 10

**Special Abilities**  
Double Attack (On her turn, this character can make 1 extra attack instead of moving)  
Padmé's Decoy (Whenever a small or medium ally within 6 squares whose name contains Padmé or Amidala is targeted, this character may switch positions with that character. This character becomes the target instead.)  
Padmé's Bodyguard (If a character whose name contains Padmé or Amidala is an adjacent ally and would take damage from an attack, this character can take the damage instead)

"This is my decoy, my protection...my loyal bodyguard."  
- Padmé Amidala

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## Wookiee Jedi

35

HIT POINTS 120

DEFENSE 14

ATTACK +11

DAMAGE 20

**Special Abilities**  
Melee Attack: Twin Attack  
Affinity (May be on an Old Republic or New Republic squad)  
Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy)  
Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)

**Force Powers**  
Force 3  
Indiscriminate Rage (Force 1: +2 Attack and +10 Damage until the end of this character's turn. At the end of that turn, make a save of 11; if the save fails, this character gains **Savage** until the end of the skirmish.)  
Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)

"Due to their fierce but noble nature, Wookiees made excellent Jedi."

18/60  
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## A-Series Assassin Droid

19

HIT POINTS 60

DEFENSE 15

ATTACK +5

DAMAGE 10

**Special Abilities**  
Droid  
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)  
Advantageous Attack (+10 Damage against an enemy who has not activated this round)  
Assassin (+4 Attack and +10 Damage against living enemies)

"Count Dooku sends his regards. We are at your command. We are designed to disassemble over eleven thousand sentient species."

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## Count Dooku, Separatist Leader

57

HIT POINTS 130

DEFENSE 20

ATTACK +0

DAMAGE 0

**Special Abilities**  
Unique, Draw Fire  
Immediate Separatist Reserves 20 (If you roll exactly 5, 10, 15, or 20 for initiative, you can add up to 20 points of non-Unique Separatist characters to your squad, adjacent to this character, immediately before your first activation of the round)  
Turn to the Dark Side (Replaces attacks: range 6; 20 damage to 1 target with a Force rating. The target can choose to negate this damage and instead make a save of 11; if the save fails, the target joins this character's squad until the end of the skirmish.)

**Force Powers**  
Force 5  
Anticipation (Force 1: Reroll initiative once per round)  
Pawn of the Dark Side (Force 1, replaces attacks: sight; 1 non-Unique ally takes an immediate turn, which does not count as one of your 2 activations this phase; at the end of that turn, it takes 10 damage)

**Commander Effect**  
If this character would take damage from an attack, an adjacent follower can take the damage instead. Whenever an enemy within 6 squares damages this character, one adjacent follower with line of sight to that enemy may make 1 immediate attack against that character. This attack does not use the targeting rules.

20/60  
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## T-Series Tactical Droid



21

HIT POINTS 60

DEFENSE 14

ATTACK +3

DAMAGE 10

### Special Abilities

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

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

### Commander Effect

Droids are subject to this effect: Once per round, after initiative is determined, one non-Unique Droid follower within line of sight may move up to 2 squares then make 1 immediate attack. This does not count as an activation.

"Their chances of success against us are 742 to 1."  
"You had better be right!"  
"I am a droid. I am always right."  
- X-20 and Wat Tambor

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## Green Squadron Pilot



6

HIT POINTS 10

DEFENSE 13

ATTACK +3

DAMAGE 10

### Special Abilities

**Rookie** (This character gets +2 Attack and +2 Defense while within 6 squares of an allied commander)

**Grenades 10** (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1)

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## Jon "Dutch" Vander



21

HIT POINTS 50

DEFENSE 16

ATTACK +7

DAMAGE 20

### Special Abilities

**Unique, Pilot**

**Advantageous Cover** (+8 Defense from cover instead of +4)

**Close-Quarters Fighting** (+4 Attack against adjacent enemies)

**Grenades 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 1)

### Commander Effect

Allies with Pilot gain **Close-Quarters Fighting** and **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.)

Pilot followers with Grenades 10 gain Grenades 30.

"Red Leader, this is Gold Leader.  
We're starting our attack run."

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## Kyle Katarn, Rebel Operative



39

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20

### Special Abilities

**Unique, Double Attack**

**Careful Shot +4** (On this character's turn, if he doesn't move, he gets +4 Attack)

**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)

**Jolt** (An enemy hit by this character's attack is considered activated this round; save 1). Huge and larger characters ignore this effect.)

**Loner** (+4 Attack if no allies are within 6 squares)

**Splash 20** (If this character's attack hits, all characters adjacent to the target take 20 damage; save 1). If the attack misses, the target and all adjacent characters take 20 damage; save 1).

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

Designed by Daniel Stephens (Echo)  
2010 Gen Con Champion

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## Luke Skywalker in Stormtrooper Armor

17

HIT POINTS 50

DEFENSE 19

ATTACK +8

DAMAGE 20

### Special Abilities

#### Unique

**Grappling Hook** (Replaces turn: This character and an adjacent small or medium character can move together up to a number of squares equal to this character's speed. Both characters are considered to have Flight this turn, and must end their movement adjacent to each other.)

**Mettle** (If this character spends 1 Force point to reroll, add +4 to the result)

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

### Force Powers

Force 2

"Aren't you a little short for a stormtrooper?"  
- Princess Leia

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## Red Squadron Ace

19

HIT POINTS 50

DEFENSE 16

ATTACK +7

DAMAGE 10

### Special Abilities

#### Pilot

**Bravado** +20 [+4 Attack and +20 Damage against an adjacent enemy with a higher point cost]

**Squad Assault** [+4 Attack while 3 allies with the same name as this character are within 6 squares]

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

Red Squadron was an Alliance Starfighter X-wing squadron active during the Galactic Civil War. The squadron most famously fought at the Battle of Yavin and Battle of Endor.

26/60  
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## Alpha Squadron Pilot

18

HIT POINTS 50

DEFENSE 17

ATTACK +9

DAMAGE 10

### Special Abilities

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

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

**Squad Cover** [+4 Defense while 3 allies with the same name as this character are within 6 squares]

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

"I'm a fighter pilot. It's what I do, and I'm good at it."  
- W. J. J. J. J.

27/60  
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## Darth Vader, Agent of Evil

65

HIT POINTS 140

DEFENSE 21

ATTACK +14

DAMAGE 20

### Special Abilities

**Unique, Melee Attack: Double Attack**  
**Immediate Imperial Reserves 20** (If you roll exactly 2, 7, 12, or 17 for initiative, you can add up to 20 points of Imperial trooper characters to your squad, adjacent to this character, immediately before your first activation of the round)

### Force Powers

Force 2, Force Renewal 1

**Master of the Force 2**  
**Lightsaber Defense** (Force 1: When hit by an 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)

**Lightsaber Sweep** (Force 1, replaces attacks: Can attack each adjacent enemy once)

**Sith Rage 2** (Force 2: +20 Damage on all attacks this turn)

### Commander Effect

Followers within 6 squares whose names contain Sandtrooper, Snowtrooper, or Stormtrooper gain **Careful Shot** +6 (In this character's turn, if it doesn't move, it gets +6 Attack) and **Double Attack**.

"Commander, tear this ship apart until you've found those plans and bring me the passengers. I want them alive!"

28/60  
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## General Rom Mohc

39

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20

### Special Abilities

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

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

**Missiles 20** (Replaces attacks: sight: 20 damage to target and to each character adjacent to that target; save 1)

**Rapport** (A character whose name contains Dark Trooper costs 1 less when in the same squad as this character)

### Commander Effect

Droids are subject to this effect: Allies whose names contain Dark Trooper get +4 Attack and gain **Advanced Shields 2** (When this character takes damage, make 2 saves; each roll of 6 reduces the damage dealt by 10)

"The Emperor is most pleased with your project."  
- Darth Vader

29/60  
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## General Weir

28

HIT POINTS 70

DEFENSE 19

ATTACK +10

DAMAGE 10

### Special Abilities

#### Unique, Pilot

**Twin Attack**  
**Doctrine of Fear** (Enemy characters within 6 squares get -4 Attack)

**Opportunist** +20 [+4 Attack and +20 Damage against an enemy who has activated this round]

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

### Commander Effect

Characters in your squad named Storm Commando gain **Shields 2** (When this character takes damage, make 2 saves, each needing 1); each success reduces the damage dealt by 10) and **Twin Attack**. Characters in your squad whose names contain Speeder gain **Twin Attack**.

"Welcome to my Empire. This is where you die, and where a new counter-rebellion will be born."

30/60  
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## Purge Trooper

21

HIT POINTS 60

DEFENSE 16

ATTACK +9

DAMAGE 20

### Special Abilities

#### Droid

**Dark Trooper** (Counts as a character named Dark Trooper)

**Melee Attack** (Can attack only adjacent enemies)

**Density Projector** (Ignores effects that force movement)

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

**Missiles 10** (Replaces attacks: sight: 10 damage to target and to each character adjacent to that target; save 1)

31/60  
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## Stormtrooper Advance Scout

11

HIT POINTS 30

DEFENSE 16

ATTACK +6

DAMAGE 10

### Special Abilities

**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)

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

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## Gray Jedi



HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

**Melee Attack: Triple Attack**  
**Affinity** (May be in a Republic or Old Republic squad)  
**Force Ascetic** (Cannot spend Force points to reroll or move faster)  
**Internal Strife** (On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish)  
**Force Powers**  
**Force 3**  
**Dark Temptation** (Force 1: +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of 11; if this save fails, this character joins the opponent's squad until the end of the skirmish.)  
**Lightsaber Assault** (Force 1, replaces attacks. Make 2 attacks)

"Well, I assure you, I see more gray than dark or light. I'm just a stubborn old man, tired of the foolishness of others."  
 - Jolee Bindo

33/60  
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## Rogue Squadron Rookie



HIT POINTS 10

DEFENSE 15

ATTACK +3

DAMAGE 10

### Special Abilities

**Pilot**  
**Rookie** (This character gets +2 Attack and +2 Defense while within 6 squares of an allied commander)  
**Spotter +10** (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target)

The dangerous nature of many of Rogue Squadron missions required a nearly constant replacement of pilots in the ranks. Most rookies, wearing a red uniform to denote their status, never came back from that first mission.

37/60  
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## New Republic Elite Trooper



HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

**Deadeye** (On this character's turn, if it doesn't move, it gets +10 Damage)  
**Deceptive** (+10 Damage against an enemy who has activated this round)  
**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)

34/60  
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## New Republic Tactician



HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 20

### Special Abilities

**Spotter +30** (If this character combines fire against a target within 6 squares, the attacker gets +30 Damage against that target)  
**Tactician +4** (Add +4 to the initiative roll except on a roll of 1)

### Commander Effect

New Republic non-Unique followers within 6 squares gain **Advantageous Attack** (+10 Damage against an enemy who has not activated this round).

We've analyzed their attack, sir, and there is a danger.

35/60  
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## R2-D2 and C-3PO, Galactic Heroes



HIT POINTS 60

DEFENSE 16

ATTACK +0

DAMAGE 0

### Special Abilities

**Unique** (Counts as both R2-D2 and C-3PO)  
**Droid**  
**Blaster Upgrade** (Allies within 6 squares with nonmelee attacks that deal exactly 10 Damage gain **Twin Attack**)  
**Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)  
**Disruptive** (Suppresses enemy commander effects within 6 squares)  
**Regeneration 10** (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)  
**Relay Orders** (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects)

"With all we've been through, I'm amazed we're in as good condition as we are."

36/60  
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## Tycho Celchu



HIT POINTS 70

DEFENSE 16

ATTACK +9

DAMAGE 10

### Special Abilities

**Unique, Pilot**  
**Twin Attack**  
**Affinity** (Rebel pilots may be in your squad regardless of faction)  
**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)  
**Resilient** (Immune to critical hits)  
**Synergy +4** (+4 Attack and +4 Defense while an allied character whose name contains Wedge or Winter is within 6 squares)

### Commander Effect

Pilot allies gain **Flanking Support** (If this character combines fire against an enemy within 6 squares and the attack hits, that enemy has -4 Defense until the end of the round against allies that do not have Mounted Weapon).

"I present Colonel Tycho Celchu, leader of Rogue Squadron."

- Wedge Antilles

38/60  
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## Winter



HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique, Pilot**  
**Door Gimmick** (At the end of its turn, this character can designate 1 door that she can see as open. It remains open until the end of this character's next turn, or until she is defeated)  
**Double Attack** (On her turn, this character can make 1 extra attack instead of moving)  
**Leia's Decoy** (Whenever a small or medium ally within 6 squares whose name contains Leia is targeted, this character may switch positions with that character. This character becomes the target instead.)  
**Protective +20** (+20 Damage while a wounded ally whose name contains Leia or Solo is within 6 squares)  
**Stealth** (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)  
**Synergy +4** (A character whose name contains Leia gets +4 Attack while within 6 squares of this character)

"I'm beginning to see where you got your name, Agent Winter, you've got ice water running in your veins."

- Tycho Celchu

39/60  
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## Brianna



HIT POINTS 80

DEFENSE 17

ATTACK +9

DAMAGE 10

### Special Abilities

**Unique, Echeni Handmaiden**  
**Double Attack: Greater Mobile Attack**  
**Lightsaber** (+10 Damage against adjacent enemies)  
**Niman Style** (+2 Attack and +2 Defense while this character has more than half Hit Points remaining)

### Force Powers

**Force 3**  
**Force Leap** (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)  
**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 can make an immediate attack against that attacker)

"Duels among the Echeni are rituals, and do not allow for armor or anything that restricts movement."

40/60  
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## Celeste Morne



51

HIT POINTS 110

DEFENSE 20

ATTACK +13

DAMAGE 20

### Special Abilities

**Unique. Melee Attack: Triple Attack Ambush** [This character can move and then make all her attacks against 1 enemy who has not activated this round]

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

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

### Force Powers

**Force 2: Force Renewal I**  
**Force Cloak** [Force 2: replaces turn: For the rest of the skirmish, this character gains **Cloaked**]

**Force Storm** [Force 2: replaces attacks: 20 damage to all adjacent characters]

**Sith Alchemy 2** [Force 2: replaces attacks: Target living medium or small enemy with 20 Hit Points or less remaining within 6 squares is defeated. You can immediately add a character named **Rakghoul** to your squad. The new character sets up in a square that enemy formerly occupied.]

### Commander Effect

Savage characters are subject to this effect: Allies with Savage get +4 Attack and +10 Damage.

"We are one Karness Maar. As you once imprisoned me, I now imprison you."

41/60  
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## Chadra-Fan Pilot



11

HIT POINTS 30

DEFENSE 14

ATTACK +6

DAMAGE 10

### Special Abilities

**Pilot**  
**Pheromones** [Cancel an attack from a living enemy within 6 squares that targets this character; the attacker can avoid this effect with a save of 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]

**Stingbeam** [+10 Damage against adjacent enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.]

"I don't know what it does—that's the beauty of it!"

42/60  
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SMALL BASE

## Devaronian Assassin



18

HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 10

### Special Abilities

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

**Bounty Hunter** +2 [+2 Attack against Unique enemies]

**Jolt** [An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.]

**Sniper** [Other characters do not provide cover against this character's attack]

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

"I know the difference between a demon and a Devaronian and I'd rather trust a demon."  
- Naradan D'ulio

43/60  
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## HK-47, Assassin Droid



39

HIT POINTS 90

DEFENSE 19

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique. Droid Assassin** [+4 Attack and +10 Damage against living enemies]

**Disruptive** [Suppresses enemy commander effects within 6 squares]

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

**Sniper** [Other characters do not provide cover against this character's attack]

### Commander Effect

Droids are subject to this effect: Droid followers within 6 squares get +4 Defense.

"I am an assassin droid. It is my primary function to burn holes through meatbags that you wish removed from the galaxy..."

44/60  
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## Klatootinian Captain



18

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 20

### Special Abilities

Pilot. Speed 8

**Blast Cannon** [+10 Damage against targets within 6 squares]

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

**Splash 10** [If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.]

### Commander Effect

Pilot followers gain **Speed 8** and **Evade**.



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## Sullustan Pilot



14

HIT POINTS 40

DEFENSE 14

ATTACK +7

DAMAGE 10

### Special Abilities

Speed 8

**Cunning Attack +20** [+4 Attack and +20

Damage against an enemy who has not activated this round]

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



Perhaps due to their diminutive stature, Sullustans excelled as pilots and copilots throughout the galaxy.

46/60  
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## Talz Pirate



19

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 10

### Special Abilities

Pilot

**Double Claw Attack** [On its turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies]

**Opportunist** [+4 Attack and +10 Damage against an enemy who has activated this round]



Most Talz professionals are thugs, although their gentle nature tends to cause them to refrain from actively bullying others.

47/60  
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## Thrackan Sal-Solo



14

HIT POINTS 60

DEFENSE 15

ATTACK +6

DAMAGE 10

### Special Abilities

Unique

**Double Attack**

**Solo Hunter** [+4 Attack and +10 Damage against enemies whose names contain Solo]

**Yuuzhan Vong Collaborator** [Yuuzhan Vong get +1 Attack for each character with Yuuzhan Vong Collaborator within 4 squares of their target]

### Commander Effect

Characters whose names contain **Peace Brigade** within 6 squares get +2 Attack and +2 Defense.



"He is not a nice man, to put it mildly."  
-Han Solo

48/60  
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## Wookiee Thug

23

HIT POINTS 70

DEFENSE 14

ATTACK +8

DAMAGE 20

### Special Abilities

**Melee Attack: Double Attack**  
**Backlash** [This character can move and then make all its attacks against 1 enemy who has already activated this round]  
**Charging Assault +10** [Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy]  
**Cleave** [Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy]  
**Momentum** [If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies]



49/60  
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## Zann Consortium Underboss

15

HIT POINTS 50

DEFENSE 15

ATTACK +7

DAMAGE 20

### Special Abilities

**Zann Consortium**  
**Black Market Engine Modifications** [Allied characters with Mounted Weapon within 6 squares gain **Stable Footing** (Not slowed by difficult terrain or low objects)]  
**Ground Pilot +2** [Allies with Mounted Weapon who start their moves adjacent to this character get +2 Speed]

### Commander Effect

Pilot allies gain **Black Market Engine Modifications** and **Ground Pilot +2**.



"The Zann Consortium shall rule!"  
- Tyber Zann

50/60  
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## Bardan Jusik

36

HIT POINTS 80

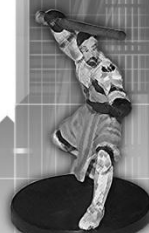
DEFENSE 17

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique**  
**Omega Squad** [Counts as a character with Order 66 for the purposes of Commander Effects and cannot be in an Imperial squad]  
**Melee Attack: Double Attack**  
**Affinity** [May be in a Republic squad]  
**Beskar'gam** [When this character takes damage, he reduces the damage dealt by 10 with a save of 1]  
**Satchel Charge** [Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]  
**Force Powers**  
**Force 2: Force Renewal 1**  
**Force Heal 20** [Force 2: replaces attacks: touch; remove 20 damage from a living character]  
**Force Sense** [Force 1, usable only on this character's turn: Enemy characters lose **Stealth** for the rest of the round]  
**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]



51/60  
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## Kal Skirata

30

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique**  
**Affinity** [Characters whose names contain ARC Trooper or with the special ability **Omega Squad** or **Yayax Squad** may be in your squad regardless of faction]  
**Gauntlet Knife +10** [+10 Damage to 1 adjacent target; this counts as a melee attack]  
**Rapport** [Non-Unique characters whose names contain ARC Trooper cost 1 less when in a squad with this character]  
**Stealth** [If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]  
**Commander Effect**  
 Allied characters are treated as having the same name as each other, only for purposes of special abilities whose name contains **Squad**.

Allies whose names contain **ARC Trooper** or **Republic Commando** gain **Squad Assault** [+4 Attack while 3 allies with the same name as this character are within 6 squares] and **Squad Cover** [+4 Defense while 3 allies with the same name as this character are within 6 squares].



52/60  
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## Mandalorian Advance Scout

16

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 10

### Special Abilities

**Crack Shot** [Whenever this character combines fire against a target within 6 squares, damage from the attack cannot be prevented or redirected]  
**Pathfinder** [Allies are not slowed by difficult terrain within 6 squares of this character]  
**Spotter +10** [If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target]  
**Stable Footing** [Not slowed by difficult terrain or low objects]  
**Stealth** [If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]



53/60  
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## Mandalorian Sniper

15

HIT POINTS 40

DEFENSE 15

ATTACK +7

DAMAGE 10

### Special Abilities

**Trooper** [Counts as a character named **Mandalorian Trooper**]  
**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Deadeye** [On this character's turn, if it doesn't move, it gets +10 Damage]  
**Old Republic Hunter** [+4 Attack and +10 Damage against Old Republic enemies]  
**Sniper** [Other characters do not provide cover against this character's attack]



54/60  
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## Chazrach

10

HIT POINTS 50

DEFENSE 15

ATTACK +8

DAMAGE 10

### Special Abilities

**Melee Attack**  
**Charging Assault +10** [Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy]  
**Slave** [This character has **Savage** and -2 Defense unless an allied commander is within 6 squares]  
**Vanduin Crab Armor II** [When this character takes damage, it can reduce the damage dealt by 10 with a save of 1]



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## Jakan, Most High Priest

27

HIT POINTS 60

DEFENSE 16

ATTACK +5

DAMAGE 10

### 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]  
**Scarification +10** [Wounded Yuuzhan Vong allies within 6 squares get +4 Attack and +10 Damage]  
**Tactician +4** [Add +4 to the initiative roll except on a roll of 1]

### Commander Effect

Once per round, when an allied Yuuzhan Vong character is defeated, 1 ally may immediately move up to its Speed. (This does not count as an activation.)



"Jaan Yun-fargana zhai!"  
56/60  
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## Warmaster Nas Choka



60

HIT POINTS 150

DEFENSE 19

ATTACK +11

DAMAGE 10

### Special Abilities

**Unique:** Speed 8  
**Melee Attack:** Double Attack: Twin 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]  
**Tactician +4** [Add +4 to the initiative roll except on a roll of 1]  
**Vondun Crab Armor 6** [When this character takes damage, it can reduce the damage dealt by 10 with a save of 6]

### Commander Effect

Yuuzhan Vong followers may move 2 additional squares as a part of their movement.

"It is a rare occasion when well-matched warriors have an opportunity to face each other a second time, in a different arena."  
 -Nas Choka



57/60  
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## Yun-Yammka Fanatic



19

HIT POINTS 60

DEFENSE 14

ATTACK +10

DAMAGE 10

### Special Abilities

**Melee 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]  
**Demolish** [Ignores Damage Reduction of adjacent targets]  
**Droid Hunter** [+4 Attack and +10 Damage against Droid enemies]  
**Droid Fanaticism** [At the start of this character's turn, if a nonliving enemy with a printed Damage rating of 10 or more is within 12 squares, this character gains **Savage** until the end of its turn]  
**Razorbug** [Replaces attacks: sight; 10 damage; save 1]  
**Vondun Crab Armor 11** [When this character takes damage, it can reduce the damage dealt by 10 with a save of 1]

"To you, Yun-Yammka, accept those lives. In return for that gift, grant us success."  
 -Tsavang Lah



58/60  
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## Yuuzhan Vong Fire Breather



46

HIT POINTS 140

DEFENSE 16

ATTACK +6

DAMAGE 10

### Special Abilities

**Savage**  
**Melee 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]  
**Fireproof** [Immune to Flamethrower]  
**Flamethrower 40** [Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target]  
**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]  
**Overwhelming Power** [Damage from this character's attacks cannot be prevented or redirected]  
**Vondun Crab Armor 2** [When this character takes damage, it can reduce the damage dealt by 10 with a save of 2]



HUGE BASE

59/60  
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## Yuuzhan Vong Slayer



30

HIT POINTS 80

DEFENSE 18

ATTACK +11

DAMAGE 20

### Special Abilities

**Pilot**  
**Melee Attack:** Double Attack  
**Deadly Attack** [Scores a critical hit on an attack roll of natural 19 or 20]  
**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]  
**Jedi Hunter** [+4 Attack and +10 Damage against enemies with Force ratings]  
**Razorbug** [Replaces attacks: sight; 10 damage; save 1]  
**Shimrra's Bodyguard** [If a character whose name contains Shimrra is an adjacent ally and would take damage from an attack, this character can take the damage instead]  
**Vondun Crab Armor 6** [When this character takes damage, it can reduce the damage dealt by 10 with a save of 6]



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## Naboo Pilot



11

HIT POINTS 30

DEFENSE 15

ATTACK +7

DAMAGE 10

### Special Abilities

#### Pilot

**Brevado** +20 [+4 Attack and +20 Damage against an adjacent enemy with a higher point cost]

**Squad Cover** [+4 Defense while 3 allies with the same name as this character are within 6 squares]



2/10  
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## Obi-Wan Kenobi, Jedi Padawan



30

HIT POINTS 90

DEFENSE 17

ATTACK +9

DAMAGE 20

### Special Abilities

**Unique, Melee Attack: Double Attack Astaru Style** [+4 Attack if exactly 1 enemy is within 6 squares]

**Impulsive Overwhelming Force** [If a Unique allied character is defeated, for the remainder of the skirmish this character has Overwhelming Force (Force 1: This character's attacks cannot be prevented or redirected this turn)]

**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.]

**Synergy** +4 [+4 Attack and +4 Defense while an allied character whose name contains Qui-Gon Jinn is within 6 squares]

### Force Powers

#### Force 4

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

**Use the Force** [Force 3: This character's next attack roll counts as a natural 20]



4/10  
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## Naboo Trooper



7

HIT POINTS 30

DEFENSE 15

ATTACK +5

DAMAGE 10

### Special Abilities

#### Royal Naboo Security Forces

**Deceptive** [+10 Damage against an enemy who has activated this round]



3/10  
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## Queen Padmé Amidala



20

HIT POINTS 80

DEFENSE 16

ATTACK +9

DAMAGE 10

### Special Abilities

#### Unique

**Double Attack: Twin Attack**

**Mobile Attack** [Can move both before and after attacking]

**Rapport** [Characters named Royal Handmaiden cost 1 less when in the same squad as this character]

**Wall Climber** [This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square she occupies and a square she is moving into are adjacent to a wall]

### Commander Effect

Non-Unique Republic followers whose names contain Handmaiden or Naboo gain **Wall Climber**.

"Now, Viceroy, we will discuss a new treaty!"



5/10  
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## Captain Panaka of Theed



20

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 10

### Special Abilities

**Unique, Royal Naboo Security Forces**  
**Cunning Attack** [+4 Attack and +10 Damage against an enemy who has not activated this round]

**Padmé's Bodyguard** [If a character whose name contains Padmé or Amidala is an adjacent ally and would take damage from an attack, this character can take the damage instead]

**Rapport** [Non-Unique Republic Naboo followers cost 1 less when in the same squad as this character]

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

**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]

### Commander Effect

Allies whose names contain Naboo gain **Twin Attack**.



1/10  
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## B2 Super Battle Droid



8

HIT POINTS 20

DEFENSE 12

ATTACK +3

DAMAGE 10

### Special Abilities

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

**Charging Fire** [Replaces turn: Can move up to double speed, then attack]

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

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



"Perhaps the Geonosians have upgraded the battle droids. These may be more formidable."  
-Adi Gallia

6/10  
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## Darth Maul, Sith Infiltrator

57

HIT POINTS 110

DEFENSE 20

ATTACK +12

DAMAGE 20



### Special Abilities

**Unique. Melee Attack**  
**Double Attack: Twin Attack**  
**Affinity** (May be in Sith squad)  
**Ambush** (This character can move and then make all his attacks against 1 enemy who has not activated this round)  
**Loner** (+4 Attack if no allies are within 5 squares)  
**Teras Kasi Style** (Whenever this character takes damage from a melee attack, reduce the damage dealt by 10)  
**Force Powers**  
**Force 4**  
**Force Cloak** (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked**)  
**Force Leap** (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)  
**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)  
**Sith Rage 2** (Force 2: +20 Damage on all attacks this turn)

7/10  
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## Droideka

20

HIT POINTS 40

DEFENSE 15

ATTACK +6

DAMAGE 10



### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)  
**Advanced Shields I** (When this character takes damage, it reduces the damage dealt by 10 with a save of 6)  
**Ion Shielding** (Can ignore special abilities that affect only nonliving targets)  
**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)  
**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)  
**Wheel Form** (This character can move up to 18 squares if it does not attack)

"We have them on the run, sir. They're no match for Droidekas."  
 -Rune Haako, to Nute Gunray

8/10  
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## Rune Haako

12

HIT POINTS 30

DEFENSE 13

ATTACK +0

DAMAGE 0



### Special Abilities

**Unique**  
**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)  
**Distraction** (Suppresses adjacent enemy commander effects)  
**Rapport** (A character whose name contains Nute Gunray costs 1 less when in the same squad as this character)

"We should not have made this bargain."

9/10  
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## Viceroy Nute Gunray

17

HIT POINTS 50

DEFENSE 15

ATTACK +4

DAMAGE 10



### Special Abilities

**Unique. Speed 4**  
**Distraction** (Suppresses adjacent enemy commander effects)  
**Separatist Reserves 20** (If you roll a 1 for initiative, you can add up to 20 points of Separatist characters to your squad immediately before your first activation of the round)  
**Tactician -4** (Add -4 to the initiative roll except on a roll of 1)

### Commander Effect

Droids are subject to this effect: Separatist Droids allies gain **Improved Spotter +10** (If this character combines fire against a target, the attacking character gets a +10 bonus to Damage against that target).

Living allies gain **Speed 4**.

10/10  
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