

## Bao-Dur, Tech Specialist

21

HIT POINTS 50

DEFENSE 17

ATTACK +9

DAMAGE 10

### Special Abilities

**Unique**  
**Destabilize Shields** (Suppresses Shields abilities of adjacent enemies)  
**Droid Master** (Non-Unique Droid characters within 6 squares gain **Double Attack**)  
**Fire Control** (Non-Unique Droid allies get +4 Attack)  
**Personalize Shields** (At the start of the skirmish, choose a Unique allied character. For the rest of the skirmish, that character gains **Shields I** (When this character takes damage, it reduces the damage dealt by 10 with a save of 10))  
**Repair 30** (Replaces attacks: touch; remove 30 damage from 1 Droid character)  
**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, remains unactivated, rejoins the original squad, and is no longer reprogrammed.)



1/60  
WWW.SWMGAMERS.COM

## Elite Old Republic Soldier

12

HIT POINTS 20

DEFENSE 14

ATTACK +5

DAMAGE 10

### Special Abilities

**Soldier** (Counts as a character named Old Republic Soldier)  
**Cunning Attack +20** (+4 Attack and +20 Damage against an enemy who has not activated this round)  
**Deceptive** (+10 Damage against an enemy who has activated this round)



*Soldiers of the Old Republic were well trained at catching their opponents off guard, but they knew almost as well how to shoot someone in the back.*

2/60  
WWW.SWMGAMERS.COM

## Padawan Learner

9

HIT POINTS 20

DEFENSE 16

ATTACK +4

DAMAGE 20

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)  
**Padawan** (This character can spend a Unique ally's Force points as though they were their own. They still cannot spend Force points more than once per turn and cannot combine the ally's Force points with their own.)  
**Synergy +2** (+2 Attack while a Unique allied character with a Force rating is within 6 squares)

### Force Powers

**Force I**  
**Lightsaber Deflect** (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)



*Many Padawans' training took place at their Master's side during missions.*

3/60  
WWW.SWMGAMERS.COM

## DRK-1 Dark Eye Probe Droid

20

HIT POINTS 50

DEFENSE 16

ATTACK +5

DAMAGE 10

### Special Abilities

**Droid, Speed 8**  
**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)  
**Intuition** (Once per round, after initiative is determined, this character can immediately move up to its speed before any other character activates)  
**Self-Destruct 10** (When this character is defeated, each adjacent character takes 10 damage)  
**Sensors** (Allies can ignore cover when targeting enemies within 6 squares of this character)  
**Sonic Stunner** (Replaces attacks: range 6; living target and each living character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters ignore this special ability.)  
*These probe droids not only had intricate imaging sensors but they could also be modified to include various weaponry.*



SMALL BASE

4/60  
WWW.SWMGAMERS.COM

## Lomi Plo

42

HIT POINTS 110

DEFENSE 19

ATTACK +12

DAMAGE 20

### Special Abilities

**Unique, Nightsister**  
**Melee Attack: Double Attack: Twin Attack**  
**Lightsaber Duelist** (+4 Defense when attacked by an adjacent enemy with a Force rating)  
**Niman Style** (+2 Attack and +2 Defense while this character has more than half Hit Points remaining)  
**Quick Reactions** (+6 Attack when making attacks of opportunity)  
**Vongseense** (Ignores Force Immunity of Yuuzhan Vong enemies)  
**Force Powers**  
**Force 2: Force Renewal I**  
**Drain Energy** (Force 2: replaces attacks: range 6; 20 damage to target nonliving enemy, and remove 20 damage from this character)  
**Force Cloak** (Force 2: replaces turn: For the rest of the skirmish, this character gains **Cloaked**)  
**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 11)  
*"There is nothing wrong with vengeance. It is a noble emotion—a powerful one."*



5/60  
WWW.SWMGAMERS.COM

## Marka Ragnos, Dark Force Spirit

17

HIT POINTS —

DEFENSE —

ATTACK —

DAMAGE —

### Special Abilities

**Unique, Speed 4**  
**Eternal Sith 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 **Illusion** (Force I: When hit by an attack, this character takes no damage unless the attacker makes a save of 11) while within 4 squares of this character. The chosen can spend its own Force points once per turn and spend Force points from this character once per turn. When the chosen character is defeated, this character chooses another Unique ally with a Force rating. Any "at the start of the skirmish" instances are immediately resolved. This character is defeated when there are no more Unique allies with a Force rating. An enemy within 6 squares can spend 1 Force point to defeat this character; save 11. This effect replaces the enemy's attacks.)  
**Force Powers**  
**Force 4**



6/60  
WWW.SWMGAMERS.COM

## Sith Blademaster

30

HIT POINTS 100

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

**Melee Attack: Double Attack**  
**Melee Duelist** (+4 Defense when attacked by an adjacent enemy)  
**Force Powers**  
**Force 3**  
**Lightsaber Flurry** (Force I: replaces attacks: Make 4 attacks at -10 Damage)  
**Lightsaber Riposte** (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)  
**Surprise Move** (Force I: Once per round, after initiative is determined, this character can immediately move up to its speed before any other character activates)

### Commander Effect

At the end of this character's turn, 1 adjacent non-Unique Sith ally with a Force rating can make an immediate attack at +10 Damage.

*The Blademaster was the Sith counterpart to the Jedi Battlemaster.*



7/60  
WWW.SWMGAMERS.COM

## Sith General

19

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 10

### Special Abilities

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

### Commander Effect

Trooper followers within 6 squares ignore cover when choosing targets with a Force rating.



*Many of the Sith Generals had originally served the Galactic Republic in the Mandalorian Wars and transferred their allegiance to Darth Revan's Sith Empire at the start of the Jedi Civil War.*

8/60  
WWW.SWMGAMERS.COM



## Sith Knight

20

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

Melee Attack

### Force Powers

Force 2

**Dispassionate Killer** [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 the save fails, this character is immediately defeated.]  
**Lightsaber Block** [Force 1: When hit by a melee attack, this character takes no damage with a save of 11]



"There is no emotion, there is submission. There is no ignorance, there is instruction."

9/60  
WWW.SWMGAMERS.COM

## Sith Recruit

4

HIT POINTS 10

DEFENSE 12

ATTACK +2

DAMAGE 10

### Special Abilities

**Melee Attack** [Can attack only adjacent enemies]  
**Internal Strife** [On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish]  
**Self-Destruct 10** [When this character is defeated, each adjacent character takes 10 damage]  
**Sith Pawn** [Once per turn, you may remove a character with Sith Pawn from play to reroll one ally's attack or save, unless that character's original roll was a 1. This character is defeated.]

### Force Powers

Force 1



10/60  
WWW.SWMGAMERS.COM

## Covert Ops Clone Trooper

22

HIT POINTS 40

DEFENSE 14

ATTACK +6

DAMAGE 10

### Special Abilities

**Order 66**  
**Advantageous Cover** [+8 Defense from cover instead of +4]  
**Covert Ops Training** [If an enemy character within 6 squares has moved this turn, it must attempt a save of 11 before making an attack. On a failure, the attack is cancelled.]  
**Intuition** [Once per round, after initiative is determined, this character can immediately move up to its speed before any other character activates]  
**Stable Footing** [Not slowed by difficult terrain or low objects]

Covert ops clone troopers were occasionally sent to eliminate other clones who had chosen to desert from the Republic.



11/60  
WWW.SWMGAMERS.COM

## Jedi Battlemaster

28

HIT POINTS 80

DEFENSE 19

ATTACK +10

DAMAGE 20

### Special Abilities

**Melee Attack: Double Attack**  
**Affinity** [May be in a New Republic squad]  
**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 that attacker.]  
**Force Powers**  
**Force 3**  
**Brutal Strike** [Force 1, usable only on this character's turn. This character's attacks cannot be prevented and enemy characters attacked by this character cannot use special abilities or Force powers that respond to this character's attacks for the rest of the turn]  
**Force Push 1** [Force 1, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller]  
**Lightsaber Block** [Force 1: When hit by a melee attack, this character takes no damage with a save of 11]  
**Lightsaber Throw 1** [Force 1, replaces attacks: Attack 1 enemy within 6 squares]



12/60  
WWW.SWMGAMERS.COM

## Senator Padmé Amidala

24

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 10

### Special Abilities

**Unique, Twin Attack**  
**Cunning Attack** [+4 Attack and +10 Damage against an enemy who has not activated this round]  
**Disciplined Leader** [This character's commander effect cannot be suppressed]  
**Intuition** [Once per round, after initiative is determined, this character can immediately move up to her speed before any other character activates]  
**Jolt** [An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.]  
**Commander Effect**  
 At the start of this character's turn, she can switch positions with an ally within 6 squares named Royal Handmaiden.

"Senator, we're still in danger here!"  
—Captain Typho



13/60  
WWW.SWMGAMERS.COM

## BX Commando Droid Sniper

15

HIT POINTS 50

DEFENSE 18

ATTACK +10

DAMAGE 30

### Special Abilities

**Droid** [Immune to critical hits; not subject to commander effects]  
**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Careful Shot** +4 [On this character's turn, if it doesn't move, it gets +4 Attack]  
**Heavy Weapon** [Can't attack and move in the same turn]  
**Intuition** [Once per round, after initiative is determined, this character can immediately move up to its speed before any other character activates]  
**Single-Shot Blaster** [This character cannot gain Twin Attack]  
**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]

Two BX-Series Droid Commandos were used as snipers to halt the movements of a 501st Legion squad in Saleucami and even came close to killing Captain Rex.



14/60  
WWW.SWMGAMERS.COM

## BX Commando Droid Spotter

19

HIT POINTS 50

DEFENSE 18

ATTACK +1

DAMAGE 10

### Special Abilities

**Droid** [Immune to critical hits; not subject to commander effects]  
**Energy Shield** [When this character or an adjacent character is hit by an attack from an enemy that is not adjacent to either, that character takes no damage and the attacker takes damage equal to the prevented damage; the attacker can avoid this effect with a save of 11]  
**Improved Spotter** +20 [If this character combines fire against a target, the attacking character gets a +20 bonus to Damage against that target]  
**Intuition** [Once per round, after initiative is determined, this character can immediately move up to its speed before any other character activates]  
**Rapport** [Costs 3 less when in the same squad as a character named BX Commando Droid Sniper]  
**Single-Shot Blaster** [This character cannot gain Twin 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]  
**Vibroblade** [Replaces attacks: +6 Attack for 20 Damage against an adjacent target; this counts as a melee attack]



15/60  
WWW.SWMGAMERS.COM

## General Grievous, Hero of Hypori

42

HIT POINTS 120

DEFENSE 21

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique, Cyborg**  
**Melee Attack: Double Attack** [Twin Attack Jedi Hunter: +4 Attack and +10 Damage against enemies with Force ratings]  
**Perry** [When hit by a melee attack, this character takes no damage with a save of 11]  
**Spinning Blade Attack** [Replaces turn, usable only while this character is at half Hit Points or more. This character can move up to his speed this turn and he can attack each adjacent enemy once as he moves. This movement does not provoke attacks of opportunity.]  
**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]

### Force Powers

Force 1



16/60  
WWW.SWMGAMERS.COM



## Chewbacca and Ewoks in AT-ST



50

HIT POINTS 100

DEFENSE 15

ATTACK +9

DAMAGE 40



HUGE BASE

### Special Abilities

**Unique.** Wookiee. Speed 8  
**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Ambush** [Can move and then make all their attacks against 1 enemy who has not activated this round]  
**Damage Reduction 10** [Whenever this character takes damage, reduce the damage dealt by 10.]  
**Double Attack** [In its turn, this character can make 1 extra attack instead of moving]  
**Ewok Leader** [Allied Ewoks within 6 squares get +4 Defense and gain **Advantageous Cover** (+8 Defense from cover instead of +4)]  
**Mounted Weapon** [Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character]  
**Rigid** [Can't squeeze]  
**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 character's square. This movement does not trigger attacks of opportunity.]

17/60  
WWW.SWNGAMERS.COM

## Han Solo, Rebel General



38

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20



### Special Abilities

**Unique**  
**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Comradery** [Unique living allies whose names contain Chewbacca, Leia, or Luke gain Evade]  
**Evade** [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1]  
**Life Debt** [A living ally whose name contains Chewbacca gains Bodyguard]  
**Opportunist** +20 [+4 Attack and +20 Damage against an enemy who has activated this round]  
**Versatility** [At the start of the skirmish, after set-up, you may replace this character with another character of an equal or lesser cost who counts as Han Solo. The chosen replacement gains one of this character's other special abilities. If the replacement's cost is at least 5 less than this character's cost, he also gains this character's commander effect.]

### Force Powers

**Force 1**  
**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]  
**Commander Effect**  
Rebel characters in your squad (including this character) are not slowed by difficult terrain or low objects while moving.

18/60  
WWW.SWNGAMERS.COM

## Laranth Tarak



25

HIT POINTS 70

DEFENSE 16

ATTACK +9

DAMAGE 20



### Special Abilities

**Unique.** Twin Attack  
**Agile** [This character can move 2 extra squares at the end of her turn]  
**Comradery** [An ally whose name contains Jax Pavin gains Twin Attack]  
**Evade** [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1]

### Force Powers

**Force 2**  
**Focused Attack** [Force 2: usable only on this character's turn: This character ignores cover when determining legal targets]

Jedi Laranth Tarak preferred using twin DL-44 blasters over the traditional lightsaber.

19/60  
WWW.SWNGAMERS.COM

## Master Yoda



44

HIT POINTS 120

DEFENSE 20

ATTACK +14

DAMAGE 20



SMALL BASE

### Special Abilities

**Unique.** Melee Attack. Twin Attack  
**Affinity** [May be in a Republic squad]  
**Ateru Style** [+4 Attack if exactly 1 enemy is within 6 squares]  
**Jedi Trainer** [At the start of the skirmish, choose an allied character with a Force rating. That ally gains 1 Force point and Ateru Style.]

### Force Powers

**Force 3.** Force Renewal 1: Master of the Force 2  
**Force Defense** [Force 3: Cancel a force power used by a character within 6 squares]  
**Force Stun** [Force 1: usable only on this character's turn: range 6; target living enemy is considered activated this round: save 1]  
**Lightsaber Defense** [Force 1: When hit by an attack, this character takes no damage with a save of 1]

### Commander Effect

At the end of its turn, if an ally with a Force rating made only one attack this turn, it may make one additional attack against the same enemy if it can.

Allies with a lightsaber gain Lightsaber Defense.

20/60  
WWW.SWNGAMERS.COM

## Princess Leia, Rebel Commando



19

HIT POINTS 60

DEFENSE 15

ATTACK +8

DAMAGE 10



### Special Abilities

**Unique**  
**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Cunning Attack** [+4 Attack and +10 Damage against an enemy who has not activated this round]  
**Stealth** [If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]  
**Versatility** [At the start of the skirmish, after set-up, you may replace this character with another character of an equal or lesser cost who counts as Leia. The chosen replacement gains one of this character's other special abilities. If the replacement's cost is at least 5 less than this character's cost, she also gains this character's commander effect.]

### Force Powers

**Force 2**  
**Surprise Attack** [Force 2: Once per round, after initiative is determined, this character can make an immediate attack]

### Commander Effect

Unique Rebel allies within 6 squares get +10 Damage while this character is wounded.

21/60  
WWW.SWNGAMERS.COM

## SpecForce Technician



15

HIT POINTS 30

DEFENSE 14

ATTACK +1

DAMAGE 10



### Special Abilities

**Melee Attack**  
**Blaster Upgrade** [Allies within 6 squares with nonmelee attacks that deal exactly 10 damage gain Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)]  
**Munitions Supplies** [Replaces turn: Choose 1 adjacent ally to gain Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1) for the rest of the skirmish]  
**Rig Blaster** [Allies within 6 squares with nonmelee attacks that deal exactly 10 damage gain Jolt (An enemy hit by this character's attack is considered activated this round: save 1. Huge and larger characters ignore this effect.)]  
**Stealth** [If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

22/60  
WWW.SWNGAMERS.COM

## Veteran Rebel Trooper



13

HIT POINTS 30

DEFENSE 14

ATTACK +7

DAMAGE 10



### Special Abilities

**Charging Fire** [Replaces turn: Can move up to double speed, then attack]  
**Resilient** [Immune to critical hits]  
**Second Wind 10** [Replaces attacks: Remove 10 damage from this character]

23/60  
WWW.SWNGAMERS.COM

## Flim



15

HIT POINTS 40

DEFENSE 14

ATTACK +4

DAMAGE 10



### Special Abilities

**Unique**  
**Imperial Triumvirate** [Add +2 to the initiative roll except on a roll of 1. (This bonus stacks.)]  
**Rival** [This character cannot be in a squad that contains any character whose name contains Pellaeon or Thrawn]

### Commander Effect

At the end of this character's turn, 1 non-Unique ally can make an immediate attack or use a special ability that replaces attacks.

"If and when you get to the point where you've got all the military strength you want, you're still going to need me. I'm the only one in the group who knows the fringe."

24/60  
WWW.SWNGAMERS.COM



## Moff Disra



25

HIT POINTS 30

DEFENSE 13

ATTACK +1

DAMAGE 10

### Special Abilities

**Unique**  
**Imperial Triumvirate** [Add +2 to the initiative roll except on a roll of 1. (This bonus stacks.)]  
**Affinity** [Non-Unique characters with Order 66 may be in your squad regardless of faction]  
**Bribery** [During setup, after seeing your opponents squad, you may add up to 10 points of Fringe or Imperial characters to your squad. After setup, you may choose to select up to 10 points of your opponent's characters brought in through reinforcements instead of your original selection. These characters join your squad for the rest of the skirmish, and are set up in your starting area.]  
**Rival** [This character cannot be in a squad that contains any character whose name contains Pellaeon or Thrawn]

### Commander Effect

If this character has line of sight to an enemy at the start of a phase, Imperial commanders in your squad (including this character) may not have their commander effects suppressed this phase.

25/60  
WWW.SWNGAMERS.COM



## Grodin Tierce's Clone



26

HIT POINTS 70

DEFENSE 17

ATTACK +10

DAMAGE 20

### Special Abilities

**Imperial Triumvirate** [Add +2 to the initiative roll except on a roll of 1. (This bonus stacks.)]  
**Double Attack** [On his turn, this character can make 1 extra attack instead of moving]  
**Rival** [This character cannot be in a squad that contains any character whose name contains Pellaeon or Thrawn]  
**Tactician +2** [Add +2 to the initiative roll except on a roll of 1]

### Commander Effect

Non-Unique followers get +2 Attack and +2 Defense.

"Just a clone? Is that what you said, Disra? I'm not just a clone. I was something special."

26/60  
WWW.SWNGAMERS.COM



## Anakin Solo, Galactic Hero



40

HIT POINTS 100

DEFENSE 20

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique**. Pilot. Melee Attack; Double Attack  
**Affinity** [A character whose name contains Chewbacca may be in your squad regardless of faction]  
**Cunning Attack** [+4 Attack and +10 Damage against an enemy who has not activated this round]  
**Noble Sacrifice** [When this character is defeated, 1 New Republic ally with a Force Rating may make an immediate attack]  
**Vongense** [Ignores Force Immunity of Yuuzhan Vong enemies]

### Force Powers

**Force 2**. Force Renewal I  
**Force Meld** [Force 3, replaces turn: For the rest of the skirmish, this character gains the following Force ability: Allies within 6 squares with a Force rating and a lightsaber may use this character's other Force powers as though they were their own]  
**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 11]

27/60  
WWW.SWNGAMERS.COM



## Jedi Infiltrator



22

HIT POINTS 60

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

**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]

### Force Powers

**Force 3**  
**Force Phase** [Force 1: Can move through walls this turn]  
**Lightsaber Throw 3** [Force 3, replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make an attack against the chosen enemy and against each character adjacent to that enemy.]

Jedi who were able to use the Force to phase were often able to deftly catch their enemies unaware.

28/60  
WWW.SWNGAMERS.COM



## Lowbacca



29

HIT POINTS 110

DEFENSE 19

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique**. Wookiee  
**Melee Attack**; Double Attack  
**Advanced Door Gimmick** [At the end of his turn, this character can designate 1 door that he can see as open; it remains open and cannot be closed until the end of this character's next turn, or until he is defeated]  
**Industrial Repair 20** [Replaces attacks: touch; remove 20 damage from 1 character with Mounted Weapon]  
**Jedi Bodyguard** [If an adjacent ally with a Force rating would take damage from an attack, this character can take the damage instead]  
**Momentum** [If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies]  
**Repair 20** [Replaces attacks: touch; remove 20 damage from 1 Droid character]

### Force Powers

**Force 3**  
**Force Push 1** [Force 1, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller]  
**Lightsaber Black** [Force 1: When hit by a melee attack, this character takes no damage with a save of 11]

29/60  
WWW.SWNGAMERS.COM



## Tahiri Veila



23

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20

### Special Abilities

**Unique**. Melee Attack; Double Attack  
**Affinity** [May be in a squad with a character whose name contains Darth Caedus]  
**Embrace of Pain** [+1 Attack and +1 Defense for every 10 points of damage currently on this character]  
**Internal Strife** [On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish]  
**Vongense** [Ignores Force Immunity of Yuuzhan Vong enemies]

### Force Powers

**Force 3**  
**Force Lightning I** [Force 1, replaces attacks: range 6; 20 damage]  
**Lightsaber Black** [Force 1: When hit by a melee attack, this character takes no damage with a save of 11]  
**Sith Rage** [Force 1: +10 Damage on all attacks this turn]

"I'm half Yuuzhan Vong inside. The only thing pain would cause me is a religious experience."

30/60  
WWW.SWNGAMERS.COM



## Tekli



25

HIT POINTS 70

DEFENSE 18

ATTACK +8

DAMAGE 20

### Special Abilities

**Unique**. Melee Attack  
**Augment Healing** [Adjacent allies that use Heal or Force Heal double the amount of damage removed]  
**Comraderie** [An ally whose name contains Cilghal gains Augment Healing]  
**Stealth** [If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

### Force Powers

**Force 4**  
**Force Heal 20** [Force 2, replaces attacks: touch; remove 20 damage from a living character]  
**Lightsaber Black** [Force 1: When hit by a melee attack, this character takes no damage with a save of 11]

Tekli, who was an apprentice of Master Cilghal, was among the most skilled healers in the New Jedi Order.

31/60  
WWW.SWNGAMERS.COM



SMALL BASE

## Alexi Garyn, Head of the Black Sun



25

HIT POINTS 80

DEFENSE 17

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique**. Black Sun Vigo  
**Doctrine of Fear** [Enemy characters within 6 squares get -4 Attack]  
**Rapport** [Black Sun characters cost 1 less when in the same squad as this character]  
**Ruthless** [Critical hits from this character cannot be prevented or redirected]  
**Vicious Attack** [Triple damage instead of double on a critical hit]

### Commander Effect

At the end of this character's turn, 1 non-Unique Black Sun ally within 6 squares can make an immediate attack.

Under Alexi Garyn's leadership, Black Sun built a reign of fear felt on every planet from the Core Worlds to the Outer Rim Territories.

32/60  
WWW.SWNGAMERS.COM





## Boba Fett, Young Bounty Hunter

18

HIT POINTS 50

DEFENSE 15

ATTACK +8

DAMAGE 10

### Special Abilities

#### Unique

**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Impulsive Reprisal** [If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +10 Damage]  
**Mobile Attack** [Can move both before and after attacking]  
**Synergy +4** [+4 Attack and +4 Defense while an allied character whose name contains Jango Fett is within 6 squares]



Boba Fett was the unaltered clone of Jango Fett, a self-proclaimed "simple man just trying to make his way in the universe."

33/60  
WWW.SWMGAMERS.COM

## Corellian Smuggler

14

HIT POINTS 20

DEFENSE 15

ATTACK +6

DAMAGE 10

### Special Abilities

**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Agile** [This character can move 2 extra squares at the end of its turn]  
**Deceptive** [+10 Damage against an enemy who has activated this round]



34/60  
WWW.SWMGAMERS.COM

## Crimson Nova Guild Leader

30

HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Bounty Hunter +4** [+4 Attack against Unique enemies]  
**Jedi Hunter** [+4 Attack and +10 Damage against enemies with Force ratings]  
**Rapport** [A character with Bounty Hunter or Jedi Hunter costs 1 less when in the same squad as this character]

### Commander Effect

Non-Unique followers within 6 squares with Bounty Hunter gain Jedi Hunter.



During the Clone Wars, the Crimson Nova was a member of the Bounty Hunters' Guild and offered bounties on members of the Jedi Order.

35/60  
WWW.SWMGAMERS.COM

## Dug Black Sun Vigo

20

HIT POINTS 40

DEFENSE 17

ATTACK +8

DAMAGE 10

### Special Abilities

**Close-Quarters Fighting** [+4 Attack against adjacent enemies]  
**Cunning Attack +20** [+4 Attack and +20 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]  
**Wall Climber** [This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square it occupies and a square it is moving into are adjacent to a wall]

### Commander Effect

Black Sun characters in your squad with Stealth (including this character) and who have cover cannot be targeted by nonadjacent enemies.



36/60  
WWW.SWMGAMERS.COM

## Embo

42

HIT POINTS 90

DEFENSE 19

ATTACK +8

DAMAGE 20

### Special Abilities

**Unique. Speed 8**  
**Acrobatic** [Ignores enemy characters when moving]  
**Bounty Hunter +4** [+4 Attack against Unique enemies]  
**Charging Assault +10** [Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy]  
**Damage Reduction 10** [Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.]  
**Hot Toss** [Replaces attacks: Choose 1 enemy within 6 squares, ignoring cover. Target and 1 adjacent enemy take 20 damage and are considered activated this round; save 11.]  
**Twin Attack** [Whenever this character attacks, he makes 1 extra attack against the same target]

Embo was a fearsome bounty hunter who could quickly take out his target either with his bowcaster or a decisive blow from his pan-shaped hat.



37/60  
WWW.SWMGAMERS.COM

## Ewok Chieftain

19

HIT POINTS 40

DEFENSE 14

ATTACK +6

DAMAGE 10

### Special Abilities

**Melee Attack: Double Attack**  
**Momentum** [If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies]  
**Swarm +1** [+1 Attack against a target for each allied Ewok adjacent to that target]

### Commander Effect

Non-Unique Ewok allies who end their move within 6 squares of this character gain Momentum.



"It might be a long and dangerous chase, but in the end we will triumph."  
—Chief Chirpa

38/60  
WWW.SWMGAMERS.COM

## IG-88A

48

HIT POINTS 120

DEFENSE 20

ATTACK +13

DAMAGE 20

### Special Abilities

**Unique. Droid Assassin** [+4 Attack and +10 Damage against living enemies]  
**Camaraderie** [Allied characters whose names contain IG-88 gain Shields 1]  
**Replication** [Your squad may include up to 3 other characters whose names contain IG-88 as long as each character has a different name. Ignore the Unique ability's squad-building restrictions for purposes of this ability.]  
**Shields 1** [When this character takes damage, it reduces the damage dealt by 10 with a save of 11]  
**Twin Attack** [Whenever this character attacks, it makes 1 extra attack against the same target]

### Commander Effects

Droids are subject to this effect: Allies whose names contain IG-88 within 6 squares gain Twin Attack.



IG-88A was the first of the IG-88 assassin droid models.

39/60  
WWW.SWMGAMERS.COM

## Jabba the Hutt, Galactic Crime Boss

60

HIT POINTS 200

DEFENSE 13

ATTACK +8

DAMAGE 20

### Special Abilities

**Unique. Emplacement** [Cannot move or be moved. Set up anywhere on your half of the battle map.]  
**Fringe Reinforcements 30** [During setup, after seeing your opponent's squad, you can add up to 30 points of Fringe characters to your squad]  
**Rapport** [Costs 1 less when in the same squad as a character named Salacious Crumb]  
**Trep Door** [Replaces turn: range 6; Target enemy and 1 adjacent character take 10 damage and are placed in their starting area; save 11. Characters with Flight ignore this special ability.]

### Commander Effects

Allies whose names contain Bounty Hunter or with the Bounty Hunter special ability can attack Unique enemies even if they are not the nearest enemy.



40/60  
WWW.SWMGAMERS.COM



## Jango Fett, Assassin

47

HIT POINTS 100

DEFENSE 19

ATTACK +12

DAMAGE 20



### Special Abilities

**Unique, Mandalorian, Flight**  
**Double Attack: Evade** Assassin [+4 Attack and +10 Damage against living enemies]  
**Flamethrower 20** [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target]  
**Saber Dart** [Replaces attacks: Choose 1 enemy within line of sight, ignoring cover. Target character takes 20 damage and is poisoned, save 11. Each time the poisoned character activates, it takes 20 damage and must attempt a save of 11. On a failure, that character is still poisoned. On a success, that character is no longer poisoned.]  
**Synergy +2** [+2 Attack and +2 Defense while an ally whose name contains Boba Fett that has a lower point cost is within 6 squares]

Designed by Ian Gordon [Jester007]  
 2011 Gen Con Champion

41/60  
 www.swmgamers.com

## Klatootinian Assassin

12

HIT POINTS 30

DEFENSE 14

ATTACK +12

DAMAGE 20



Not all Jedi hunters were Sith, some were simply skilled assassins with a hatred for the Jedi.

42/60  
 www.swmgamers.com

## Mara Jade, Smuggler

27

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 10



### Special Abilities

**Unique**  
**Cunning Attack +20** [+4 Attack and +20 Damage against an enemy who has not activated this round]  
**Rapport** [Costs 1 less when in the same squad as a character whose name contains Talon Karrde]  
**Stealth** [If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]  
**Force Powers**  
**Force 3**  
**Focused Attack** [Force 2, usable only on this character's turn: This character ignores cover when determining legal targets this turn]  
**Surprise Move** [Force 1: Once per round, after initiative is determined, this character can immediately move up to her speed before any other character activates]

43/60  
 www.swmgamers.com

## Mighella, Black Sun Bodyguard

27

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20



### Special Abilities

**Unique, Nightsister**  
**Melee Attack: Double Attack**  
**Alexi's Bodyguard** [If a character whose name contains Alexi is an adjacent ally and would take damage from an attack, this character can take the damage instead]  
**Perry** [When hit by a melee attack, this character takes no damage with a save of 11]

### Force Powers

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

Mighella served as the personal bodyguard of Black Sun leader Alexi Garry, enforcing his will unquestioningly.

44/60  
 www.swmgamers.com

## Morrigan Corde

31

HIT POINTS 70

DEFENSE 19

ATTACK +9

DAMAGE 20



### Special Abilities

**Unique** [Counts as Nyna Calixte]  
**Agile** [This character can move 2 extra squares at the end of its turn]  
**Bounty Hunter +2** [+2 Attack against Unique enemies]  
**Charging Fire** [Replaces turn: Can move up to double speed, then attack]  
**Evade** [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11]  
**Suppressive Fire** [On this character's turn, enemy characters attacked by this character cannot use special abilities or Force powers that respond to this character's attacks for the rest of the turn and enemies hit by this character's attacks cannot benefit from or grant commander effects for the rest of the round]  
**Twin Attack** [Whenever this character attacks, she makes 1 extra attack against the same target]

In 137 ABY, Moff Nyna Calixte "reactivated" her true persona of Morrigan Corde to help save her son, Cade Skywalker.

45/60  
 www.swmgamers.com

## Rakghoul Warrior

25

HIT POINTS 70

DEFENSE 19

ATTACK +8

DAMAGE 10



### Special Abilities

**Advanced Rakghoul Disease** [+10 Damage to an adjacent living enemy; save 11. Whenever this character defeats an adjacent living enemy, you can immediately add a character named Rakghoul to your squad. If a character in your squad has the Muur Talisman special ability, you may instead bring in a character whose name contains Rakghoul. The new character sets up in a square that enemy formerly occupied.]  
**Close-Quarters Fighting** [+4 Attack against adjacent enemies]  
**Double Claw Attack** [On its turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies]  
**Overwhelming Power** [Damage from this character's attacks cannot be prevented or redirected]  
**Rend +20** [If both of its attacks hit the same adjacent enemy, this character's second attack gets +20 Damage]

A rakghoul under the power of the Muur Talisman retains its former skill and knowledge.

46/60  
 www.swmgamers.com

## Rodian Assassin

12

HIT POINTS 20

DEFENSE 12

ATTACK +6

DAMAGE 10



### Special Abilities

**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Assassin** [+4 Attack and +10 Damage against living enemies]  
**Bounty Hunter +2** [+2 Attack against Unique 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]

If the bounty was large enough, many bounty hunters were willing to become assassins to make sure a job was finished.

47/60  
 www.swmgamers.com

## Shada D'ukal

28

HIT POINTS 80

DEFENSE 18

ATTACK +12

DAMAGE 20



### Special Abilities

**Unique, Mistryl Shadow Guard**  
**Bodyguard** [If an adjacent ally would take damage from an attack, this character can take the damage instead]  
**Double Attack** [On her turn, this character can make 1 extra attack instead of moving]  
**Quick Reactions** [+6 Attack when making attacks of opportunity]  
**Quick Reflexes** [+6 Defense when attacked on attacks of opportunity]  
**Stealth** [If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]  
**Zenji Needle** [Replaces attack: Choose 1 enemy within line of sight, ignoring cover. 10 damage to target enemy; save 16.]

"Do you know Shada D'ukal? She can be very disarming."  
 —Han Solo

48/60  
 www.swmgamers.com



## Squib Trader

10

HIT POINTS 10

DEFENSE 13

ATTACK +1

DAMAGE 10

### Special Abilities

**Communication Supplies** [Replaces turn: Choose 1 adjacent ally to gain **Relay Orders** (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects) for the rest of the skirmish]

**Explosive Supplies** [Replaces turn: Choose 1 adjacent ally to gain **Satchel Charge** (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed) for the rest of the skirmish]

"Got nice go-go vehicle here, pal, still work good, sorta, but it's a classic. Trade for new talkie-talk shiny man. Good deal. Wanna trade?"



SMALL BASE

49/60  
WWW.SWNGAMERS.COM

## Veteran Ugnaught

15

HIT POINTS 30

DEFENSE 14

ATTACK +2

DAMAGE 10

### Special Abilities

**Grenades 10** [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II]  
**Repair 20** [Replaces attacks: touch; remove 20 damage from 1 Droid character]  
**Shatter Beam** [Replaces attacks: sight; designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed]

More experienced Ugnaughts knew exactly how to solve the problem of being locked out of a room.



50/60  
WWW.SWNGAMERS.COM

## YVH 2

30

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

**Droid, Melee Attack: Twin Attack**  
**Grenades 30** [Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save II]  
**Laminanium Armor** [Each time this character activates, remove 10 damage from it]  
**Rapport** [Costs I less when in the same squad as a character whose name contains Lando Calrissian]  
**Self Destruct Sequence 30** [Replaces attacks: 30 damage to each adjacent character, then remove this character from play]  
**Vong Hunter +20** [+4 Attack and +20 Damage against Yuuzhan Vong characters]

As part of the Myrkr strike team, two YVH 2 variations sacrificed themselves to optimize enemy losses and maintain the strike team's cover.



51/60  
WWW.SWNGAMERS.COM

## Zam Wessel, Bounty Hunter

44

HIT POINTS 90

DEFENSE 19

ATTACK +11

DAMAGE 20

### Special Abilities

**Unique, Double Attack**  
**Bounty Hunter +4** [+4 Attack against Unique enemies]  
**Careful Shot +6** [On this character's turn, if she doesn't move, she gets +6 Attack]  
**Cloaked** [If this character has cover, she cannot be targeted by nonadjacent enemies]  
**Final Shot** [On this character's turn, if she doesn't move, she gets +30 Damage against enemies with 50 or fewer Hit Points remaining]  
**Missiles 30** [Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save II]  
**Rigged Detonators** [Characters in or adjacent to a square with low objects automatically fail saves against this character's attacks and abilities]  
**Single-Shot Blaster** [This character cannot gain Twin Attack]  
**Sniper** [Other characters do not provide cover against this character's attack]

"I hit the ship, but they used a decoy."



52/60  
WWW.SWNGAMERS.COM

## Fenn Shysa

27

HIT POINTS 90

DEFENSE 18

ATTACK +12

DAMAGE 20

### Special Abilities

**Unique, Mandalorian Protector** [Counts as a character named Mandalorian Protector]  
**Beskar'gam** [When this character takes damage, he reduces the damage dealt by 10 with a save of II]  
**Bodyguard** [If an adjacent ally would take damage from an attack, this character can take the damage instead]  
**Double Attack** [On his turn, this character can make 1 extra attack instead of moving]  
**Mandalorian Reserves 20** [If you roll 16 for initiative, you can add up to 20 points of Mandalorian characters to your squad immediately before your first activation of the round]  
**Synergy +2** [Allied Mandalorian Protectors get +2 Attack and +2 Defense while another allied Mandalorian Protector is within 6 squares]

### Commander Effect

Whenever damage is redirected to a character in your squad (including this character) from an enemy's attack, that character may make 1 immediate attack against the attacker as long as the attacker counts as a legal target.



53/60  
WWW.SWNGAMERS.COM

## Mandalore the Vindicated

58

HIT POINTS 130

DEFENSE 19

ATTACK +15

DAMAGE 30

### Special Abilities

**Unique, Triple Attack**  
**Beskar'gam** [When this character takes damage, he reduces the damage dealt by 10 with a save of II]  
**Deadly Attack** [Scores a critical hit on an attack roll of natural 19 or 20]  
**Disruptive** [Suppresses enemy commander effects within 6 squares]  
**Ruthless** [Damage dealt by critical hits cannot be prevented or redirected]  
**Commander Effect**  
Mandalorian allies within 6 squares gain **Deadly Attack** and **Ruthless**.

At the end of this character's turn, 1 Mandalorian ally within 6 squares can immediately move up to its Speed.

Mandalore the Vindicated earned his name through right of conquest: defeating everyone who opposed him. First as a competitor in the Great Hunt, then by toppling his predecessor in single combat, and finally by crushing the defiance of the clans who would not stand with him.



54/60  
WWW.SWNGAMERS.COM

## Mandalorian Protector

17

HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

**Beskar'gam** [When this character takes damage, it reduces the damage dealt by 10 with a save of II]  
**Bodyguard** [If an adjacent ally would take damage from an attack, this character can take the damage instead]

"Why take prisoners? Why not just shoot them?"  
—Spar



55/60  
WWW.SWNGAMERS.COM

## Mandalorian Training Sergeant

34

HIT POINTS 50

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

**Melee Attack: Double Attack**  
**Battle Ready** [After setup, Mandalorian characters in your squad (including this character) may move up to double speed immediately before the first activation]  
**Covert Ops Training** [If an enemy character within 6 squares has moved this turn, it must attempt a save of II before making an attack. On a failure, the attack is cancelled]  
**Evoke** [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of II]  
**Parry** [When hit by a melee attack, this character takes no damage with a save of II]

### Commander Effect

At the start of the skirmish, choose 1 Mandalorian ally and either **Evoke** or **Parry**. That ally gains the chosen ability while within 6 squares of this character.



56/60  
WWW.SWNGAMERS.COM



Elan

23

HIT POINTS 70

DEFENSE 17

ATTACK +10

DAMAGE 10

### Special Abilities

#### Unique

**Melee Attack** [Can attack only adjacent enemies]  
**Bo'tous Spore** [Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II to reduce the damage to 20. Characters that have not yet activated this round can replace their turn to ignore this ability.]

**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, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

"You would do well to fear me."

57/60  
WWW.SWMGAMERS.COM

Old Republic Jedi Knight

18

HIT POINTS 40

DEFENSE 17

ATTACK +7

DAMAGE 20

### Special Abilities

**Melee Attack** [Can attack only adjacent enemies]

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

**Synergy** +2 [+2 Attack while an allied Old Republic Jedi Knight is within 6 squares]

### Force Powers

#### Force 2

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

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

"For a hundred generations the Jedi have fought to protect the Republic!"  
—Unidentified humanoid Jedi, 5,000 BBY

1/12  
WWW.SWMGAMERS.COM

Feral Voxyn

20

HIT POINTS 50

DEFENSE 18

ATTACK +8

DAMAGE 10

### Special Abilities

**Speed 8, Melee Attack: Double Attack**  
**Jedi Hunter** [+4 Attack and +10 Damage against enemies with Force ratings]

**Paralysis** [A living enemy hit by this character's attack is considered activated this round; save II]

**Vanduun Crab Armor II** [When this character takes damage, it can reduce the damage dealt by 10 with a save of II]

The mass production of young Voxyn was halted after a strike force of Jedi traveled to Myrkr and destroyed the Voxyn Queen.

58/60  
WWW.SWMGAMERS.COM

Voxyn Queen

50

HIT POINTS 110

DEFENSE 19

ATTACK +10

DAMAGE 20

### Special Abilities

**Speed 8, Melee Attack: Double Attack**  
**Jedi Hunter** [+4 Attack and +10 Damage against enemies with Force ratings]

**Poison** +10 [+10 Damage against living enemies; save II]

**Regeneration 10** [If this character doesn't move on its turn, remove 10 damage from it at the end of that turn]

**Vanduun Crab Armor II** [When this character takes damage, she can reduce the damage dealt by 10 with a save of II]

**Voxyn Birth** [If you roll exactly 5, 10, 15, or 20 for initiative, you can add a Feral Voxyn to your squad, adjacent to this character, immediately before your first activation of the round]

### Commander Effect

Allies whose names contain Voxyn gain **Ambush** [Can move and then make all its attacks against 1 enemy who has not activated this round]

59/60  
WWW.SWMGAMERS.COM

Vua Rapuung

28

HIT POINTS 80

DEFENSE 19

ATTACK +12

DAMAGE 20

### Special Abilities

#### Unique, Melee Attack

**Affinity** [May be in a squad with a character whose name contains Anakin Solo]

**Counterattack** [Whenever this character is hit by a melee attack, make a save of II. On a success, this character can make an immediate attack against that attacker.]

**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]

**Shamed One** [This character ignores special abilities from Yuuzhan Vong allies that alter his printed Attack or Damage rating]

**Vanduun Crab Armor 6** [When this character takes damage, he can reduce the damage dealt by 10 with a save of 6]

60/60  
WWW.SWMGAMERS.COM

Satele Shan

37

HIT POINTS 100

DEFENSE 19

ATTACK +12

DAMAGE 20

### Special Abilities

**Unique, Melee Attack: Double Attack**  
**Bodyguard** [If an adjacent ally would take damage from an attack, this character can take the damage instead]

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

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

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

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

**Force Leap** [Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity]

**Force Push 2** [Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller]

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

2/12  
WWW.SWMGAMERS.COM

Bastila Shan, Fallen Jedi

52

HIT POINTS 120

DEFENSE 22

ATTACK +14

DAMAGE 20

### Special Abilities

**Unique, Melee Attack: Triple Attack: Stealth**  
**Intuition** [Once per round, after initiative is determined, this character can immediately move up to her speed before any other character activates]

**Loner** [+4 Attack if no allies are within 6 squares]

**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 II; if the save fails, the target joins this character's squad until the end of the skirmish.]

### Force Powers

#### Force 5

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

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

**Lightsaber Throw 2** [Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.]

**Sith Sorcery** [Force 2, usable only on this character's turn. Enemy characters within 6 squares are considered activated this round; save II]

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

3/12  
WWW.SWMGAMERS.COM

Darth Nihilus,  
Lord of Hunger

71

HIT POINTS 140

DEFENSE 22

ATTACK +15

DAMAGE 20

### Special Abilities

**Unique, Melee Attack: Double Attack**  
**Affinity** [A character whose name contains Visas Marr may be in your squad regardless of faction]

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

**Wound in the Force** [At the start of this character's turn, if any adjacent enemies have Force points remaining, transfer 1 Force point from each adjacent enemy to this character. Enemy characters within 6 squares cannot gain Force points.]

### Force Powers

**Force 1, Force Renewal 1: Master of the Force 2**  
**Burst Lightning** [Force 1, usable only on this character's turn; range 6; 10 damage]

**Drain Life 5** [Force 5, replaces attacks: range 6; 50 damage to target living enemy and to each living enemy adjacent to target; save II. Remove damage from this character equal to the damage dealt.]

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

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

**Sith Hunger 2** [Force 2, replaces attacks: range 6; 30 damage to target living enemy, and remove 30 damage from this character. If the target has Force points remaining, transfer up to 2 Force points from the target to this character.]

4/12  
WWW.SWMGAMERS.COM



## Karness Muur

68

HIT POINTS 130

DEFENSE 21

ATTACK +14

DAMAGE 20

### Special Abilities

**Unique. Twin Attack**  
Lightsaber Duelist [+4 Defense when attacked by an adjacent enemy with a Force rating]  
**Makashi Style** (When hit by a melee attack, this character takes no damage with a save of II. Shi-Cho Style cannot be used against this character.)  
**Muur Talsman** (When this character is defeated, choose the ally with the most Force points. That ally gains **Muur Talsman**, 4 Force points, and **Sith Alchemy** 4. If there are no allies with any Force points remaining, this ability cannot be used.)

### Force Powers

**Force 2. Force Renewal I: Master of the Force**  
**Force Storm** 3 (Force 2, replaces attacks: 30 damage to all characters within 2 squares.)  
**Sith Alchemy** 4 (Force 4, replaces attacks: Target living medium or small enemy with 40 Hit Points or less remaining within 6 squares is defeated. You can immediately add a character whose name contains **Rakghoul** to your squad. The new character sets up in the square that enemy formerly occupied.)  
**Talsman Mind Control** (Force 5, replaces attacks: Living enemies within 4 squares join your squad for the rest of the round; save II. On a failure, characters are also not subject to commander effects, do not gain any bonuses, cannot use abilities that replace attacks, and cannot prevent or redirect damage.)

5/12  
WWW.SWNGAMERS.COM



## Lord Krayt

114

HIT POINTS 130

DEFENSE 23

ATTACK +17

DAMAGE 20

### Special Abilities

**Unique. Melee Attack: Triple Attack**  
**Advantageous Attack** [+10 Damage against an enemy who has not activated this round]  
**Affinity** (Non-Unique Imperials may be in your squad regardless of faction)  
**Vondun Crab Armor** 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

### Force Powers

**Force 2. Force Renewal I: Master of the Force**  
**Essence of Life** (Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of II. On a success, that ally has 10 Hit Points instead of being defeated.)  
**Recovery** 60 (Force 3, replaces turn: Remove 60 damage from this character)  
**Sith Rage** (Force 1: +10 Damage on all attacks this turn)  
**Transfer Essence** (Force 1, usable only on this character's turn: Choose 1 living ally. Remove that ally from play and place Lord Krayt in that ally's space; that ally is defeated.)

### Commander Effect

You can choose to activate only 1 character in each phase. (This includes **Droid** and **Savage** characters.)

6/12  
WWW.SWNGAMERS.COM



## Anakin Skywalker, The Chosen One

38

HIT POINTS 110

DEFENSE 19

ATTACK +12

DAMAGE 20

### Special Abilities

**Unique. Counts as Darth Vader**  
**Melee Attack: Double Attack: Greater Mobile Attack**  
**Affinity** (May be in an Imperial squad with a character whose name contains **Palpatine**)  
**Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)  
**Hand of the Emperor** (This character can spend his own Force points once per turn and spend Force points from a character whose name contains **Palpatine** once per turn)  
**Synergy** +4 [-4 Attack and -4 Defense while an ally whose name contains **Anidala** or **Palpatine** is within 6 squares]

### Force Powers

**Force 3. Force Renewal I**  
**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 II; if the save fails, this character joins the opponent's squad until the end of the skirmish.)  
**Force Grip** (Force 1, replaces attacks: sight: 10 damage)  
**Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of II)  
**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

"My loyalties are to you, and the Chancellor."  
- Anakin, to Padme Amidala

7/12  
WWW.SWNGAMERS.COM



## Obi-Wan Kenobi, Jedi Negotiator

62

HIT POINTS 120

DEFENSE 22

ATTACK +15

DAMAGE 20

### Special Abilities

**Unique. Melee Attack: Double Attack.**  
**Advantageous Attack** [+10 Damage against an enemy who has not activated this round]  
**Aggressive Negotiations** (This character is considered to have **Diplomat** until he 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.)  
**Camaraderie** (An ally whose name contains **Anakin Skywalker** gains **Advantageous Attack**)  
**Mettle** (If this character spends 1 Force point to reroll, add +4 to the result)  
**Soresu Style Mastery** (When hit by an attack, this character takes no damage with a save of II)

### Force Powers

**Force 5**  
**Force Heal** 20 (Force 2, replaces attacks: touch: remove 20 damage from a living character)  
**Force Leap** (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)  
**Force Sense** (Force 1, usable only on this character's turn: Enemy characters lose **Stealth** for the rest of the round)  
**Lightsaber Assault** (Force 1, replaces attacks: Make 2 attacks)

8/12  
WWW.SWNGAMERS.COM



## Qui-Gon Jinn, Force Spirit

16

HIT POINTS —

DEFENSE —

ATTACK —

DAMAGE —

### Special Abilities

**Unique. Speed 4**  
**Light 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 **Mettle** (If this character spends 1 Force point to reroll, add +4 to the result) 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 II. This effect replaces that enemy's attacks.)

### Force Powers

**Force 4**  
**Sense the Future** (Force 2: Once per round, after initiative is determined, you may exchange your initiative check with your opponent's initiative check)

### Commander Effect

Whenever a Unique follower with a Force rating is defeated by an enemy, a Unique follower with a Force rating within 6 squares gets the defeated character's remaining Force points.

9/12  
WWW.SWNGAMERS.COM



## Kenth Hamner

34

HIT POINTS 100

DEFENSE 19

ATTACK +11

DAMAGE 20

### Special Abilities

**Unique. Melee Attack: Double Attack**  
**Gregeious** [+4 Attack if an ally is within 6 squares]  
**Melee Duelist** [+4 Defense when attacked by an adjacent enemy]

### Force Powers

**Force 4**  
**Force Stun** (Force 1, usable only on this character's turn: range 6; target living enemy is considered activated this round; save II)  
**Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of II)  
**Lightsaber Precision** (Force 1: +10 Damage on next attack)

### Commander Effect

New Republic trooper followers within 6 squares gain **Cunning Attack** [+4 Attack and +10 Damage against an enemy who has not activated this round].

10/12  
WWW.SWNGAMERS.COM



## Mara Jade Skywalker, Jedi Master

58

HIT POINTS 120

DEFENSE 21

ATTACK +13

DAMAGE 20

### Special Abilities

**Unique. Melee Attack: Double Attack. Stealth**  
**Avoid Defeat** (Whenever this character would be defeated, make 2 saves, each needing II; if both succeed, this character has 10 Hit Points instead of being defeated)  
**Backlash** (This character can move and then make all her attacks against 1 enemy who has already activated this round)  
**Draw Fire** (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save II)  
**Loner** +4 [+4 Attack if no allies are within 6 squares]  
**Noble Sacrifice** (When this character is defeated, 1 New Republic ally may make an immediate attack)  
**Opportunist** [+4 Attack and +10 Damage against an enemy who has activated this round]  
**Protective** +10 [-10 Damage while a wounded ally whose name contains **Solo** or **Skywalker** is within 6 squares]

### Force Powers

**Force 2. Force Renewal I: Master of the Force**  
**Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of II)  
**Lightsaber Flurry** (Force 1, replaces attacks: Make 4 attacks at -10 Damage)  
**Surprise Move** (Force 1: Once per round, after initiative is determined, this character can immediately move up to her speed before any other character activates)

### Commander Effect

New Republic Unique followers with a Force rating within 6 squares gain **Avoid Defeat**.

11/12  
WWW.SWNGAMERS.COM



## Saba Sebatyne

45

HIT POINTS 110

DEFENSE 21

ATTACK +13

DAMAGE 30

### Special Abilities

**Unique. Melee Attack: Double Attack.**  
**Impulsive Advance** (Whenever a Unique allied character is defeated, this character can immediately move 3 squares)  
**Lightsaber Duelist** [+4 Defense when attacked by an adjacent enemy with a Force rating]  
**Makashi Style Mastery** (When hit by a melee attack, this character takes no damage with a save of II. Shi-Cho, Soresu, Ataru, and Niman styles cannot be used against this character.)  
**Rend** +10 (If both of her attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)

### Force Powers

**Force 3**  
**Brutal Strike** (Force 1, usable only on this character's turn: This character's attacks cannot be prevented and enemy characters attacked by this character cannot use special abilities or Force powers that respond to this character's attacks for the rest of the turn)  
**Force Push** 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)  
**Force Valor** (Force 2, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Followers within 6 squares get +2 Attack and +2 Defense)  
**Lightsaber Precision** (Force 1: +10 Damage on next attack)

12/12  
WWW.SWNGAMERS.COM





## Reván, Redeemed

161

HIT POINTS 200 ATTACK +16  
DEFENSE 22 DAMAGE 20

### Special Abilities

**Unique, Pilot, Melee Attack**

**Triple Attack: Greater Mobile Attack**

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

**Makashi Style Mastery** (When hit by a melee attack, this character takes no damage with a save of 11. Shi-Cha, Sorsu, Ataru, and Niman styles cannot be used against this character.)

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

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

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

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



1/6 www.swmgamers.com

### Force Powers

**Force 3, Force Renewal 2; Master of the Force 3**

**Force Lightning 4** (Force 4, replaces attacks; range 6; 50 damage to target. Huge or smaller characters are considered activated this round; save 16.)

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

### Commander Effect

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

Allies with a Force rating gain **Jedi Mind Trick 2** (Force 2, usable only on this character's turn; range 2; target living enemy and 2 living enemies adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save 11).

## Exar Kun, Dark Lord of the Sith

153

HIT POINTS 220 ATTACK +19  
DEFENSE 23 DAMAGE 20

### Special Abilities

**Unique, Melee Attack**

**Triple Attack: Twin Attack**

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

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

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

### Force Powers

**Force 2, Force Renewal 2; Master of the Force 2**

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

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

**Sith Sorcery** (Force 2, usable only on this character's turn: Enemy characters within 6 squares are considered activated this round; save 11)

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

### Commander Effect

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

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



2/6 www.swmgamers.com



## Galen Marek, Unleashed 140

HIT POINTS 170 ATTACK +15  
DEFENSE 21 DAMAGE 20

### Special Abilities

**Unique** (Counts as a character whose name contains Vader's Apprentice)  
**Melee Attack: Double Attack: Twin Attack**  
**Force Bond** (An ally whose name contains PROXY gains Force Renewal I)  
**Loner** (-4 Attack if no allies are within 6 squares)  
**Shien Style Mastery** (When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes damage equal to the prevented damage: save 11)  
**Unleashed** (This character may use Force powers that replace attacks one additional time per turn)

### Force Powers

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



3/6 www.swmgamers.com

## The Ganner 149

HIT POINTS 210 ATTACK +14  
DEFENSE 19 DAMAGE 20

### Special Abilities

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

### Force Powers

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



LARGE BASE



4/6 www.swmgamers.com



## Boba Fett, Mandalore 136

HIT POINTS 150 ATTACK +19  
DEFENSE 21 DAMAGE 30

### Special Abilities

**Unique, Flight Evade: Twin Attack**  
**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Affinity** [May be in a New Republic squad]  
**Beskar'gam 6** [When this character takes damage, he reduces the damage dealt by 10 with a save of 6]  
**Critical Wound** [An enemy hit by a critical hit from this character is considered activated this round]  
**Deadeye +10** [On this character's turn, if he doesn't move, he gets +10 Damage]  
**Escape Death** [Whenever this character would be defeated, make a save of 10; on a success, this character has 10 Hit Points instead of being defeated]  
**Hunter** [After setup, choose 1 of the following: a specific faction, Unique enemies, Droid enemies, or enemies with a Force rating. This character gets +4 Attack and +10 Damage against the chosen type of targets for the rest of the skirmish.]  
**Missiles 40** [Replaces attacks: sight, 40 damage to target and to each character adjacent to that target; save 10]  
**Mobile Attack** [Can move both before and after attacking]  
**Resilient** [Immune to critical hits]

### Commander Effect

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



5/6 [www.swmgamers.com](http://www.swmgamers.com)

## Tsavong Lah, Son of Czulkang 136

HIT POINTS 220 ATTACK +15  
DEFENSE 19 DAMAGE 20

### Special Abilities

**Unique, Melee Attack**  
**Double Attack: Twin Attack**  
**Assassin** [+4 Attack and +10 Damage against living enemies]  
**Cleave** [Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy]  
**Force Immunity** [Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities]  
**Ritual Scarring** [This character ignores special abilities from allies that alter its printed Attack or Damage rating]  
**Venduun Crab Armor 2** [When this character takes damage, he can reduce the damage dealt by 10 with a save of 2]

### Commander Effect

Yuuzhan Vong allies whose names contain **Wormmaster** gain **Assassin**.  
 Followers gain **Jedi Hunter** [+4 Attack and +10 Damage against enemies with Force ratings].



6/6 [www.swmgamers.com](http://www.swmgamers.com)