



DEFENSE

ATTACK

DAMAGE



Unique. Melee Attack; Double Attack Force Bond [Non-Unique allies with a Force Rating and a lightsaber gain Lightsaber Defense] Lightsaber Duelist [+4 Defense when attacked

39

ATTACK

DAMAGE

Force Powers

by an adjacent enemy with a Force rating) Force 5. Master of the Force 2 Force Absorb [Force 2: Cancel a Force power

used by an adjacent character] Force Withdrawal [Force I, useable only on this character's turn: Until the start of this character's next turn or until she spends a Force point, she gains Force Immunity] Lightsaber Defense (Force I: When hit by an attack, this character takes no damage with a save of 11]

Commander Effect

Once per turn, this character and allies within 6 squares may use their Lightsaber Defense Force power at no cost. This still counts towards the number of times they may use Force powers in a turn and a character may not use this power if they have no Force points remaining to spend.

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Vanguard



HIT POINTS 80 Trooper, Double Attack Advanced Shields 1 [When this character takes damage, it reduces the damage dealt by DEFENSE If with a save of 61 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 [1]

Jolt [An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.] Rapport (A character named Aric Jorgan costs I less when in the same squad as this character

Commander Effect

Allied Old Republic soldiers and troopers are treated as having the same name as each other, only for purposes of special abilities whose name contains Squad. Allied Old Republic soldiers and troopers within 6 squares gain Squad Cover [+4 Defense while 3 allies with the same name as this character are within 6 squares].

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DEFENSE

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Special Abilities Unique. Melee Attack; Double Attack; Cunning Attack Affinity [Characters whose names contain Galactic Alliance may be in your squad regardless of faction] Embrace of Pain [+1 Attack and +1 Defense for every 10 points of damage currently on this character) Force Ascetic [Cannot spend Force points to reroll or move faster] Makashi Style Mastery [When hit by a melee attack, this character takes no damage with a save of II. Shii-Cho, Soresu, Ataru and Niman Style cannot be used against this character.)

Aing-Tii Flow-Walking (Force 3: Once per round, after initiative is determined, this character can take an immediate turn. This does not count as activating the character this round.] Lightsaber Riposte [Force I: When hit by a melee attack, this character can make an immediate attack against that attacker] Master Illusion (Force 2: When hit by an attack, this character takes no damage unless the attacker makes a save of IG) Sith Battle Manipulation (Force 3, usable on this character's turn: Choose I target character within line of sight. Move target and all characters within 6 squares of that target up to 3 squares. This movement does not provoke attacks of

7/60 WWW.SWMGAMERS.COM



resuming movement.]

"Hokey religions and ancient weapons are no match for a good blaster at your side, kid"



Darth Talon, Sith Assassin



Force Powers

Force Bubble [Force I: When this character takes damage, reduce the damage dealt by 20] Force Cloak (Force 2, replaces turn; For the rest of the skirmish, this character gains Cloaked] Force Lightning 1 [Force I, replaces attacks range 6; 20 damage)



Darth Caedus, Sith Lord



HIT POINTS

Force Powers
Force 2. Force Renewal 2: Master of the Force 2 opportunity. This character cannot be moved by this Force power.) Followers whose names contain Galactic Alliance within R

Commander Effect squares get +3 Attack and +3 Defense.



Imperial Agent



HIT POINTS

DEFENSE

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Special Abilities Double Attack: Stealth

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]

Cover Screen [On this character's turn, if it doesn't move, it is considered to have cover and gets +2 Defense until the start of its next turn) Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated this round) Deadeve (On this character's turn, if it doesn't move, it gets +10 Damage]

Flash Grenade [Replaces attacks: range 6; target enemy and each adjacent enemy get -4 Attack until the end of the round: save 117 Sniper (Other characters do not provide cover against this character's attack]

For the loyal citizens of the Sith Empire, the Imperial Agents are the exemplar of the highest level of chievement one might aspire to.



Juggernaut

+10

HIT POINTS

DEFENSE

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DAMAGE

ATTACK







Bodyquard [If an adjacent ally would take damage from an attack, this character can take the damage instead?

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;

Force-Attuned Armor [Whenever this character takes damage, it reduces the damage dealt by 10 with a save of 117

Rapport [A character named Vette costs I less when in the same squad as this character? Soresu Style (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of [1]

Force Powers Force 4

Crushing Blow [Force 2: +10 Damage on all attacks this turn. Enemies damaged by this character's attacks get -2 Defense for the rest of the skirmish

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

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Antarian Ranger Captain

HIT POINTS

DEFENSE

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HIT POINTS

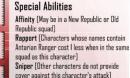
DEFENSE

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Stealth [If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets] Synergy +4 [+4 Attack and +4 Defense while an allied character with a Force rating is

within 6 squares]

Commander Effect

Allies whose names contain Antarian Ranger within 6 squares gain Sniper and Squad Firepower (+10 Damage while 3 allies with the same name as this character are within 6 squares].



Boss Nass

HIT POINTS 80

DEFENSE

ATTACK

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Sith followers without Affinity gain Backlash

[This character can move and then make all

its attacks against I enemy who has already

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9/60

activated this round].

Special Abilities

Unique, Speed 4, Gungan, Melee Attack Booming Voice [Allies' commander effects normally limited to 6 squares have unlimited

Gungan Reinforcements 20 [During setup, after seeing your opponent's squad, you can add up to 20 points of Gungan characters to your squad]

Rapport (Gungan characters cost 1 less when in the same squad as this character]

Commander Effect

At the start of the skirmish, choose I allied Gungan character; that ally gains Bombad General [Once per round, at the end of this character's turn, choose one enemy within line of sight; for the rest of this round, allied Gungans ignore cover when targeting that enemy].

Whenever a non-Unique Gungan ally would be defeated, it can make a save of IB. If the save succeeds, that ally returns to play in its squad's setup area with its original hit points.

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Chief Tarfful



HIT POINTS 130

DEFENSE

ATTACK



Special Abilities

Unique, Wookiee, Double Attack

Camaraderie (An ally whose name contains Chewbacca gains Droid Hunter 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 adiacent targets]

Droid Hunter [+4 Attack and +10 Damage against Droid enemies 1

Commander Effect

Allied Wookiees get +2 Speed. At the end of this character's turn, I non-Unique Wookiee may make an immediate attack at +4 Attack and +10 Damage.

The mighty Wookiee warrior named Tarfful helped the Republic forces defend his native world of Kashyyyk when the Separatists invaded the planet during the Clone Wars.



Coleman Trebor



Special Abilities HIT POINTS Unique, Melee Attack

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

DAMAGE Force Powers

Force 2 Master Speed [Force I: This character can move 6 extra squares on his turn as part of his move]

In his last valiant effort, Coleman Trebor raced across the battlefield of Geonosis only to be shot down before he could attack his target - the Sith Lord Count Dooku.



Elite Wookiee Commando





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

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

"It's not wise to upset a Wookiee

16/60



lotran Guard

15

+8

20

HIT POINTS

DEFENSE

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Special Abilities

damage instead]

Bodyquard [If an adjacent ally would take damage

Gunner +20 (Can combine fire with adjacent allies

who have Mounted Weapon, granting +20 Damage1

Protective +10 (+10 Damage while a wounded

Synchronized Fire [Allies whose names contain

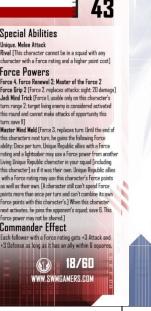
Muun Guard who combine fire with this character

Unique Separatist ally is within 6 squares

grant +6 Attack instead of +4]

from an attack, this character can take the





Aurra Sing, Assassin

HIT POINTS

DEFENSE

ATTACK

DAMAGE

Special Abilities

living enemies 1

gains Twin Attack]

with a Force rating]

Force Powers

[saimana

enemies]

Force 2

motivating them.

Unique. Pirate. Twin Attack

Assassin [+4 Attack and +10 Damage against

Bounty Hunter +2 [+2 Attack against Unique

Camaraderie (An ally named Hondo Ohnaka

Jedi Hatred (+10 Damage against enemies

Lightsaber [+10 Damage against adjacent

"The Jedi don't carry grudges. But I have ways of...

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Cad Bane, Bounty Hunter



Special Abilities

Unique. Twin Attack

HIT POINTS 80 DEFENSE

ATTACK

to double speed then attack each legal target once) Hostage Shield [When this character would take

DAMAGE

character that is not the attacker to take the damage instead. That character avoids this effect with a save of II.] Sniner (Other characters do not provide cover against this character's attack]

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

Bounty Hunter +6 [+6 Attack against Unique

characters, low objects, and pits when moving]

Furious Assault [Replaces turn: Can move up

damage from an attack, designate an adjacent

Flight [Ignores difficult terrain, enemy

Commander Effect

Droids are subject to this effect: Bounty Hunter allies that start their move within 6 squares of this character gain Charging Fire +10 [Replaces turn: Can move up to double speed, then make an attack at +10 Damage].

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Muun Guard Colonel



HIT POINTS 40

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ATTACK

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Special Abilities

Force power may not be shared.]

Commander Effect

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

Commander Effect

Allies named Muun Guard gain Opportunist [+4 Attack and +10 Damage against an enemy who has activated this round).

Parwan Bounty Hunter

+7



Special Abilities Bounty Hunter +2 [+2 Attack against Unique enemies]

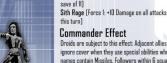
Destabilize Shields [Suppresses Shields abilities of adjacent enemies] Electric Shock +20 [+20 Damage against adjacent Droid enemies] Jolt [An enemy hit by this character's attack

is considered activated this round; save 11. Huge and larger characters ignore this effect.] Stable Footing [Not slowed by difficult terrain or low objects]



HIT POINTS

DEFENSE



Commander Effect

dealt by 10 with a save of 6)]

Force Powers

Force 4

Special Abilities

Unique, Melee Attack: Double Attack

an adjacent enemy with a Force rating]

Lightsaber Duelist [+4 Defense when attacked by

Rapport [Huge and larger Separatist allies cost 10

Shielding Upgrades [Non-living allies with Damage

Reduction ID gain Advanced Shields I (When this

character takes damage, it reduces the damage

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

less when in the same squad as this character]

Droids are subject to this effect: Adjacent allies ignore cover when they use special abilities whose names contain Missiles. Followers within 6 squares with Mounted Weapon gain Flanking Attack [Until the end of the round, an enemy attacked by this character has -4 Defense against allies with Mounted Weapon).

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23/60



HIT POINTS

DEFENSE

ATTACK

DAMAGE

22/60

Sev'rance Tann

ATTACK DAMAGE

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Admiral Ackbar. Supreme Commander



HIT POINTS DEFENSE

+6 ATTACK

DAMAGE



Special Abilities

Affinity (May be in a New Republic squad) Concentrate All Fire Power [Once per turn, I ally within 6 squares may combine fire without becoming activated. If 2 or more allies within 6 squares combine fire on the same attack, the attack gets +10 Damage and cannot be prevented or redirected.) 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]

Disciplined Leader [This character's commander effect cannot be suppressed It's a Trap! [Enemies with Stealth within 6 squares lose Stealth1

Rapport [Characters whose names contain Mon Calamari cost I less when in the same squad as this

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)

Commander Effect

At the start of the skirmish, choose an enemy character, Non-Unique allies within 6 squares gain Accurate Shot against the chosen enemy. When the chosen enemy is defeated, you may choose a new

25/60

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Chief of State Mon Mothma



Special Abilities HIT POINTS

DEFENSE

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DAMAGE

Affinity (May be in a New Republic squad) Bothan Sacrifice [Whenever an ally whose name contains Bothan is defeated, living allies get +10 Damage for the rest of the round]

New Republic/Rebel Reinforcements 30 [During setup, after seeing your opponent's squad, you can add up to 30 points of non-Unique New Republic or Rebel characters to your squad]

Rival (This character cannot be in a squad that contains a character whose name contains Garm

Commander Effect

Whenever a Unique enemy is defeated, New Republic and Rebel followers get +1 Attack and +1 Defense. [These bonuses stack.]

"The Emperor has made a critical error, and the time for our attack has come.

> 26/60 WWW.SWMGAMERS.COM

Crix Madine. SpecForce Commander

50

HIT POINTS

DEFENSE

ATTACK

DAMAGE



Special Abilities

Disruptive [Suppresses enemy commander effects Forward Positioning [Set up anywhere on your

half of the battle map] Gregarious [+4 Attack if an ally is within 6 squares]

Opportunist [+4 Attack and +10 Damage against an enemy who has activated this round? Tactician +4 [Add +4 to the initiative roll except on

Commander Effect

After setup, SpecForce allies can immediately move up to their speed.

SpecForce allies gain Opportunist.

"In half an hour I can out together a strike team of twenty soldiers, capable of succeeding at any mission, under any circumstances, anywhere in the galaxy."

27/60

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General Lando Calrissian



Special Abilities

80

DAMAGE

HIT POINTS

DEFENSE

ATTACK

Unique. Pilot. Double Attack Camaraderie (Allies whose names contain Nien Numb or who count as Han Solo gain Pilot]

Greater Mobile Attack [Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.] Opportunist [+4 Attack and +10 Damage against an enemy who has activated this round] Rapport [A character named Nien Nunb costs 5

Commander Effect

Pilots in your squad (including this character) get +4 Defense against adjacent enemies.

less when in the same squad as this character]



Jan Ors



HIT POINTS DEFENSE

ATTACK



Special Abilities

Unique, Pilot, Double Attack Affinity [May be in a New Republic squad]
Camaraderie [An ally whose name contains Kyle Katarn gains Double Attack, Distraction, and Opportunist) Distraction (Suppresses adjacent enemy commander effects]

Opportunist [+4 Attack and +10 Damage against an enemy who has activated this round] Relay Orders (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects] Stealth [If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

"What would you do without me, Kyle?

29/60 WWW.SWMGAMERS.COM

SpecForce Marine



HIT POINTS

DEFENSE

ATTACK

DAMAGE

Special Abilities

Armored Space Suit [Immune to critical hits] Charging Fire [Replaces turn: Can move up to double speed, then attack]

Close-Quarters Fighting [+4 Attack against Second Wind ID [Replaces attacks: Remove ID

damage from this character) Twin Attack [Whenever this character attacks, it makes I extra attack against the same target]



HIT POINTS

DEFENSE

DAMAGE

SpecForce



Special Abilities Mobile Attack [Can move both before and

after attacking] Proximity Mines 20 [Replaces attacks: range 6:

target enemy is mined until the end of its next turn. At the beginning of the mined character's next turn, the mined character and each character adjacent to that target take 20 damage; save II for 10 damage.] Satchel Charge [Replaces attacks: Designate | adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]



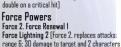
HIT POINTS

DEFENSE

ATTACK

DAMAGE

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attack roll of natural 19 or 201

Special Abilities

Melee Reach 2

Unique. Melee Attack; Double Attack

Deadly Attack (Scores a critical hit on an

Vicious Attack (Triple damage instead of

adjacent to that target] Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of III

Lightsaber Throw I [Force I, replaces attacks: Attack I enemy within 6 squares] Sith Rage [Force I: +ID Damage on all attacks this turn

Commander Effect

Non-Unique allies with a Force rating start the skirmish with +1 Force [+2 Force if their name contains Reborn].



32/60

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Never go into space with someone braver than you 30/60

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Urban Combat Specialist

ATTACK





Eventually, empires fall like trees—we are the lumberja. -Writing on wall of Rebel Specforce barracks

31/60

Imperial Knight Strike Team Leader



HIT POINTS DEFENSE

+10 ATTACK

DAMAGE

20

Special Abilities

Melee Attack: Double Attack

Cortosis Gauntlet 18 [Whenever this character rolls 18 or better on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish] Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of [1] Rapport (Non-Unique Imperial Knight followers cost I less when in the same squad as this character] Synergy +4 [+4 Attack while an allied Imperial Knight is within 6 squares]

Force Powers

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

Commander Effect

Imperial Knight followers within & squares



Reborn Shadowtrooper



HIT POINTS 60 DEFENSE

ATTACK

DAMAGE

Force Powers +10 Force 2

Force Grip I [Force I, replaces attacks: sight; Force Lightning 1 [Force 1, replaces attacks: range 6; 20 damage)

Cortosis Armor [+4 Defense against attacks with

Invisibility [Cannot be targeted by nonadjacent

Special Abilities

Melee Attack: Double Attack

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

"Black armor? Not again..." — Kyle Katarn

34/60 WWW.SWMGAMERS.COM

Roan Fel. The True Emperor

90

+10

HIT POINTS

DEFENSE

ATTACK

DAMAGE



Unique. Imperial Knight. Melee Attack: Double Attack Camaraderie (An ally named Marasiah Fel pains Imperial Knight and Cortosis Gauntlet 17] Cloaked [If this character has cover, he cannot be targeted by Cortosis Gauntlet I6 (Whenever this character rolls I6 or better on a save when using Lightsaber Block against an enemy with a lightsaber, the enemy gets -20 Damage for the rest of the skirmish) Rapport [Imperial Knight characters cost I less when in the same squad as this character] Rival [This character cannot be in a squad that contains any

character whose name contains Darth or Emperor) True Emperor (At the end of this character's turn, choose an enemy commander within line of sight. That character's commander effect is suppressed until the start of this character's

Force Powers

Special Abilities

Dark Temptation (Force I: +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 Block [Force I: When hit by a melee attack, this

character takes no damage with a save of 1()

Commander Effect

Imperial Knight allies within 6 squares get +4 Attack and +10 Damage.

> 35/60 WWW.SWMGAMERS.COM

Dathomiri Clan Mother



HIT POINTS DEFENSE ATTACK DAMAGE

Special Abilities

Melee Attack

Camaraderie (Allies named Nathomici Witch gain Jedi Hunter Empathy (Allies with Savage within 6 squares lose Savage) Flight [Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Jedi Hunter [+4 Attack and +10 Damage against enemies with Force ratings] Rapport [Characters named Rancor cost 4 less when in the same squad as this character]

Rival [This character cannot be in a squad that contains any character whose name contains Nightsister]

Force Powers

Force 1. Force Renewal 1 Force Cloak [Force 2, replaces turn: For the rest of the skirmish, this character gains Cloaked]

Force Heal 20 [Force 2, replaces attacks: touch; remove 20 damage from a living character] Force Weapon [Force | replaces attacks: +10] Damage until the end of the skirmish)

Commander Effect

Allies named Rancor or Dathomici Witch can spend 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 this character's.]

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Dathomiri Witch



HIT POINTS 60 16 DEFENSE

+8 ATTACK

DAMAGE 10





Special Abilities Melee Attack

Bravado +10 [+4 Attack and +10 Damage against an adjacent enemy with a higher point cost) Empathy (Allies with Savage within 6 squares Inse Savage Rival [This character cannot be in a squad that

contains any character whose name contains

Synergy +4 [Allies named Rancor get +4 Attack and +4 Defense while within 6 squares of this character)

Force Powers

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

Force Weapon [Force I, replaces attacks: +10 Damage until the end of the skirmish]

"Never concede to evil." - Allya

37/60 WWW.SWMGAMERS.COM

Galactic Alliance **Guard Sniper**



HIT POINTS

DEFENSE

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DAMAGE 20



squad as a character named Ben Skywalker] Sniper (Other characters do not provide Stealth [If this character has cover, it does choosing targets]



Special Abilities

Rapport [Costs 1 less when in the same cover against this character's attack? not count as the nearest enemy for an attacker farther than 6 squares when



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Jedi Training Droid



DEFENSE

ATTACK +1

DAMAGE

10



Special Abilities Droid, Melee Attack

Mimetic Combat Processor (This character uses the Defense. Attack, and Damage ratings of itself or any 1 Medium character with Melee Attack within 6 squares, whichever are higher]



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Luke Skywalker, **Galactic Hero**



HIT POINTS

DEFENSE

ATTACK

+11

DAMAGE

Special Abilities Unique. Melee Attack: Double Attack Greater Mobile Attack

Ataru Style Mastery [+4 Attack and Twin Attack if exactly I enemy is within 6 squares] Jedi Hunter [+4 Attack and +10 Damage against enemies with Force ratings]

Synergy +2 [Fringe allies with a Force rating get +2 Attack while within 6 squares of this character]

Force Powers

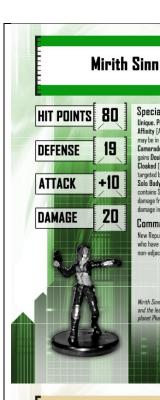
Force 2. Force Renewal I: Master of the Force 2 Knight Speed [Force I: This character can move 4 extra squares on his turn as part of his move) Lightsaber Defense [Force I: When hit by an attack this character takes no damage with a save of 11] Lightsaber Throw 3 [Force 3, replaces turn: Choose I enemy within line of sight, ignoring cover. Make an attack against the chosen enemy and against each character adjacent to that enemy.]

Commander Effect

Allies with a Force rating gain Greater Mobile Attack.



40/60



DEFENSE

ATTACK

DAMAGE

Special Abilities Unique, Pilot, Double Attack

Affinity [A character whose name contains Kir Kanos may be in your squad regardless of faction) Camaraderie [An ally whose name contains Kir Kanos gains Double Attack]

Cloaked IIf this character has cover, she cannot be targeted by nonadiacent enemies] Solo Bodyguard [If a character whose name contains Solo is an adjacent ally and would take damage from an attack, this character can take the

damage instead] Commander Effect

New Republic troopers and scouts in your squad who have cover cannot be targeted by non-adjacent enemies.

Mirith Sinn was an agent of New Republic Intelligence and the leader of New Republic guerilla forces on the planet Phaeda who met and fell in love with Kir Kanos.

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Marn Hierogryph

HIT POINTS

DEFENSE

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Special Abilities

Bribery [During setup, after seeing your opponent's squad, you may add up to 10 points of Fringe 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 set up in your starting area. Living characters brought in through this ability gain Con Artist.]

Camaraderie [Allies whose names contain Zavne Carrick or Jarael gain Con Artist]

Con Artist (During setup, after seeing your opponent's squad, you may choose one commander effect. This character is now subject to that commander effect regardless of restrictions. This effect lasts until the chosen commander is defeated 1

"Snivvians-my people-we play at things. Adventuring. politics, even crime. And I love the game. I'm good at it.

42/60

Rattataki Warrior

HIT POINTS

DEFENSE

ATTACK

DAMAGE





Special Abilities Melee Attack

Bloodthirsty [+10 Damage on melee attacks against enemies at half Hit Points or less] Death Strike [+10 Damage against an enemy that is adjacent to an allied character]

Twin Blaster ID [Replaces attacks: sight; make 2 attacks against I target at +8 Attack and IO Damage. These count as nonmelee attacks.]

Force Powers Force 1

to survive.



Ravenous Vornskr



Special Abilities 50

Speed 8. Melee Attack: Stealth Cunning Attack +20 [+4 Attack and +20 Damage against an enemy who has not activated this round] Paralysis (A living enemy hit by this character's attack is considered activated this round: save [1] Ysalamiri Hunter [+4 Attack and +20 Damage against enemies with the Ysalamiri special ability or characters currently using the Force Withdrawal



HIT POINTS

DEFENSE

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Ysalimiri were common meals for a wild. vicious Vornskr

> 44/60 WWW.SWMGAMERS.CO

Urai Fen



Special Abilities HIT POINTS

Unique, Zann Consortium Melee Attack: Double Attack Cloaked [If this character has cover, he cannot be targeted by nonadjacent enemies] Lightsaber Resistance [+2 Defense when attacked by an adjacent enemy with a Force rating)

Sonic Stunner [Replaces attacks: range 6; living target and each living character adjacent to that target are considered activated this round; save II negates. Huge and larger characters ignore this special ability.] 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.] Tyber Zann's Bodyguard [If an adjacent character whose name contains Tyber Zann would take damage from an attack, this character can take the damage

Zann Consortium Decoy (Whenever a small or medium Zann Consortium ally within 6 squares is targeted, this character may switch positions with that character. This character becomes the target instead.]

Force Powers

45/60

Watto



HIT POINTS

DEFENSE

SMALL BASE

ATTACK

SMALL BASE

DAMAGE

Special Abilities

Unique. Flight

Loaded Chance Cube [Enemies within 6 squares must roll 2 dice for every save and choose the lowest roll. Enemies with a Force rating are immune to this ability.]

Slave Owner (At the start of the skirmish, choose one living follower. That character gains Slave (This character has Savage and -2 Defense unless an allied commander is within 6 squares) and Self Destruct 20. If the chosen character would join an opponent's squad, that character is defeated

Strong-Willed [Cannot be targeted by Jedi Mind Trick force power1

"Oh, yeah, Shmi... she's not mine no more. I sold her."

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Zann Consortium Grenadier



30 HIT POINTS

DEFENSE

ATTACK

DAMAGE

Special Abilities

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

Grenades 10 [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target: save [1]

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Grenade Launcher [Grenades special abilities on this character have range [2]

Proximity Mines 20 [Replaces attacks: range 6; target enemy is mined until the end of its next turn. At the beginning of the mined character's next turn, the mined character and each character adjacent to that target take 20 damage; save 11 for 10 damage.) Stealth [If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]



The Grenadier is a backup infantry unit. Its members

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Elite Mandalorian Marauder

60



Special Abilities

Melee Attack Bloodthirsty [+10 Damage on melee attacks against

enemies at half Hit Points or less] Cloaked [If this character has cover, it cannot be targeted by popularizent enemies]

Melee Duelist [+4 Defense when attacked by an

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



The Mandalorian marauders wielded deadly vibroswords, focusing on stealthy combat to engage and terrify their foes.



ATTACK DAMAGE

HIT POINTS

DEFENSE

carry Grenade Launchers loaded with standard concussion grenade ammunition.

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Mandalore on Basilisk War Droid

+10

HIT POINTS

DEFENSE

ATTACK

DAMAGE

HIT POINTS

DEFENSE

ATTACK

DAMAGE

Special Abilities

Unique (Counts as Mandalore the Indomitable) Speed ID. Double Attack

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

Flight [Ignores difficult terrain, enemy characters. low objects, and pits when moving

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

Strafe Attack (As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left. This ability is usable only on this character's

Commander Effect

Allies named Basilisk War Droid get +4 Attack and +10 Damage again adjacent enemies.



Mandalorian Flame Trooper

HIT POINTS

DEFENSE

ATTACK

DAMAGE

HIT POINTS

DEFENSE

ATTACK

DAMAGE

60 Special Abilities

Burning Attacks [Characters (including this character) damaged by this character are considered to be burning. Each time the burning character activates, it must attempt a save of II. On a failure, that character takes 10 damage. On a success, that character is no longer burning.]

Flight [Ignores difficult terrain, enemy characters, low objects, and pits when movinal

Splash 10 [If this character's attack hits, all characters adjacent to the target take 10 damage: save II. If the attack misses, the target and all adjacent characters take 10 damage; save 11.1

Jetpacks and incendiary slug throwers were used in devastating Mandalorian raids

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Kelborn

Special Abilities HIT POINTS 90 Unique, Double Attack Greater Mobile Attack Cloaked (If this character has cover, he 18 DEFENSE cannot be targeted by nonadjacent enemies] Coordinated Command (Allied Mandalorian commanders gain Relay Orders] ATTACK Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated this round Gauntlet Knife +10 [+10 Damage to I adjacent DAMAGE target; this counts as a melee attack] Relay Orders (Each allied commander can count distance from this character as well

as from itself for the purpose of commander Resol'nare [After initiative is determined. this character and allied Mandalorians within 3 squares may move up to 6 squares. You

with Battle Ready.1 51/60

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may not use Resol'nare in the same round

Mandalorian Infiltrator

Special Abilities HIT POINTS 50 Cloaked (If this character has cover, it cannot be targeted by nonadjacent enemies] Door Gimmick (At the end of its turn, this DEFENSE character can designate I door that it can see as open; it remains open until the end of this character's next turn, or until it is ATTACK defeated] Master Slicer [Replaces attacks: This turn, this character can ignore doors while moving] Poison +10 [+10 Damage to living enemy; DAMAGE

> Shockstaff +10 [+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save [1.]

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Mandalorian Technician

15

Special Abilities

Speed 4 Blast Cannon (+10 Damage against targets within 6 squares1

Communication Supplies [Replaces turn: Choose I 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?

Frequency Amplification [Ranges of allied commander effects are extended by 2 squares] Power Coupling (At the end of its turn, this character can choose I adjacent Small or Medium ally who does not have Melee Attack. That ally gains Extra Attack until the end of this character's next turn, or until this character is no longer adjacent.)



Domain Shai Subaltern

16



Special Abilities

Melee Attack; Double Attack. Force Immunity Charging Fire [Replaces turn: Can move up to double speed, then attack1

Embrace of Pain [+1 Attack and +1 Defense for every 10 points of damage currently on this character) Razorbug [Replaces attacks: sight: 10 damage: save 11] Synergy +4 [+4 Attack while an ally named Shedao Shai is within 6 squares]

Vonduun Crab Armor II (When this character takes damage, it can reduce the damage dealt by ID with a save of [1]

Commander Effect

Yuuzhan Vong followers gain Charging Fire. Non-Unique Yuuzhan Vong followers whose names contain Warrior gain Double Attack.



Domain Shai Warrior



Special Abilities Yuuzhan Vong Warrior. Melee Attack Embrace of Pain [+1 Attack and +1 Defense for every 10 points of damage currently on this character]

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]

Rapport [Costs I less when in the same squad as a character named Shedao Shai] Synergy +2 [+2 Attack and +2 Defense while an ally named Shedao Shai is within 6 squares)

Thud Bug [Replaces attacks: range 6: 10 damage, living target is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.]

Vonduun Crab Armor 16 (When this character takes damage, it can reduce the damage dealt by ID with a save of 16]

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Mezhan Kwaad

Special Abilities HIT POINTS 60 Unique, Melee Attack: Force Immunity Affinity (A character named Tahiri Veila may be in your squad regardless of faction] 16 DEFENSE Neural Mapping [Replaces attacks: touch; until this character's next activation, one adiacent non-Yuuzhan Vong living ally is ATTACK subject to Yuuzhan Vong special abilities] Shaper +10 (Yuuzhan Vong allies within 6 squares get +10 Damage. This bonus damage is multiplied by critical hits.] DAMAGE Torture 1 [When an adjacent living enemy takes damage from an attack by this character, it gets -1 Attack and -1 Defense

> "Nothing could be worse than to be in Mezhan Kwaad's fingers." - Vua Rapuung

for the rest of the skirmish.

(This ability stacks.)]



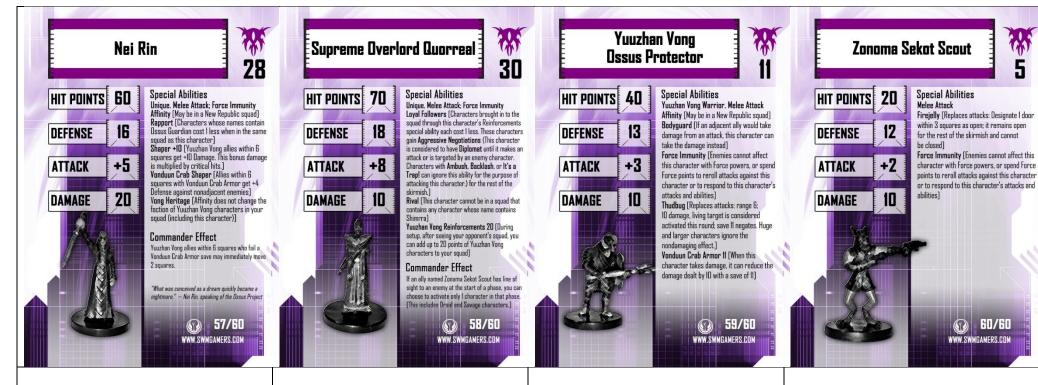
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HIT POINTS

DEFENSE

ATTACK



Kira Carsen



Aric Jorgan







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Darth Malgus, The False Emperor

60/60

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Special Abilities Unique, Melee Attack; Triple Attack; Jedi Hunter Dark Armor (Whenever this character takes damage, he reduces the damage dealt by ID with a save of II. Attacks with lightsabers innore this special ability] Force Powers Force 2. Force Renewal 2: Master of the Force 2 Face Your Destiny [Force 3, usable only on this character's turn

choose an enemy within 12 squares regardless of line of sight and cover; that character gains Savage and is not affected by Empethy until this character's next turn; save IB. While affected by this ability: on its turn, the chosen character must move adjacent to this character if it can.] Force Lightning 2 [Force 2, replaces attacks: range 6: 30 damage

to target and 2 characters adjacent to that target]

Force Repulse 2 [Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character]

Sith Rage [Force I: +10 Damage on all attacks this turn]
Visions of Doubt [Force 2, usable only on this character's turn target enemy within 6 squares is considered activated and gets -4 Attack and -4 Defense until the start of this character's next turn: save III

Commander Effects

Droids are subject to this effect: At the start of this character's turn, you may choose an ally within line of sight. Remove the chosen ally from the battle grid, it is defeated. You may then place a target enemy character of equal or lower point cost and the same base size in the defeated character's square.













8/10