

Krynda Draay

20

HIT POINTS 50

DEFENSE 20

ATTACK 0

DAMAGE 0

Special Abilities

Unique, Melee Attack
Camaraderie (An ally named Master Lucien Draay gains **Mettle** and **Triple Attack**)
Covenant Watch Circle (Unless you roll a 1, add +1 to the initiative roll for each Covenant ally adjacent to this character. Only one character with this ability may modify your initiative roll.)
Mettle (If this character spends 1 Force point to reroll, add +4 to the result.)
Rapport (Covenant characters cost 1 less when in the same squad as this character.)

Force Powers
Force I, Force Renewal I
Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)
Force Push I (Force 1: replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller)
Sense the Future (Force 2: Once per round, after initiative is determined, you may exchange your initiative check with your opponent's initiative check)

Force Powers

Force I, Force Renewal I
Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)
Force Push I (Force 1: replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller)
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

Covenant allies in your squad 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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Mirialan Jedi Knight

20

HIT POINTS 60

DEFENSE 18

ATTACK +9

DAMAGE 20

Special Abilities

Melee Attack: Twin Attack
Acrobatic (This character ignores other characters while moving)
Makashi Style (When hit by a melee attack, this character takes no damage with a save of 11. Shi-Cho Style may not be used against this character.)

Force Powers

Force 2
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Mirialans were very flexible and agile, making them fast and formidable fusers.

2/60
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Old Republic Rookie

4

HIT POINTS 10

DEFENSE 13

ATTACK +3

DAMAGE 10

Special Abilities

Trooper (Counts as a character named Old Republic Trooper)
Rookie (This character gets +2 Attack and +2 Defense while within 6 squares of an allied commander)

"We did not start this war. But for us, there is no glory in it. We fight because it's our duty, to protect the people and the principles of the Republic."
— Unidentified female Trooper

3/60
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Smuggler

44

HIT POINTS 70

DEFENSE 16

ATTACK +10

DAMAGE 20

Special Abilities

Pilot, Double Attack
Advantageous Cover (+8 Defense from cover instead of +4)
Gambler's Luck (Once per turn, this character can reroll an attack, adding +4 to the result. If the attack misses, this character takes 10 damage.)
Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if it moves this turn, but it must make them all before resuming movement.)

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

4/60
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The Jedi Exile, Hero of Onderon

39

HIT POINTS 90

DEFENSE 19

ATTACK +12

DAMAGE 20

Special Abilities

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 by an adjacent enemy with a Force rating)

Force Powers

Force 5, Master of the Force 2
Force Absorb (Force 2: Cancel a Force power used by an adjacent character)
Force Withdrawal (Force 1, usable 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 1: 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

40

HIT POINTS 80

DEFENSE 20

ATTACK +12

DAMAGE 20

Special Abilities

Trooper, Double Attack
Advanced Shields I (When this character takes damage, it reduces the damage dealt by 10 with a save of 6)
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 11)
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 1 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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Darth Caedus, Sith Lord

54

HIT POINTS 110

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities

Unique, Melee Attack: Double 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 11. Shi-Cho, Soresu, Ataru, and Niman Style cannot be used against this character.)
Force Powers
Force 2, Force Renewal 2: Master of the Force 2
Aing-Tu 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 1: 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 16)
Sith Battle Manipulation (Force 3: usable on this character's turn: Choose 1 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 opportunity. This character cannot be moved by this Force power.)

Commander Effect

Followers whose names contain Galactic Alliance within 6 squares get +3 Attack and +3 Defense.

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Darth Talon, Sith Assassin

28

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique, Melee Attack: Double Attack
Ataru Style Mastery (+4 Attack and +4 Defense while an ally who counts as Darth Krayt is within 6 squares)
Hand of Darth Krayt (This character can spend her own Force points once per turn and spend Force points from an ally who counts as Darth Krayt once per turn)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Synergy +4 (+4 Attack and +4 Defense while an ally who counts as Darth Krayt is 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 16; if the save fails, the target joins this character's squad until the end of the skirmish.)

Force Powers

Force 3
Force Bubble (Force 1: 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 I (Force 1: replaces attacks: range 6; 20 damage)

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Darth Wyyrlok III

20

HIT POINTS 60

DEFENSE 17

ATTACK +6

DAMAGE 0

Special Abilities

Unique, Melee Attack
Booming Voice (Allies' commander effects normally limited to 6 squares have unlimited range)
Opportunist +20 [+4 Attack and +20 Damage against an enemy who has activated this round]
Force Powers
Force 3
Force Lightning 2 (Force 2, replaces attacks: range 6; 3D damage to target and 2 characters adjacent to that target)
Force Stun (Force 1, usable only on this character's turn: range 6; target living enemy is considered activated this round; save II)

Commander Effect

Sith followers without Affinity gain **Backlash** (This character can move and then make all its attacks against 1 enemy who has already activated this round).



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Imperial Agent

40

HIT POINTS 80

DEFENSE 17

ATTACK +8

DAMAGE 20

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)
Deadeye (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 II)
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 achievement one might aspire to.



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Juggernaut

49

HIT POINTS 110

DEFENSE 20

ATTACK +10

DAMAGE 20

Special Abilities

Melee Attack: Double Attack
Bodyguard (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; save II)
Force-Attuned Armor (Whenever this character takes damage, it reduces the damage dealt by 10 with a save of II)
Rapport (A character named Vette costs 1 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 II)
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)



11/60
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Antarian Ranger Captain

20

HIT POINTS 60

DEFENSE 17

ATTACK +9

DAMAGE 20

Special Abilities

Affinity (May be in a New Republic or Old Republic squad)
Rapport (Characters whose names contain Antarian Ranger cost 1 less when in the same squad as this character)
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)
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).



12/60
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Boss Nass

35

HIT POINTS 80

DEFENSE 16

ATTACK +5

DAMAGE 10

Special Abilities

Unique, Speed 4, Gungan, Melee Attack
Booming Voice (Allies' commander effects normally limited to 6 squares have unlimited range)
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 1 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 16. If the save succeeds, that ally returns to play in its squad's setup area with its original hit points.



13/60
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Chief Tarfful

37

HIT POINTS 130

DEFENSE 18

ATTACK +9

DAMAGE 20

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 adjacent targets)
Droid Hunter (+4 Attack and +10 Damage against Droid enemies)

Commander Effect

Allied Wookiees get +2 Speed. At the end of this character's turn, 1 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.



14/60
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Coleman Trebor

14

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 20

Special Abilities

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

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.

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Elite Wookiee Commando

19

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20

Special Abilities

Artillerist [+4 Attack against enemies with Flight]
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
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Gungan Elite Infantry



19

HIT POINTS 60

DEFENSE 15

ATTACK +6

DAMAGE 20

Special Abilities

Melee Attack

Atlatl 30 (Replaces attacks: range 6; 30 damage to target and to each character adjacent to target; save II. A nonliving character that takes damage from this effect is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Bombard Protector (This character and adjacent allied Gungans get a +4 bonus to save rolls triggered when hit by an attack or special ability)



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Jedi Master Jorus C'baoth



43

HIT POINTS 120

DEFENSE 20

ATTACK 0

DAMAGE 0

Special Abilities

Unique. Melee Attack

Rival (This character cannot be in a squad with any character with a Force rating and a higher point cost)

Force Powers

Force 4. Force Renewal 2. Master of the Force 2. Force Grip 2 (Force 2, replaces attacks: sight; 20 damage) Jedi Mind Trick (Force 1, usable only on this character's turn; range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save II)

Master Mind Meld (Force 3, replaces turn. Until the end of this character's next turn, he gains the following Force ability: Once per turn, Unique Republic allies with a Force rating and a lightsaber may use a Force power from another Living Unique Republic character in your squad (including this character) as if it was their own. Unique Republic allies with a Force rating may use this character's Force points as well as their own. (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.) When this character next activates, he joins the opponent's squad; save 6. This Force power may not be shared.)

Commander Effect

Each follower with a Force rating gets +3 Attack and +3 Defense as long as it has an ally within 6 squares.



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Aurra Sing, Assassin



33

HIT POINTS 120

DEFENSE 20

ATTACK +9

DAMAGE 10

Special Abilities

Unique. Pirate. Twin Attack

Assassin (+4 Attack and +10 Damage against living enemies)

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

Camaraderie (An ally named Hondo Ohnaka gains Twin Attack)

Jedi Hatred (+10 Damage against enemies with a Force rating)

Lightsaber (+10 Damage against adjacent enemies)

Force Powers

Force 2



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

19/60
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Cad Bane, Bounty Hunter



43

HIT POINTS 80

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities

Unique. Twin Attack. Bounty Hunter +6 (+6 Attack against Unique enemies)

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

Furious Assault (Replaces turn: Can move up to double speed then attack each legal target once)

Hostage Shield (When this character would take damage from an attack, designate an adjacent character that is not the attacker to take the damage instead. That character avoids this effect with a save of II.)

Sniper (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)

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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Lotran Guard



15

HIT POINTS 40

DEFENSE 15

ATTACK +8

DAMAGE 20

Special Abilities

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Gunner +20 (Can combine fire with adjacent allies who have Mounted Weapon, granting +20 Damage)

Protective +10 (+10 Damage while a wounded Unique Separatist ally is within 6 squares)

Synchronized Fire (Allies whose names contain Muun Guard who combine fire with this character grant +6 Attack instead of +4)



21/60
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Muun Guard Colonel



15

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 10

Special Abilities

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).



22/60
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Parwan Bounty Hunter



18

HIT POINTS 50

DEFENSE 18

ATTACK +7

DAMAGE 10

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 II. Huge and larger characters ignore this effect.)

Stable Floating (Not slowed by difficult terrain or low objects)



23/60
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Sev'rance Tann



55

HIT POINTS 110

DEFENSE 20

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Melee Attack; Double Attack. Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

Rapport (Huge and larger Separatist allies cost 10 less when in the same squad as this character)

Shielding Upgrades (Non-living allies with Damage Reduction 10 gain Advanced Shields I (When this character takes damage, it reduces the damage dealt by 10 with a save of II))

Force Powers

Force 4. Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of II)

Sith Rage (Force I: +10 Damage on all attacks this turn)

Commander Effect

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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Admiral Ackbar, Supreme Commander



25

HIT POINTS 50

DEFENSE 15

ATTACK +6

DAMAGE 10



Special Abilities

Unique 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 Stealth]
Rapport [Characters whose names contain Mon Calamari cost 1 less when in the same squad as this character]
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 enemy for this effect.

25/60

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Chief of State Mon Mothma



44

HIT POINTS 70

DEFENSE 15

ATTACK 0

DAMAGE 0



Special Abilities

Unique 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 Bel Iblis]
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
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Crix Madine, SpecForce Commander



23

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 10



Special Abilities

Unique Disruptive [Suppresses enemy commander effects within 6 squares]
Forward Positioning [Set up anywhere on your half of the battle map]
Gregrious [+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 a roll of 1]

Commander Effect

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

"In half an hour I can put 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



28

HIT POINTS 80

DEFENSE 18

ATTACK +9

DAMAGE 20



Special Abilities

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 Numb costs 5 less when in the same squad as this character]

Commander Effect

Pilots in your squad [including this character] get +4 Defense against adjacent enemies.

"That was too close."
28/60
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Jan Ors



18

HIT POINTS 60

DEFENSE 17

ATTACK +6

DAMAGE 10



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
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SpecForce Marine



20

HIT POINTS 50

DEFENSE 15

ATTACK +7

DAMAGE 20



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 adjacent enemies]
Second Wind 10 [Replaces attacks: Remove 10 damage from this character]
Twin Attack [Whenever this character attacks, it makes 1 extra attack against the same target]

"Never go into space with someone braver than you."

30/60
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SpecForce Urban Combat Specialist



15

HIT POINTS 50

DEFENSE 15

ATTACK +7

DAMAGE 20



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 11 for 10 damage.]
Satchel Charge [Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]

"Eventually, empires fall like trees—we are the lumberjack!"
 -Writing on wall of Rebel SpecForce barracks

31/60
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Desann



39

HIT POINTS 110

DEFENSE 20

ATTACK +13

DAMAGE 20



Special Abilities

Unique. Melee Attack: Double Attack
Melee Reach 2
Deadly Attack [Scores a critical hit on an attack roll of natural 19 or 20]
Vicious Attack [Triple damage instead of double on a critical hit]
Force Powers
Force 2. Force Renewal 1
Force Lightning 2 [Force 2, replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target]
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]
Sith Rage [Force 1: +10 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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Imperial Knight Strike Team Leader

27

HIT POINTS 100

DEFENSE 17

ATTACK +10

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 10.)
Rapport (Non-Unique Imperial Knight followers cost 1 less when in the same squad as this character.)
Synergy +4 (+4 Attack while an allied Imperial Knight is within 6 squares.)

Force Powers

Force 2
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 10.)

Commander Effect

Imperial Knight followers within 6 squares gain **Evade**.



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Reborn Shadowtrooper

23

HIT POINTS 60

DEFENSE 16

ATTACK +10

DAMAGE 20

Special Abilities

Melee Attack: Double Attack
Cortosis Armor (+4 Defense against attacks with a lightsaber)
Invisibility (Cannot be targeted by nonadjacent enemies)

Force Powers

Force 2
Force Grip 1 (Force 1, replaces attacks: sight; 10 damage)
Force Lightning 1 (Force 1, replaces attacks: range 6; 20 damage)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 10.)

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



34/60
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Roan Fel, The True Emperor

43

HIT POINTS 90

DEFENSE 19

ATTACK +10

DAMAGE 20

Special Abilities

Unique, Imperial Knight, Melee Attack: Double Attack
Camaraderie (An ally named Maraiah Fel gains Imperial Knight and Cortosis Gauntlet 17)
Cloaked (If this character has cover, he cannot be targeted by nonadjacent enemies)
Cortosis Gauntlet 18 (Whenever this character rolls 18 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 1 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 next turn; save 10.)

Force Powers

Force 5
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 10; if this save fails, this character joins the opponent's squad until the end of the skirmish.)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 10.)

Commander Effect

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



35/60
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Dathomiri Clan Mother

20

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 10

Special Abilities

Melee Attack
Camaraderie (Allies named Dathomiri 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 1, replaces attacks: +10 Damage until the end of the skirmish)

Commander Effect

Allies named Rancor or Dathomiri 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.)



36/60
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Dathomiri Witch

15

HIT POINTS 60

DEFENSE 16

ATTACK +8

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 lose Savage)
Rival (This character cannot be in a squad that contains any character whose name contains Nightsister)
Synergy +4 (Allies named Rancor get +4 Attack and +4 Defense while within 6 squares of this character)

Force Powers

Force 2
Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)
Force Weapon (Force 1, replaces attacks: +10 Damage until the end of the skirmish)

"Never concede to evil." — Aliya



37/60
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Galactic Alliance Guard Sniper

8

HIT POINTS 20

DEFENSE 13

ATTACK +7

DAMAGE 20

Special Abilities

Rapport (Costs 1 less when in the same squad as a character named Ben Skywalker)
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)

The Guard's primary mission profile was simple and straightforward: arrest and detain anyone who was either confirmed or suspected traitors to the Galactic Alliance.



38/60
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Jedi Training Droid

12

HIT POINTS 40

DEFENSE 10

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)

Jedi training droids were designed to meet the abilities of those who practiced their techniques on them.



39/60
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Luke Skywalker, Galactic Hero

48

HIT POINTS 120

DEFENSE 20

ATTACK +11

DAMAGE 20

Special Abilities

Unique, Melee Attack: Double Attack
Greater Mobile Attack
Ataru Style Mastery (+4 Attack and Twin Attack if exactly 1 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 1: Master of the Force 2
Knight Speed (Force 1: This character can move 4 extra squares on his turn as part of his move)
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 10)
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.)

Commander Effect

Allies with a Force rating gain **Greater Mobile Attack**.



40/60
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Mirith Sinn



HIT POINTS 80

DEFENSE 19

ATTACK +10

DAMAGE 20

Special Abilities

Unique, Pilot, Double Attack Affinity [A character whose name contains Kir Kanos may be in your squad regardless of faction]
Comradery [An ally whose name contains Kir Kanos gains **Double Attack**]
Cloaked [If this character has cover, she cannot be targeted by nonadjacent 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 guerrilla forces on the planet Phaeda who met and fell in love with Kir Kanos.

41/60
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Marn Hierogryph



HIT POINTS 50

DEFENSE 16

ATTACK +7

DAMAGE 10

Special Abilities

Unique, 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**.]
Comradery [Allies whose names contain Zayne 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.]



SMALL BASE

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

42/60
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Rattataki Warrior



HIT POINTS 40

DEFENSE 15

ATTACK +7

DAMAGE 20

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 10 [Replaces attacks: sight; make 2 attacks against 1 target at +8 Attack and 10 Damage. These count as nonmelee attacks.]

Force Powers

Force 1



The harsh home world of the Rattataki formed a society heavily dependent on violence in order to survive.

43/60
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Ravenous Vornskr



HIT POINTS 50

DEFENSE 15

ATTACK +6

DAMAGE 10

Special Abilities

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 ability]



Ysalamiri were common meals for a wild, vicious Vornskr.

44/60
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Urai Fen



HIT POINTS 100

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique, Zann Consortium, Melee Attack: Double Attack
Cloaked [If this character has cover, he cannot be targeted by nonadjacent enemies]
Light Saber 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 11 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 instead]
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

Force 1



45/60
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Watto



HIT POINTS 30

DEFENSE 16

ATTACK +4

DAMAGE 10

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 instead.]
Strong-Will [Cannot be targeted by Jedi Mind Trick force power]



SMALL BASE

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

46/60
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Zann Consortium Grenadier



HIT POINTS 30

DEFENSE 15

ATTACK +6

DAMAGE 10

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]
Grenade Launcher [Grenades special abilities on this character have range 12]
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 carry Grenade Launchers loaded with standard concussion grenade ammunition.

47/60
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Elite Mandalorian Marauder



HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20

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 nonadjacent enemies]
Melee Duelist [+4 Defense when attacked by an adjacent enemy]
Parry [When hit by a melee attack, this character takes no damage with a save of 11]



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

48/60
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Mandalore on Basilisk War Droid

49

HIT POINTS 110

DEFENSE 18

ATTACK +10

DAMAGE 30



HUGE BASE

Special Abilities

Unique [Counts as Mandalore the Indomitable]
Speed 10, 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 this character]
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 turn.]

Commander Effect

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

49/60
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Mandalorian Flame Trooper

17

HIT POINTS 60

DEFENSE 18

ATTACK +8

DAMAGE 20



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

Jetpacks and incendiary slug throwers were used in devastating Mandalorian raids.

50/60
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Kelborn

28

HIT POINTS 90

DEFENSE 18

ATTACK +9

DAMAGE 10



Special Abilities

Unique, Double Attack
Greater Mobile Attack
Cloaked [If this character has cover, he cannot be targeted by nonadjacent enemies]
Coordinated Command [Allied Mandalorian commanders gain Relay Orders]
Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated this round]
Gauntlet Knife +10 [-10 Damage to 1 adjacent 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 effects]
Resolute [After initiative is determined, this character and allied Mandalorians within 3 squares may move up to 6 squares. You may not use Resolute in the same round with Battle Ready.]

51/60
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Mandalorian Infiltrator

13

HIT POINTS 50

DEFENSE 16

ATTACK +7

DAMAGE 10



Special Abilities

Cloaked [If this character has cover, it cannot be targeted by nonadjacent enemies]
Door Gimmick [At the end of its turn, this character can designate 1 door that it can see as open; it remains open until the end of this character's next turn, or until it is defeated]
Master Slicer [Replaces attacks: This turn, this character can ignore doors while moving]
Poison +10 [+10 Damage to living enemy; save 11]
Shockstaff +10 [+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.]

52/60
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Mandalorian Technician

15

HIT POINTS 30

DEFENSE 15

ATTACK +4

DAMAGE 20



Special Abilities

Speed 4
Blast Cannon [+10 Damage against targets within 6 squares]
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]
Frequency Amplification [Ranges of allied commander effects are extended by 2 squares]
Power Coupling [At the end of its turn, this character can choose 1 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.]

53/60
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Domain Shai Subaltern

29

HIT POINTS 60

DEFENSE 16

ATTACK +8

DAMAGE 10



Special Abilities

Melee Attack: Double Attack, Force Immunity
Charging Fire [Replaces turn: Can move up to double speed, then attack]
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]
Vondun Crab Armor II [When this character takes damage, it can reduce the damage dealt by 10 with a save of 11]
Commander Effect
 Yuuzhan Vong followers gain Charging Fire.
 Non-Unique Yuuzhan Vong followers whose names contain Warrior gain Double Attack.

54/60
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Domain Shai Warrior

10

HIT POINTS 40

DEFENSE 14

ATTACK +3

DAMAGE 10



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 1 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 11 negates. Huge and larger characters ignore the nondamaging effect.]
Vondun Crab Armor I6 [When this character takes damage, it can reduce the damage dealt by 10 with a save of 16]

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Mezhan Kwaad

22

HIT POINTS 60

DEFENSE 16

ATTACK +8

DAMAGE 20



Special Abilities

Unique, Melee Attack: Force Immunity
Affinity [A character named Tahiri Veila may be in your squad regardless of faction]
Neural Mapping [Replaces attacks: touch: until this character's next activation, one adjacent non-Yuuzhan Vong living ally is 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.]
Torture I [When an adjacent living enemy takes damage from an attack by this character, it gets -1 Attack and -1 Defense for the rest of the skirmish. (This ability stacks.)]

"Nothing could be worse than to be in Mezhan Kwaad's fingers." — Yui Raquing

56/60
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Nei Rin

28

HIT POINTS 60

DEFENSE 16

ATTACK +5

DAMAGE 20

Special Abilities
Unique, Melee Attack: Force Immunity Affinity [May be in a New Republic squad]
Rapport [Characters whose names contain Ossus Guardian cost 1 less when in the same squad as this character]
Shaper +10 [Yuuzhan Vong allies within 6 squares get +10 Damage. This bonus damage is multiplied by critical hits.]
Vonduun Crab Shaper [Allies within 6 squares with Vonduun Crab Armor get +4 Defense against nonadjacent enemies]
Vong Heritage [Affinity does not change the faction of Yuuzhan Vong characters in your squad (including this character)]

Commander Effect
 Yuuzhan Vong allies within 6 squares who fail a Vonduun Crab Armor save may immediately move 2 squares.

"What was conceived as a dream quickly became a nightmare." — Nei Rin, speaking of the Ossus Project

57/60
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Supreme Overlord Quorreal

30

HIT POINTS 70

DEFENSE 18

ATTACK +8

DAMAGE 10

Special Abilities
Unique, Melee Attack: Force Immunity
Loyal Followers [Characters brought in to the squad through this character's Reinforcements special ability each cost 1 less. These characters gain **Aggressive Negotiations** (This character is considered to have **Diplomat** until it makes an attack or is targeted by an enemy character. Characters with **Ambush**, **Backlash**, or **It's a Trap!** can ignore this ability for the purpose of attacking this character) for the rest of the skirmish.]
Rival [This character cannot be in a squad that contains any character whose name contains Shimrra]
Yuuzhan Vong Reinforcements 20 [During setup, after seeing your opponent's squad, you can add up to 20 points of Yuuzhan Vong characters to your squad]

Commander Effect
 If an ally named Zonoma Sekot Scout has line of sight to an enemy at the start of a phase, you can choose to activate only 1 character in that phase. [This includes Droid and Savage characters.]

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Yuuzhan Vong
 Ossus Protector

11

HIT POINTS 40

DEFENSE 13

ATTACK +3

DAMAGE 10

Special Abilities
Yuuzhan Vong Warrior, Melee Attack Affinity [May be in a New Republic squad]
Bodyguard [If an adjacent ally would take damage from an attack, this character can take the damage instead]
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]
Thudbug [Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.]
Vonduun Crab Armor II [When this character takes damage, it can reduce the damage dealt by 10 with a save of 11]

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Zonoma Sekot Scout

5

HIT POINTS 20

DEFENSE 12

ATTACK +2

DAMAGE 10

Special Abilities
Melee Attack
Firejelly [Replaces attacks: Designate 1 door within 3 squares as open; it remains open for the rest of the skirmish and cannot be closed]
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]

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Aric Jorgan

28

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities
Unique, Triple Attack
Soldier [Counts as a character named Old Republic Soldier]
Disciplined Leader [This character's commander effect cannot be suppressed]
Squad Firepower [+10 Damage while 3 allies with the same name as this character are within 6 squares]
Willing to Serve [Counts as a follower for purposes of allied commander effects]

Commander Effect
 Old Republic soldiers and troopers within 6 squares gain **Squad Firepower**.

"I'll make this completely clear, rookie—when you're in the field, what I say goes, Period."

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Kira Carsen

34

HIT POINTS 100

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities
Unique, Melee Attack: Triple Attack
Jedi Knight [Counts as a character named Old Republic Jedi Knight]
Child of the Emperor [This character can spend her own Force points once per turn and spend Force points from an enemy character whose name contains Emperor once per turn. This character cannot be activated by enemy Force powers or special abilities.]
Force Bond [Allies named Jedi Guardian gain **Leaping Assault**]
Rapport [Costs 1 less when in the same squad as a character whose name contains Jedi Knight]
Force Powers
Force 2
Leaping Assault [Force 2, replaces turn: Move this character to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity. After moving, this character may still make all of her attacks this turn.]

"Eat lightsaber, jerk!"
 2/10
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Qyzen Fess

36

HIT POINTS 90

DEFENSE 19

ATTACK +9

DAMAGE 20

Special Abilities
Unique, Trandoshan
Melee Attack: Double Attack
Consular's Decoy [Whenever a non-Unique ally whose name contains Consular within 6 squares is targeted, this character may switch positions with that character. This character becomes the target instead.]
Rapport [A character named Jedi Shadow costs 1 less when in the same squad as this character]
Regeneration 10 [If this character doesn't move on his turn, remove 10 damage from him at the end of that turn]
Resilient [Immune to critical hits]
Scorekeeper's Blessing [Whenever this character defeats an enemy with a higher point cost, he gains +1 Attack and +1 Defense. This effect is cumulative.]
Shields I [When this character takes damage, he reduces the damage dealt by 10 with a save of 11]
Synergy +2 [An ally named Jedi Consular gets +2 Attack and +2 Defense while within 6 squares of this character]

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Darth Malgus,
 The False Emperor

72

HIT POINTS 160

DEFENSE 21

ATTACK +15

DAMAGE 20

Special Abilities
Unique, Melee Attack: Triple Attack; Jedi Hunter
Dark Armor [Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore 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 **Empathy** until this character's next turn; save 18. 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 1; +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 18]
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.

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Kaliyo Djannis

31

HIT POINTS 70

DEFENSE 16

ATTACK +9

DAMAGE 10

Special Abilities

Unique. Twin Attack Anarchist [Not subject to commander effects. Suppresses enemy and allied commander effects within 6 squares.]
Assassin [+4 Attack and +10 Damage against living enemies]
Enforcer 10 [This character gets +10 Damage while an ally at full health whose name contains Imperial Agent is within 6 squares]
Poisoned Blade [+10 Damage to 1 adjacent target; this counts as a melee attack. This attack deals an extra 20 Damage to a living enemy; save II.]
Sniper [Other characters do not provide cover against this character's attack]

"I avoid Imperial space. I wanna die in a cantina fight, not ticking off some bureaucrat."



5/10

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Khem Val

26

HIT POINTS 140

DEFENSE 14

ATTACK +8

DAMAGE 30

Special Abilities

Unique. Melee Attack Sith Mutant [Counts as a character whose name contains Sith Mutant]
Absorb Life Energy [When a living enemy is defeated by this character, remove 10 damage and this character gets +1 Attack and +1 Defense. These bonuses are cumulative.]
Force Immunity [Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities]
Jedi Hunter [+4 Attack and +10 Damage against enemies with Force ratings]
Rapport [Costs 1 less when in the same squad as a character named Sith Inquisitor]



6/10

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Mandalore the Lesser

37

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Double Attack Affinity [May be in a Sith squad]
Close-Quarters Fighting [+4 Attack against adjacent enemies]
Mighty Swing [On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies]
Rival [This character cannot be in a squad that contains any other Unique character whose name contains Mandalore]
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]

Commander Effect

Mandalorian followers may be in this character's squad regardless of faction.

At the end of this character's turn, designate 1 large or smaller Mandalorian ally within 6 squares. That ally gains **Snare Rifle** [A character hit by this character's attacks cannot move until the end of the round] until this character's next activation.



7/10

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Corso Riggs

31

HIT POINTS 100

DEFENSE 18

ATTACK +9

DAMAGE 10

Special Abilities

Unique. Twin Attack Camaraderie [An ally named Smuggler gains **Twin Attack** and gets +4 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]
Protective +10 [+10 Damage while a wounded ally whose name contains Smuggler is within 6 squares]
Quick Draw [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]

"Now you're dumb, ugly, and dead."



8/10

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Mako

34

HIT POINTS 70

DEFENSE 18

ATTACK +8

DAMAGE 20

Special Abilities

Unique. Double Attack Bounty Hunter +2 [+2 Attack against Unique enemies]
Combat Medic [When this character is within 6 squares of an enemy character, add +10 to the amount of damage removed from target character when this character uses an ability that removes damage from an ally]
Jolt [An enemy hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect.]
Medical Pack [Replaces attacks: range 6; remove 10 damage from target ally and from each ally within 2 squares of the target]
Medical Scan [Usable once per round on this character's turn: range 12; remove 10 damage from an ally]



9/10

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Vette

31

HIT POINTS 90

DEFENSE 17

ATTACK +9

DAMAGE 20

Special Abilities

Unique. Pirate. Twin Attack Master Slicer [Replaces attacks: This turn, this character can ignore doors while moving]
Slave [This character has **Savage** and -2 Defense unless an allied commander is within 6 squares]
Slave Collar [Allies named Juggernaut or Sith Marauder count as a commander for purposes of Slave]
Stealth [If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]
Traps [Enemy characters within 6 squares get -4 Defense]

"If I die, I'm going to haunt you."



10/10

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