

## Admiral Oteg

24

HIT POINTS 110

DEFENSE 22

ATTACK +0

DAMAGE 0

### Special Abilities

**Unique**  
**Rout** (Whenever a character in your squad defeats an enemy commander, move each other enemy within 6 squares of that commander's square. This movement does not trigger attacks of opportunity.)

### Force Powers

**Force 2: Force Renewal**  
**Anticipation** (Force 1: Retain initiative once per round)  
**Force Sense** (Force 1: usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)

**Jedi Battle Coordination** (Force 2: usable on this character's turn: For the rest of the skirmish, each commander in your squad also counts range from allied commanders for purposes of commander effects)

### Commander Effect

Allied soldiers and troopers within 6 squares get +4 Attack against enemies attacked by other allied soldiers and troopers this round. (This bonus stacks with other commander effects.)

Enemy characters gain **Self Destruct 10** while not adjacent to a character in your squad.



SMALL BASE

1/60

## Arkanian Jedi General

30

HIT POINTS 100

DEFENSE 19

ATTACK +8

DAMAGE 20

### Special Abilities

**Melee Attack: Double Attack**  
**Greater Mobile Attack**  
**Prideful** (While this character has a higher printed cost than any other character in your squad, this character and allied Old Republic troopers and soldiers with a Damage value greater than 0 get +4 Attack and +10 Damage until this character is defeated)

### Force Powers

**Force 4**  
**Force Valor** (Force 2: replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Followers within 6 squares get +2 Attack and +2 Defense)  
**Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of 10)  
**Sith Rage** (Force 1: +10 Damage on all attacks this turn)

### Commander Effect

Each commander in your squad (including this character) extends the range of its commander effects by 2 squares.

Non-Unique Old Republic trooper and soldier allies within 6 squares gain **Greater Mobile Attack**.



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## Army of Light Trooper

5

HIT POINTS 10

DEFENSE 14

ATTACK +6

DAMAGE 10

### Special Abilities

**Melee Attack**  
**Beskar'gam** (Whenever this character takes damage, it reduces the damage dealt by 10 with a save of 10)  
**Lightsaber Duelist** (+4 Defense when attacked by an adjacent enemy with a Force rating)  
**Satchel Charge** (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)



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## Covenant Executor

19

HIT POINTS 70

DEFENSE 18

ATTACK +11

DAMAGE 20

### Special Abilities

**Melee Attack: Double Attack**  
**Droid Hunter** (+4 Attack and +10 Damage against Droid enemies)  
**Force Bond** (Allies with a Force rating and a lightsaber gain **Force Leap**)  
**Sith Hunter** (+4 Attack and +10 Damage against Sith enemies)

### Force Powers

**Force 2**  
**Force Leap** (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)  
**Lightsaber Sweep** (Force 1: replaces attacks: Can attack every adjacent enemy once)



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## Tott Doneeta

31

HIT POINTS 110

DEFENSE 19

ATTACK +11

DAMAGE 20

### Special Abilities

**Unique: Pilot: Melee Attack**  
**Double Attack: Greater Mobile Attack**  
**Beast Tamer** (Replaces attacks: touch: 1 Large or larger Savage ally loses Savage and gains Mount (This character can transport 1 Small or Medium ally who ends its move adjacent to it. Remove that ally from the battle grid: it moves simultaneously with this character, has cover, and is considered adjacent to it. It can make attacks, counting distance from this character. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, the transported ally is also defeated, save 6), until the end of the skirmish)

### Force Powers

**Force 3**  
**Absorb Energy** (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 10. Remove damage from this character equal to the prevented damage.)



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## Valenthyne Farfalla

45

HIT POINTS 110

DEFENSE 19

ATTACK +11

DAMAGE 20

### Special Abilities

**Unique: Army of Light**  
**Melee Attack: Double Attack**  
**Makashi Style Mastery** (When hit by a melee attack, this character takes no damage with a save of 10. Shi-Cho, Soresu, Ataru, and Niman styles cannot be used against this character.)  
**Prideful** (While this character has a higher printed cost than any other character in your squad, Army of Light allies with a Damage value greater than 0 get +4 Attack and +10 Damage until this character is defeated)  
**Old Republic Reinforcements 20** (During setup, after seeing your opponent's squad, you can add up to 20 points of Old Republic characters to your squad)

### Force Powers

**Force 4**  
**Force Bubble** (Force 1: When this character takes damage, reduce the damage dealt by 20)

### Commander Effect

Old Republic characters added to your squad your squad via Reinforcements or Reserves get 1 Force point and gain **Army of Light** for the rest of the skirmish.



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## Alema Rar

24

HIT POINTS 90

DEFENSE 19

ATTACK +9

DAMAGE 20



### Special Abilities

**Unique, Melee Attack: Twin Attack Saber Dart** [Replaces attacks: sight; ignore cover; 1 target enemy takes 20 damage and is poisoned; save II. Each time a poisoned character activates it takes 20 damage; save II negates and it is no longer poisoned.]

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

### Force Powers

**Force 3**  
**Force Cloak** [Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked**]

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

**Knight Speed** [Force 1: Can move 4 extra squares on her turn as part of her move]

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## Darth Bane, Sith'ari

63

HIT POINTS 170

DEFENSE 20

ATTACK +16

DAMAGE 30



### Special Abilities

**Unique, Melee Attack: Double Attack: Jedi Hunter Djem So Style** [Whenever this character is hit by a melee attack, make a save of II. On a success, this character can make an immediate attack against that attacker.]

**Irrepressible Force** [This character's Force powers cannot be cancelled]

### Force Powers

**Force 2, Force Renewal 1: Master of the Force 2**  
**Force Focus 2** [Force 2: For the rest of the turn, this character's Force powers' range is increased by 2 and when they deal damage, deal an additional 20 damage.]  
**Force Lightning 2** [Force 2, replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target]

**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 its attacks this turn.]

**Lightsaber Sweep** [Force 1, replaces attacks: Can attack each adjacent enemy once]

**Overwhelming Force** [Force 1: This character's attacks cannot be prevented or redirected this turn]

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

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## Darth Maul, Death Watch Overlord

45

HIT POINTS 110

DEFENSE 20

ATTACK +14

DAMAGE 20



### Special Abilities

**Unique, Melee Attack: Twin Attack Affinity** [May be in a Mandalorian squad]

**Deadly Attack** [Scores a critical hit on an attack roll of natural 19 or 20]

**Teras Kasi Style** [Whenever this character takes damage from a melee attack, reduce the damage dealt by 10]

### Force Powers

**Force 2, Force Renewal 1**

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

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

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

### Commander Effect

A character whose name contains **Savage** Dpress may be in your squad regardless of faction.

Death Watch followers within 6 squares get +4 Attack and +10 Damage.

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## Gloom Walker Sniper

18

HIT POINTS 50

DEFENSE 17

ATTACK +9

DAMAGE 20



### Special Abilities

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

**Careful Shot +4** [On this character's turn, if it doesn't move, it gets +4 Attack]

**Deadeye** [On this character's turn, if it doesn't move, it gets +10 Damage]

**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]

**Verpine Shatter Rifle** [Replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make an attack against that enemy.]

"I can't drop nine targets that fast by myself, Sarge. Nobody can."  
—Lucia

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## Lord Scourge

41

HIT POINTS 120

DEFENSE 18

ATTACK +10

DAMAGE 20



### Special Abilities

**Unique, Melee Attack: Twin Attack**

**Child of the Emperor** [Can spend his own Force points once per turn and spend Force points from an enemy character whose name contains Emperor once per turn. Cannot be activated by enemy Force powers or special abilities.]

**Dark Armor** [Whenever this character takes damage, he reduces the damage dealt by 10 with a save of II. Attacks with lightsabers ignore this special ability.]

**Internal Strife** [On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish]

**Shifting Loyalties** [Whenever he targets an enemy with a higher point cost, this character joins the opponent's squad until the end of the skirmish; save II negates]

### Force Powers

**Force 2, Force Renewal 1: Master of the Force 2**  
**Lightsaber Bravado +20** [Force 1, replaces attacks: Make 2 attacks at +6 Attack and +20 Damage against adjacent enemies with a higher point cost]

**Overwhelming Force** [Force 1: This character's attacks cannot be prevented or redirected this turn]

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## Sith Meditation Sphere

45

HIT POINTS 90

DEFENSE 16

ATTACK +9

DAMAGE 20



HUGE BASE

### Special Abilities

**Double Attack: Flight: Speed 8**

**Burning Attacks** [All characters damaged by this character are considered to be burning. Each time a burning character activates, it attempts a save of II; on a failure it takes 10 damage; on a success it is no longer burning.]

**Meditation Sphere** [At the start of the skirmish, choose 1 Unique Medium ally with a Force rating; that ally may spend this character's Force points as if they were its own. This character may transport 1 Medium ally that ends its move adjacent: Remove that ally from the battle grid; it is considered adjacent to and moves simultaneously with this character, but cannot be targeted or make attacks. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, the transported ally is defeated; save 6.]

**Shields 1** [When this character takes damage, it reduces the damage dealt by 10 with a save of II]

**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 II.]

### Force Powers

**Force 4**  
**Blaster Barrage** [Force 1, replaces attacks: Can attack every legal target once]

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## Sorcerer Acolyte



17

HIT POINTS 60

DEFENSE 18

ATTACK +8

DAMAGE 20



**Special Abilities**  
**Melee 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]  
**Force Powers**  
**Force I, Force Renewal I**  
**Force Fog** [Force 2, usable on this character's turn: Until the start of this character's next turn, it gains the following Force ability: This character cannot be targeted by enemies farther than 6 squares away. Adjacent allies are treated as having cover. Adjacent non-Unique allies gain **Stealth**.]  
**Illusion** [Force I: When hit by an attack, this character takes no damage unless the attacker makes a save of 11]  
**Sith Spell** [Force I, usable on this character's turn: Adjacent enemies are considered activated this round; save 11]

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## Commander Fox



31

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20



**Special Abilities**  
**Unique, Order 66**  
**Double Attack: Greater Mobile Attack**  
**Advantageous Cover** [+8 Defense from cover instead of +4]  
**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]  
**Flak Shield** [Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 6. Attacks from adjacent enemies ignore this ability.]  
**Opportunist** [+4 Attack and +10 Damage against an enemy who has activated this round]

**Commander Effect**  
 Followers whose names contain Coruscant Guard gain **Draw Fire**.

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## Coruscant Guard Clone Trooper



16

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 20



**Special Abilities**  
**Order 66**  
**Advantageous Cover** [+8 Defense from cover instead of +4]  
**Flak Shield** [Whenever this character takes damage, it reduces the damage dealt by 10 with a save of 6. Attacks from adjacent enemies ignore this ability.]  
**Opportunist** [+4 Attack and +10 Damage against an enemy who has activated this round]  
**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.]

"I'm going to need to see further identification."  
 15/60  
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## Jedi Temple Guard



19

HIT POINTS 60

DEFENSE 17

ATTACK +7

DAMAGE 20



**Special Abilities**  
**Melee Attack: Double Attack**  
**Clamp** [An enemy hit by this character's attack takes +10 Damage and cannot move this round; save 11 negates]  
**Parry** [When hit by a melee attack, this character takes no damage with a save of 11]  
**Squad Assault** [+4 Attack while 3 allies with the same name as this character are within 6 squares]  
**Synergy +2** [+2 Attack and +2 Defense while an ally whose name contains Cin Drallig is within 6 squares]  
**Force Powers**  
**Force I**  
**Lightsaber Deflect** [Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11]

"Cease hostilities!"  
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## Master Tholme



36

HIT POINTS 120

DEFENSE 21

ATTACK +12

DAMAGE 20



**Special Abilities**  
**Unique, Melee Attack: Double Attack: Stealth**  
**Avoid Defeat** [Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated]  
**Distraction** [Suppresses adjacent enemy commander effects]  
**Force Powers**  
**Force 5**  
**Force Heal 30** [Force 2, replaces attacks: touch; remove 30 damage from a living character]  
**Force Withdrawal** [Force I, usable only on this character's turn: Until the start of this character's next turn or until he spends a Force point, he gains **Force Immunity**]  
**Jedi Mind Trick 2** [Force 2, usable only on this character's turn: range 2; target living enemy and 2 living enemies adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save 11]  
**Lightsaber Defense** [Force I: When hit by an attack, this character takes no damage with a save of 11]

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## Oppo Rancisis



56

HIT POINTS 120

DEFENSE 22

ATTACK +14

DAMAGE 20



**Special Abilities**  
**Unique, Melee Attack: Triple Attack**  
**Tactician +4** [Add +4 to the initiative roll except on a roll of 1]  
**Force Powers**  
**Force 2, Force Renewal I: Master of the Force 2**  
**Advanced Malacia** [Force 2, usable on this character's turn: Until the start of his next turn, this character gains the following Force ability: Each time a living enemy moves adjacent to this character it takes 20 damage and it ends its turn; save 16]  
**Force Cloak** [Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked**]  
**Force Meditation** [Force I, replaces turn: For the rest of the round, this character gains the following Force ability: Allied characters get +4 Attack and enemy characters get -4 Attack]  
**Lightsaber Block** [Force I: When hit by a melee attack this character takes no damage with a save of 11]

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LARGE BASE



## Padawan Commander



20

HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 20

### Special Abilities

#### Melee Attack

Affinity [May be in an Old Republic squad]

Squad Leader [Trooper and soldier allies gain Squad Discipline (Ignores enemy abilities that suppress commander effects while 3 allies with the same name as this character are within 6 squares)]

Squad Member [Counts as having the same name as any ally for purposes of special abilities whose names contain Squad. Gains special abilities whose names contain Squad from allies within 6 squares.]

Trainee [While adjacent to an ally with Melee Attack and a Force rating, this character uses the printed Attack and Defense ratings of itself or that ally, whichever is higher]

### Force Powers

#### Force 3

Lightsaber Deflect [Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 10]

### Commander Effect

Trooper and soldier allies gain Squad Movement [+2 Speed while 3 allies with the same name as this character are within 6 squares].



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## Pong Krell



61

HIT POINTS 110

DEFENSE 21

ATTACK +14

DAMAGE 20

### Special Abilities

#### Unique, Melee Attack

Quadruple Attack: Intuition

Immediate Order 66 Reserves 30 [If you roll exactly 5, 10, 15, or 20 for initiative, you can add up to 30 points of characters with Order 66 to your squad, adjacent to this character, immediately before your first activation of the round]

Rival [Cannot be in a squad with any other commander without Order 66]

### Force Powers

#### Force 1, Force Renewal 1

Anticipation [Force 1: Roll initiative once per round]

Sense the Future [Force 2: Once per round, after initiative is determined, you may exchange your initiative check with your opponent's initiative check]

### Commander Effect

Whenever an ally with Order 66 would be defeated, it returns to its squad's setup area with full Hit Points instead, save 16. On a failure, that ally is defeated and all other allies with Order 66 get +1 Attack. (This bonus is cumulative.)



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## Geonosian Elite Soldier



16

HIT POINTS 50

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

Elite Beam Weapon [Replaces turn: Make 1 attack at +13 Attack and 40 Damage; you cannot use Twin Attack, allies cannot combine fire this turn, and this attack cannot be prevented or redirected]

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

Report [Characters named Geonosian Soldier cost 2 less when in the same squad as this character]

Sonic Attack [An enemy attacked by this character cannot use Force powers for the rest of that turn]

Synergy +4 [Allies named Geonosian Soldier get +4 Attack while within 6 squares of this character]



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## Geonosian Soldier with Sonic Cannon



17

HIT POINTS 70

DEFENSE 14

ATTACK +6

DAMAGE 30

### Special Abilities

#### Speed 4

Forward Positioning [Set up anywhere on your half of the battle map]

Heavy Weapon [Can't attack and move in the same turn]

Machinery [Industrial Repair removes damage from this character]

Sonic Weapon [When this character makes an attack, the target enemy and all characters adjacent to the target cannot use Force powers for the rest of that turn. All characters damaged by this character are considered activated this round.]

Splash 20 [If this character's attack hits, all characters adjacent to the target take 20 damage; save 10. If the attack misses, the target and all adjacent characters take 20 damage; save 10]

Synchronized Fire [Allies with Sonic Attack or Sonic Weapon who combine fire with this character grant +6 Attack instead of +4]



LARGE BASE

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## Shu Mai



13

HIT POINTS 30

DEFENSE 13

ATTACK +2

DAMAGE 10

### Special Abilities

#### Unique

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

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

### Commander Effect

Allies with Mercenary gain Stealth and Shu Mai's Bodyguard [If a character whose name contains Shu Mai is an adjacent ally and would take damage from an attack, this character can take the damage instead].



SMALL BASE

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## Commander Luke Skywalker



39

HIT POINTS 80

DEFENSE 17

ATTACK +10

DAMAGE 20

### Special Abilities

#### Unique, Double Attack; Twin Attack

Flurry Attack [Whenever this character scores a critical hit, he can make 1 immediate extra attack]

Speed 8 [Can move up to 8 squares and attack, or 16 squares without attacking]

### Force Powers

#### Force 3

Lightsaber Deflect [Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 10]

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

### Commander Effect

Rebel trooper followers are considered to be within range of allies' commander effects.



LARGE BASE

"Right now I feel I could take on the whole Empire myself."  
"I know what you mean."  
— *Dak Ralter and Luke Skywalker*

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## Davin Felth



HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 20



**Special Abilities**  
**Unique**  
**Trooper** [Counts as a character named Sandtrooper]  
**Affinity** [May be in an Imperial squad]  
**Droid Hunter +20** [+4 Attack and +20 Damage against Droid enemies]  
**Look, Sir, Droids!** [Against Droid enemies, this character and adjacent allies may ignore cover when targeting and bonuses to Defense when determining if an attack hits]  
**Rival** [Cannot be in a squad with any character whose name contains Veers]  
**Stealth** [If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

"Look, sir, droids!"

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## General Rahm Kota



HIT POINTS 130

DEFENSE 23

ATTACK +13

DAMAGE 20



**Special Abilities**  
**Unique** [Counts as a character named Master Kota]  
**Melee Attack: Double Attack**  
**Disciplined Leader** [This character's commander effect cannot be suppressed]  
**Juyo Style Mastery** [Scores a critical hit on an attack roll of natural 17, 18, 19, or 20. Whenever this character scores a critical hit, make a save of 1d on a success, this character can make 1 immediate extra attack]  
**Rapport** [A character named Galen Marek costs 6 less when in the same squad as this character]  
**Force Powers**  
**Force 2: Force Renewal I**  
**Lightsaber Defense** [Force 1: When hit by an attack, this character takes no damage with a save of 1d]  
**Sith Rage** [Force 1: +10 Damage on all attacks this turn]  
**Commander Effect**  
 Rebel trooper followers and an ally named Galen Marek gain **Independent Outfit** [Also counts as a Fringe character for the purpose of commander effects].  
 Allies with **Independent Outfit** get +3 Attack and +3 Defense.

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## Golden One



HIT POINTS 30

DEFENSE 16

ATTACK +0

DAMAGE 0



**Special Abilities**  
**Unique** [Counts as C-3PO]  
**Droid: Ewok**  
**Camaraderie** [Allies whose names contain Chewbacca, Luke, Leia, Han, or R2-D2 gain Ewok]  
**Commander Effect**  
 Droid and Savage characters are subject to these effects:  
 Your squad may only contain Ewok characters and characters whose names contain Chewbacca, Luke, Leia, Han, or R2-D2.  
 Ewok allies gain **Ambush** [Can move and then make all its attacks against 1 enemy who has not activated this round].  
 Non-Unique Ewok allies gain **Stealth** [If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets].

"We are all now part of the tribe."

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## Kota's Militia Officer



HIT POINTS 50

DEFENSE 18

ATTACK +9

DAMAGE 20



**Special Abilities**  
**Affinity** [May be in a Republic squad that does not contain any characters with Order 66]  
**Independent Outfit** [Also counts as a Fringe character for the purpose of commander effects]  
**Rapport** [Costs 1 less when in the same squad as a character named Master Kota]  
**Relay Orders** [Each allied commander can count distance from this character as well as from itself for the purpose of commander effects]

**Commander Effect**  
 Non-Unique allies whose names contain Kota cannot be attacked with Strafe Attack or Galloping Attack.

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## Tantive IV Trooper



HIT POINTS 10

DEFENSE 13

ATTACK +7

DAMAGE 10



**Special Abilities**  
**Heroic Stand** [When this character is defeated within 6 squares of an enemy, 1 Rebel pilot or trooper ally may make an immediate attack]

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## Daric LaRone



HIT POINTS 70

DEFENSE 17

ATTACK +11

DAMAGE 20



**Special Abilities**  
**Unique: Trooper: Twin Attack**  
**Independent Outfit** [Also counts as a Fringe character for the purpose of commander effects]  
**Protective +10** [+10 Damage while a wounded ally with a Damage value of 0 is within 6 squares]  
**Commander Effect**  
 Allies with **Independent Outfit** get +10 Damage while a wounded ally with a Damage value of 0 is within 6 squares.

"No matter what our current situation is, we're still soldiers of the Empire."

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## Elite Snowtrooper with E-Web Blaster



21

HIT POINTS 80

DEFENSE 13

ATTACK +7

DAMAGE 30

### Special Abilities

**Double Attack: Speed 4**  
**Forward Positioning** [Set up anywhere on your half of the battle map]  
**Heavy Weapon** [Can't attack and move in the same turn]

"Keep your heads down or that E-Web will take them off!"  
— Reylo Hells at the Battle of Hoth



LARGE BASE

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## Major General Veers



21

HIT POINTS 80

DEFENSE 19

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique**  
**Crack Shot** [Whenever this character combines fire against a target within 6 squares, damage from the attack cannot be prevented or redirected]  
**Flak Shield** [Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 6. Attacks from adjacent enemies ignore this ability.]  
**Improved Spotter +20** [If this character combines fire against a target, the attacking character gets a +20 bonus to Damage against that target]  
**Targeting** [Until the end of the round, target enemy has -4 Defense]

### Commander Effect

Whenever an allied trooper combines fire against a target within 6 squares of it, the attack cannot be prevented or redirected.



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## Taxtro Grave



27

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

**Unique. Trooper**  
**Careful Shot +4** [On this character's turn, if he doesn't move, he gets +4 Attack]  
**Deadeye** [On this character's turn, if he doesn't move, he gets +10 Damage]  
**Independent Outfit** [Also counts as a Fringe character for the purpose of commander effects]  
**Stealth** [If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]  
**Twin Attack** [Whenever this character attacks, he makes 1 extra attack against the same target]

"All right, I give up. Somebody say it."  
"Okay, The Hand of Judgment?"  
— Darc Laffane and Taxtro Grave



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## Galactic Alliance Officer



22

HIT POINTS 60

DEFENSE 17

ATTACK +9

DAMAGE 20

### Special Abilities

**Double Attack** [On its turn, this character can make 1 extra attack instead of moving]  
**Flak Shield** [Whenever this character takes damage, it reduces the damage dealt by 10 with a save of 6. Attacks from adjacent enemies ignore this ability.]  
**Penetration 10** [Enemies' Damage Reduction is reduced by 10 against this character's attacks]  
**Rapport** [Costs 5 less when in a New Republic Squad]

### Commander Effect

Allies whose names contain Galactic Alliance gain Flak Shield.



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## Gantoris



39

HIT POINTS 120

DEFENSE 18

ATTACK +11

DAMAGE 30

### Special Abilities

**Unique. Melee Attack**  
**Double Attack: Melee Reach 2**  
**Affinity** [A character named Exar Kun, Dark Force Spirit may be in your squad regardless of faction]  
**Rival** [Cannot be in a squad with any character whose name contains Corran Horn]  
**Synergy +2** [+2 Attack and +2 Defense while an ally named Exar Kun, Dark Force Spirit is within 6 squares]  
**Force Powers**  
**Force 3**  
**Force Bubble** [Force 1: When this character takes damage, reduce the damage dealt by 20]  
**Force Pull 2** [Force 2, replaces attacks: range 6; Move target Large or smaller enemy adjacent to this character. Make an immediate attack against that enemy.]



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## Streen



33

HIT POINTS 110

DEFENSE 19

ATTACK +11

DAMAGE 20

### Special Abilities

**Unique. Melee Attack: Double Attack**  
**Empathy** [Allies with Savage within 6 squares lose Savage]  
**Loner** [+4 Attack if no allies are within 6 squares]  
**Stable Footing** [Not slowed by difficult terrain or low objects]  
**Force Powers**  
**Force 1, Force Renewal 1: Master of the Force 2**  
**Burst Lightning** [Force 1, usable only on this character's turn: range 6; 10 damage]  
**Counter Push 2** [Force 2, usable only when this character takes damage: range 6; 20 damage; push back target 2 squares if Huge or smaller]  
**Force Fog** [Force 2, usable on this character's turn: Until the start of this character's next turn, he gains the following Force ability: This character cannot be targeted by enemies farther than 6 squares away. Adjacent allies are treated as having cover. Adjacent non-Unique allies gain Stealth.]

### Commander Effect

Allies named Dathomiri Witch within 6 squares gain Force Renewal 1.



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# Tionne



34

HIT POINTS 100

DEFENSE 18

ATTACK +10

DAMAGE 20



## Special Abilities

**Unique, Melee Attack: Double Attack Affinity** [Characters with Light Spirit may be in your squad regardless of faction]  
**Distraction** [Suppresses adjacent enemy commander effects]  
**Light Tutor** [At the start of the skirmish, choose an ally. If that ally does not have a Force rating, it gains Force 1 and can spend this Force point normally; it is considered to have a Force rating for the rest of the skirmish. If that ally already has a Force rating, it gains 1 Force point.]  
**Rapport** [Characters with Light Spirit cost 1 less when in the same squad as this character]  
**Synergy +4** [+4 Defense while an ally whose name contains Kam Solusar is within 6 squares]

## Force Powers

Force 3

## Commander Effect

Characters with Light Spirit or Dark Force Spirit are subject to this effect. Allies with Light Spirit or Dark Force Spirit get +2 Speed.

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# Barriss Offee, Rogue Jedi



31

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20



## Special Abilities

**Unique, Melee Attack: Twin Attack Loner** [+4 Attack if no allies are within 6 squares]  
**Mines 20** [An enemy that moves adjacent to this character takes 20 damage; save 1!]  
**Stealth** [If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

## Force Powers

Force 4

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

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

"I've learned that 'trust' is overrated."

38/60

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# Beast Rider of Onderon



15

HIT POINTS 40

DEFENSE 18

ATTACK +8

DAMAGE 20



## Special Abilities

**Empathy** [Allies with Savage within 6 squares lose Savage]  
**Survival Expert** [+4 to this character's save rolls]  
**Synergy +4** [+4 Attack while an ally whose name contains Beast Rider is within 6 squares]

"Onderon? Nothing on that rock but monsters and beast riders."  
 - Tallo

39/60

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# Buzz Droid



6

HIT POINTS 10

DEFENSE 18

ATTACK +7

DAMAGE 0



## Special Abilities

**Unique, Droid, Melee Attack: Electric Shock** +10 [+10 Damage against adjacent Droid enemies]  
**Magnetic Sabotage** [Whenever an enemy with Mounted Weapon, Vehicle or Strafe Attack becomes adjacent to this character, immediately remove this character from play; it is defeated. That enemy cannot attack for the rest of that turn and takes 20 damage. (This damage stacks.) When 2 or more enemies would be affected simultaneously, choose one to affect.]  
**Malfunctioning 10** [A nonliving enemy damaged by this character or an enemy affected by this character's Magnetic Sabotage ability is considered to be malfunctioning. Each time a malfunctioning character activates, it takes 10 damage and may only attack or move up to its speed; save 11 negates and it is no longer malfunctioning.]

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# Chief Chirpa



16

HIT POINTS 40

DEFENSE 18

ATTACK +6

DAMAGE 10



SMALL BASE

## Special Abilities

**Unique, Ewok**  
**Stealth** [If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]  
**Swarm +2** [+2 Attack against a target for each allied Ewok adjacent to that target]

## Commander Effect

Ewok allies gain **Charging Fire** [Replaces turn: Can move up to double speed, then attack] and **Gregarious** [+4 Attack if an ally is within 6 squares].

Chief Chirpa was one of the strongest Ewok warriors, known for his sapience and severity.

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# Elbee



23

HIT POINTS 140

DEFENSE 16

ATTACK +8

DAMAGE 40



LARGE BASE

## Special Abilities

**Unique, Droid, Melee Attack: Melee Reach 2 Clamp** [An enemy hit by this character's attack takes +10 Damage and cannot move this round; save 11 negates]  
**Heavy Lift** [Replaces attacks: touch; move 1 adjacent Small, Medium, or Large ally to any space adjacent to this character. This move does not provoke attacks of opportunity.]  
**Jedi Hunter** [+4 Attack +10 Damage against enemies with Force ratings]  
**Rapport** [Costs 3 less when in the same squad as a character named Zayne Carrick]  
**Single Shot Blaster** [This character cannot gain Twin Attack]  
**Stunning Screech** [Replaces attacks: All living enemies within 2 squares are considered activated this round and cannot make attacks of opportunity this turn; save 11 negates. Huge or larger characters ignore this effect.]

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## Givin Black Sun Slicer



11

HIT POINTS 40

DEFENSE 17

ATTACK +1

DAMAGE 10

### Special Abilities

#### Melee Attack

**Black Sun** [If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10**.]

**Master Slicer** [Replaces attacks: This turn, this character can ignore doors while moving.]

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



"Greetings. In the equation  $A = (\pi/10)^2 \times 16.072(R-R)(Eco)^2$ , can you tell me what the value of A is?"

43/60

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## LIN Demolitionmech



12

HIT POINTS 40

DEFENSE 15

ATTACK +9

DAMAGE 0

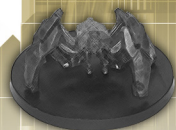
### Special Abilities

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

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

**Electric Shock +10** [+10 Damage against adjacent Droid enemies.]

**Mines 20** [An enemy that moves adjacent to this character takes 20 damage; save 11.]



LARGE BASE

"Advantage #7: Blast Proof. The LIN Demolitionmech is One Tough Droid"

— Excerpt from the Demolitionmech's advertising campaign

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## Owen and Beru Lars



10

HIT POINTS 30

DEFENSE 12

ATTACK +1

DAMAGE 10

### Special Abilities

**Unique** [Counts as Uncle Owen and Aunt Beru.]

**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.]

**Heal 10** [Replaces attacks: touch; remove 10 damage from a living character.]

### Commander Effect

When this character is defeated, 1 ally whose name contains Luke gains **Force Renewal 1** for the rest of the skirmish.



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## Sarlacc



35

HIT POINTS 150

DEFENSE 17

ATTACK +8

DAMAGE 10

### Special Abilities

**Melee Attack: Double Attack: Melee Reach 3 Clasp** [An enemy hit by this character's attack takes +10 Damage and cannot move this round; save 11 negates.]

**Emplacement** [Cannot move or be moved. Set up anywhere on your half of the battle map.]

**Sarlacc** [Does not provide cover. Other characters cannot ignore this character or prevent attacks of opportunity from it when moving. When this character activates, place each character within 3 squares in the nearest legal space adjacent to this character; save 11. Whenever an adjacent character activates, that character takes 30 damage; save 11 for 10 damage.]

**Savage** [This character must end its move next to an enemy if it can and does not benefit from commander effects.]

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



HUGE BASE

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## Shmi Skywalker



12

HIT POINTS 40

DEFENSE 14

ATTACK +1

DAMAGE 10

### Special Abilities

#### Unique

**Anakin's Decoy** [Whenever a Small or Medium ally whose name contains Anakin Skywalker within 6 squares is targeted, this character can switch places with that character. This character becomes the target instead.]

**Mother's Sacrifice** [When this character is defeated, an ally whose name contains Anakin Skywalker, General Skywalker or Darth Vader gains **Sith Rage** and **Master of the Force 2** for the rest of the skirmish.]



"I wasn't strong enough to save you, Mom. I wasn't strong enough. But I promise I won't fail again."

— Anakin Skywalker

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## Young Anakin Skywalker



14

HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 10

### Special Abilities

#### Unique: Pilot

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

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

**Repair 20** [Replaces attacks: touch; remove 20 damage from 1 Droid character.]

### Force Powers

**Force 1: Force Renewal 1**

**Destiny of the Force** [Force 2, replaces attacks: For the rest of the skirmish, this character gains the following Force ability: This character and allies may reroll each missed attack once against enemies within 6 squares of this character, except on a roll of 1.]

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



SMALL BASE

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## Zann Consortium Droideka



21

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20

### Special Abilities

#### Droid

**Advanced Shields I** [When this character takes damage, it reduces the damage dealt by 10 with a save of 6]

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

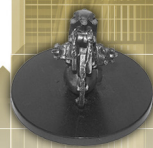
**Defensive Plates** [If this character does not move, until the end of its next turn, it gains **Damage Reduction 10**]

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

**Rival** [Cannot be in a Separatist squad]

**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.]

**Wheeled** [Replaces turn: Can move up to 18 squares, then attack]



LARGE BASE

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## Death Watch Overlord



29

HIT POINTS 60

DEFENSE 18

ATTACK +10

DAMAGE 10

### Special Abilities

#### Double Attack

**Ba'slan Shev'la** [Once per round, after initiative is determined, 2 allies with the same base size within 3 squares of this character may switch positions]

**Darksaber** [+20 Damage against adjacent enemies; this counts as a melee attack with a lightsaber]

**Prideful** [While this character has a higher printed cost than any other character in your squad, Death Watch allies with a Damage value greater than 0 get +4 Attack and +10 Damage until this character is defeated]

### Commander Effect

Each Mandalorian follower who has cover cannot be targeted by **Accurate Shot** unless it is the nearest enemy.



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## Ghes Orade



26

HIT POINTS 60

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

#### Unique: Mandalorian Protector

**Bodyguard** [If an adjacent ally would take damage from an attack, this character can take the damage instead]

**Beskar'gam** [When this character takes damage, he reduces the damage dealt by 10 with a save of 11]

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

**Protective +10** [+10 Damage while a wounded ally whose name contains Mirta Gev is within 6 squares]

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



"Here's the deal. You break her heart. I break your legs."  
— Boba Fett to Ghes, regarding Mirta Gev

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## Mandalorian Conscriptor



17

HIT POINTS 50

DEFENSE 16

ATTACK +7

DAMAGE 10

### Special Abilities

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

**Enemy Conscriptor** [Whenever a living enemy within 6 squares of this character would be defeated, it instead joins your squad for the rest of the skirmish and you remove 20 damage from it; its faction becomes Mandalorian. The enemy negates this ability with a save of 16 if non-Unique; save 11 if Unique.]



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## Mandalorian Demolitionist



6

HIT POINTS 10

DEFENSE 14

ATTACK +4

DAMAGE 10

### Special Abilities

**Self Destruct 10** [When this character is defeated, each adjacent character takes 10 damage]

**Thorium Charge** [Replaces attacks: Designate 1 door within 6 squares as open; it remains open for the rest of the skirmish and cannot be closed]



Thorium charges were high-explosives used for demolitions. A thorium charge was more powerful than a comparably-sized thermal detonator.

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## Mandalorian Strike Force Leader



14

HIT POINTS 30

DEFENSE 16

ATTACK +7

DAMAGE 10

### Special Abilities

**Advanced Destabilize Shields** [Suppresses Shields abilities of enemies within 6 squares]

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

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

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

### Commander Effect

Mandalorian followers within 6 squares get +2 Attack.



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## Shamed One



3

HIT POINTS 10

DEFENSE 14

ATTACK +1

DAMAGE 10



### Special Abilities

**Melee Attack**  
**Force Immunity** [Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities]

**Low Caste** [Cannot be added to a squad via any character's Reinforcements or Reserves abilities. This character's cost cannot be reduced.]

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

"Shamed ones are cursed by the gods, they work as slaves, they are not worth speaking of."  
— Vua Rapuung

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## Viqi Shesh



29

HIT POINTS 30

DEFENSE 16

ATTACK +6

DAMAGE 10



### Special Abilities

**Unique**

**Advanced Door Gimmick** [At the end of her turn, this character can designate 1 door that she can see as open; it remains open and cannot be closed until the end of this character's next turn, or until she is defeated]

**Fringe/New Republic Reinforcements 20** [During setup, after seeing your opponent's squad, you can add up to 20 points of Fringe or New Republic living characters to your squad]

**Outsider** [Counts as Yuuzhan Vong only for purposes of squad building]

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

### Commander Effect

Characters added to your squad via this character's Reinforcements ability gain **Yuuzhan Vong Collaborator**.

Allies with Yuuzhan Vong Collaborator get +2 Attack.

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## Viqi Shesh



29

HIT POINTS 30

DEFENSE 16

ATTACK +6

DAMAGE 10



### Special Abilities

**Unique**

**Advanced Door Gimmick** [At the end of her turn, this character can designate 1 door that she can see as open; it remains open and cannot be closed until the end of this character's next turn, or until she is defeated]

**Fringe/New Republic Reinforcements 20** [During setup, after seeing your opponent's squad, you can add up to 20 points of Fringe or New Republic living characters to your squad]

**Outsider** [Counts as Yuuzhan Vong only for purposes of squad building]

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

### Commander Effect

Characters added to your squad via this character's Reinforcements ability gain **Yuuzhan Vong Collaborator**.

Allies with Yuuzhan Vong Collaborator get +2 Attack.

56/60

## Yun-Harla Fanatic



12

HIT POINTS 30

DEFENSE 13

ATTACK +4

DAMAGE 10



### Special Abilities

**Melee Attack**

**Agile** [This character can move 2 extra squares at the end of its turn]

**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]

**Furious Razorbug Assault** [Replaces turn: Move up to double speed, then deal 10 damage to each legal target; save 10]

**Yun-Harla Devotion** [If this character would take damage from a nonadjacent attack, you may choose to roll a save of 11. On a success, select a Yuuzhan Vong ally within 6 squares to take the damage instead.]

"Yun-Harla is said to reserve her most cunning tricks, for those most devoted to her." — Harnar

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## Yu'shaa



28

HIT POINTS 80

DEFENSE 19

ATTACK +9

DAMAGE 10



### Special Abilities

**Unique** [Counts as Nom Anor]

**Melee Attack: Double Attack**

**Evoke: Force Immunity**

**Distraction** [Suppresses adjacent enemy commander effects]

**Jeedai Heresy** [Whenever this character defeats a non-Unique Yuuzhan Vong enemy, make a save of 11. On a success, it instead immediately joins this character's squad and returns to play with full Hit Points.]

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

**Yun-Shuno Devotion** [+1 Attack and +1 Defense for each ally with Shamed One within 3 squares]

### Commander Effect

Allies with Shamed One gain **Yun-Shuno Devotion** and **Yu'shaa's Decoy** [Whenever an ally named Yu'shaa within 6 squares is targeted, this character may switch positions with that character. This character becomes the target instead.]

58/60

## Yuuzhan Vong Seer



14

HIT POINTS 30

DEFENSE 15

ATTACK +2

DAMAGE 10



### Special Abilities

**Melee Attack**

**Force Immunity** [Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities]

**Painful Screech** [Replaces attacks: 10 damage to each character within 3 squares]

**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

Ranges on Yuuzhan Vong allies' special abilities are extended by 2 squares.

Seer was a rank of the Priest caste of the Yuuzhan Vong who took the auguries of the gods, interpreted signs, and pronounced when the Yuuzhan Vong would be ready for a battle.

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## Zenoc Quah



28

HIT POINTS 70

DEFENSE 16

ATTACK +6

DAMAGE 20



**Special Abilities**  
**Unique. Melee Attack: Force Immunity Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)  
**Firejelly** (Replaces attacks: Designate 1 door within 3 squares as open; it remains open for the rest of the skirmish and cannot be closed)  
**Jedi Hatred +10** (+10 Damage against enemies with Force ratings)  
**Rival** (Cannot be in a squad with any non-Yuuzhan Vong characters or characters with Outsider)  
**Shaper +10** (Yuuzhan Vong allies within 6 squares get +10 Damage. This bonus damage is multiplied by critical hits.)  
**Specialization** (Allies gain Jedi Hatred +10. Ignore this ability if any ally counts as having the same name as another ally.)

**Commander Effect**  
 Yuuzhan Vong followers get +4 Attack and gain Evade.



60/60

## Chief of State Borsk Fey'lya



16

HIT POINTS 60

DEFENSE 16

ATTACK +5

DAMAGE 10



**Special Abilities**  
**Unique. Bothan Jedi Hatred +10** (+10 Damage against enemies with Force ratings)  
**New Republic Reserves 30** (If you roll exactly 20 for initiative, you can add up to 30 points of New Republic characters to your squad immediately before your first activation of the round)  
**Rival** (Cannot be in a squad with any Yuuzhan Vong characters or characters with Yuuzhan Vong Collaborator)  
**Self Destruct 40** (When this character is defeated, each adjacent character takes 40 damage)

**Commander Effect**  
 Whenever this character or a follower within 6 squares defeats an enemy, it may immediately move 2 squares. This move does not provoke attacks of opportunity or prevent the use of extra attacks.



1/10

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## Kam Solusar



47

HIT POINTS 130

DEFENSE 20

ATTACK +13

DAMAGE 20



**Special Abilities**  
**Unique. Melee Attack: Double Attack**  
**Enraged Reactions** (Once per turn, when hit by an attack, this character may make an immediate attack against that attacker if he can)  
**Jedi Decoy** (Whenever a Small or Medium ally with a Force rating within 6 squares is targeted, this character may switch positions with that character. This character becomes the target instead.)  
**Protective +10** (+10 Damage while a wounded ally with a Force rating is within 6 squares)  
**Synergy +2** (+2 Attack and +2 Defense while an ally named Tionne is within 6 squares)

**Force Powers**  
**Force 2. Force Renewal** **Master of the Force 2 Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of 11)

**Commander Effect**  
 Characters whose names contain Padawan may be in your squad regardless of faction.

Adjacent allies whose names contain Padawan gain **Trainee** (While adjacent to an ally with Melee Attack and a Force rating, this character uses the printed Attack and Defense ratings of itself or that ally, whichever are higher).



2/10

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## Dray



38

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20



**Special Abilities**  
**Unique. Melee Attack: Double Attack**  
**Brevado +10** (+4 Attack and +10 Damage against an adjacent enemy with a higher point cost)  
**Dark Master** (At the start of the skirmish, choose a Unique allied character. That character may spend this character's Force points as if they were its own.)

**Force Powers**  
**Force 1. Force Renewal**  
**Force Lightning 2** (Force 2, replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target)  
**Force Vision** (Force 2, replaces attacks: sight; 1 ally with a lower point cost may make an immediate attack)  
**Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of 11)



3/10

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## Finn Galfridian



24

HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 20



**Special Abilities**  
**Unique. Double Attack**  
**Mettle** (If this character spends 1 Force point to reroll, add +4 to the result)  
**Vongsense** (Ignores Force Immunity of Yuuzhan Vong enemies)

**Force Powers**  
**Force 3**  
**Force Sense** (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)  
**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 11)  
**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

**Commander Effect**  
 Droids are subject to this effect: At the end of this character's turn, an ally named Prowl within 6 squares may immediately use 1 ability that replaces attacks.



4/10

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## Prowl



18

HIT POINTS 40

DEFENSE 18

ATTACK +7

DAMAGE 10



SMALL BASE

**Special Abilities**  
**Unique. Droid Flight: Stealth**  
**Missiles 10** (Replaces attacks: sight; 10 damage to target and to each character adjacent to that target; save 11)  
**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)  
**Targeting** (Until the end of the round, target enemy has -4 Defense)

**Commander Effect**  
 An ally named Finn Galfridian gains **Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage).

At the end of this character's turn, an ally whose name contains Finn Galfridian within line of sight may move up to 6 squares.



5/10

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## Commander Sha'kel



44

HIT POINTS 100

DEFENSE 17

ATTACK +10

DAMAGE 10



### Special Abilities

**Unique, Melee Attack: Double Attack**  
**Greater Mobile Attack: Force Immunity**  
**Camaraderie** [An ally named Minos, Yuuzhan Vong Warrior gains **Embrace of Pain**]  
**Disciplined Leader** [This character's commander effect cannot be suppressed]  
**Doctrine of Fear** [Enemy characters within 6 squares get -4 Attack]  
**Embrace of Pain** [+1 Attack and +1 Defense for every 10 points of damage currently on this character]  
**Firejelly** [Replaces attacks: Designate 1 door within 3 squares as open; it remains open for the rest of the skirmish and cannot be closed]  
**Vondun Crab Armor 6** [When this character takes damage, he can reduce the damage dealt by 10 with a save of 6]

### Commander Effect

At the end of this character's turn, 1 Yuuzhan Vong follower without **Shamed One** within 6 squares may immediately move up to its speed. That follower may make an attack at +4 Attack. If the attack misses, the attacker is defeated and all other Yuuzhan Vong allies get +1 Attack. (This bonus is cumulative.)



6/10

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## Eminence Harrar



24

HIT POINTS 60

DEFENSE 17

ATTACK +6

DAMAGE 10



### Special Abilities

**Unique, Melee Attack: Force Immunity**  
**Internal Strife** [On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish]  
**Rival** [Cannot be in a squad with any character who counts as **Nom Anor**]  
**Sacrificion** +10 [Wounded Yuuzhan Vong allies within 6 squares get +4 Attack and +10 Damage]  
**Yun-Harla Devotion** [If this character would take damage from a nonadjacent attack, you may choose to roll a save of 11. On a success, select a Yuuzhan Vong ally within 6 squares to take the damage instead]  
**Yun-Harla Sacrifice** [Once per round, after initiative is determined, you may remove 1 adjacent Yuuzhan Vong ally without **Shamed One** from play. That ally is defeated and all other Yuuzhan Vong allies gain **Yun-Harla Devotion** for the rest of the round]

### Commander Effect

All characters adjacent to this character automatically fail saves.



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## Minos, Yuuzhan Vong Warrior



27

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 10



### Special Abilities

**Unique, Melee Attack: Twin Attack**  
**Camaraderie** [An ally named Commander Sha'kel gains **Opportunist**]  
**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]  
**Opportunist** [+4 Attack and +10 Damage against an enemy who has activated this round]  
**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.]  
**Vondun Crab Armor 11** [When this character takes damage, he can reduce the damage dealt by 10 with a save of 11]



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## Shaper Adept



14

HIT POINTS 30

DEFENSE 16

ATTACK +2

DAMAGE 10



### Special Abilities

**Melee Attack: Force Immunity**  
**Corrosive Acid** [This character's abilities that affect living characters also affect nonliving characters]  
**Droid Fanaticism** [At the start of this character's turn, if a nonliving enemy with a printed Damage rating of 10 or more is within 12 squares, this character gains **Savage** until the end of the turn]  
**Droid Seeker** [Can target a Droid enemy with cover even if it's not the nearest enemy]  
**Razorbug** [Replaces attacks: sight; 10 damage; save 11]  
**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.]

### Commander Effect

Yuuzhan Vong followers gain **Droid Seeker** and **Corrosive Acid**.



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## Tso'asu



5

HIT POINTS 10

DEFENSE 13

ATTACK +0

DAMAGE 0



### Special Abilities

**Melee Attack: Speed 4**  
**Defensive Reflex** [An adjacent enemy that damages this character takes 10 damage. That enemy cannot attack for the rest of that turn; save 16.]  
**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]  
**Non-sentient** [Not subject to commander effects. This character cannot gain **Diplomat** or **Aggressive Negotiations**.]  
**Spit Poison 10** [Replaces attacks: range 6; 10 damage to target living enemy; save 11]



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# Dooku



100

HIT POINTS 140

DEFENSE 22

ATTACK +16

DAMAGE 20

## Special Abilities

**Unique, Melee Attack: Double Attack**  
**Twin Attack: Lightsaber Duelist**  
**Jedi Reflexes** [This character can make an attack of opportunity against an enemy character that moves into or out of an adjacent square. Characters with special abilities that ignore characters while moving are subject to this ability.]

**Lightsaber Trainer** [At the start of the skirmish, after setup, choose an ally with a Force rating and a lightsaber who costs less than this character. Also choose Shi-Cho Style, Makashi Style, Soresu Style, Ataru Style, Djem So Style, or Niman Style. For the rest of the skirmish, the chosen ally gains the chosen special ability.]

**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 styles cannot be used against this character.]

## Force Powers

**Force 3, Force Renewal 2, Master of the Force 2**  
**Chain Lightning 4** [Force 4, replaces attacks: range 6; 3D damage to target and to each enemy within 3 squares of the target.]

**Lightsaber Deflect** [Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11.]

**Lightsaber Riposte 2** [Force 2: When hit by a melee attack, this character can make an immediate attack at +10 Damage against that attacker.]

**Sith Grip** [Force 2, replaces attacks: sight; 2D damage.]

## Commander Effect

Once per turn, each follower within 6 squares may reroll a missed attack at +4 Attack and +10 Damage. If the result is still a miss, that character is defeated.



BOUNTY HUNTER'S CHALLENGE

# Yoda, Hero of Geonosis



100

HIT POINTS 140

DEFENSE 22

ATTACK +15

DAMAGE 20

## Special Abilities

**Unique, Melee Attack: Triple Attack**  
**Ataru Style Mastery** [+4 Attack and Twin Attack if exactly 1 enemy is within 6 squares]  
**Immediate Order 66 Reserves 20** [If you roll exactly 5, 10, 15, or 20 for initiative, you can add up to 20 points of non-Unique characters with Order 66 to your squad, adjacent to this character, immediately before your first activation of the round]

**Momentum** [If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies]

## Force Powers

**Force 3, Force Renewal 3, Master of the Force 2**  
**Force Defense** [Force 3: Cancel a Force power used by a character within 6 squares]

**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 his attacks this turn.]

**Lightsaber Defense** [Force 1: When hit by an attack, this character takes no damage with a save of 11.]

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

## Commander Effect

Followers with Order 66 gain **Bodyguard**.



SMALL BASE

BOUNTY HUNTER'S CHALLENGE