

## Arfan Ramos

30

HIT POINTS 100

DEFENSE 21

ATTACK +12

DAMAGE 20



### Special Abilities

Unique. Green Jedi

Melee Attack; Triple 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]

### Force Powers

Force 1. Force Renewal I

Master of the Force 2

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

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

### Commander Effects

Characters in your squad with Stealth (including Arfan Ramos) and who have cover cannot be targeted by nonadjacent enemies.



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## Green Jedi

26

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20



### Special Abilities

Melee Attack

Affinity [May be in a squad with a character whose name contains Corran Horn]

Difficult Target +2 [+2 Defense against nonadjacent enemies]

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

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

### Force Powers

Force 3

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



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## Shoaneb Culu, Jedi Knight

28

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20



### Special Abilities

Unique. Pilot. Melee Attack; Twin Attack

Crowd Fighting [This character gets +2 Attack for every adjacent character other than her target]

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

Rapport [A character named Vodo-Siosk Baas costs 5 less when in the same squad as this character]

### Force Powers

Force 3. Force Renewal I

Force Sense [Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round]

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

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



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## Togruta Covenant Seer

9

HIT POINTS 30

DEFENSE 16

ATTACK +5

DAMAGE 20



### Special Abilities

Melee 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.]

Gregarious [+4 Attack while an ally is within 6 squares]

### Force Powers

Force 2

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 1]

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



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## Darth Nihil, Hand of Krayt



25

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20



### Special Abilities

**Unique, Melee Attack: Melee Reach 2**  
**Twin Attack: Jedi Hunter Ambush** [This character can move and then make all his attacks against 1 enemy who has not activated this round]  
**Hand of Darth Krayt** [Can spend his own Force points once per turn and spend Force points from an ally who counts as Darth Krayt once per turn]  
**Lightsaber Duelist** [+4 Defense when attacked by an adjacent enemy with a Force rating.]

### Force Powers

#### Force 3

**Force Grip 1** [Force 1, replaces attacks: sight; 10 damage]

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

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

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## Dread Master



34

HIT POINTS 110

DEFENSE 18

ATTACK +11

DAMAGE 20



### Special Abilities

**Melee Attack: Double Attack**  
**Phobis Device** [An enemy within 3 squares gets -1 Attack and -1 Defense (this ability stacks). Suppresses enemy commander effects within 3 squares.]  
**Rapport** [Costs 5 less when in the same squad as a character named Dread Master]

### Force Powers

#### Force 4

**Battle Meditation** [Force 2, replaces attacks: For the rest of the skirmish, this character gains the following commander effect: Allies who combine fire grant an additional +2 Attack, and enemy characters cannot combine fire]

**Force Heal 20** [Force 2, replaces attacks: touch; remove 20 damage from a living character]

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

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



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## Exar Kun, Dark Jedi



69

HIT POINTS 160

DEFENSE 22

ATTACK +15

DAMAGE 20



### Special Abilities

**Unique, Melee Attack: Double Attack: Twin Attack**  
**Jedi Hatred** +10 [+10 Damage against enemies with Force ratings]

**Niman Style** [+2 Attack and +2 Defense while this character has more than half Hit Points remaining]

### Force Powers

**Force 2: Force Renewal 1: Master of the Force 2**

**Dark Force Spirit 2** [If this character is defeated, each enemy character with a Force rating loses 2 Force points each time it activates for the rest of the skirmish]

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

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

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

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

### Commander Effect

Savage characters are subject to this effect:

Savage allies and non-Unique allies with a Force rating gain Jedi Hunter.

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## Ommin, Sith Sorcerer



35

HIT POINTS 120

DEFENSE 20

ATTACK +0

DAMAGE 0



### Special Abilities

**Unique, Melee Attack: Emplacement**

**Damage Reduction 10**

**Bolt of Hatred** [Replaces attacks: sight; 30 damage to target enemy and 1 character adjacent to the target; save 10]

**Presence of the Dark Side** [Once per turn, an enemy that activates or ends its move within 6 squares of this character loses 1 Force point and takes 10 damage; save 10]

**Rapport** [Characters whose names contain Dark Force Spirit cost 1 less when in the same squad as this character]

**Summon** [During setup, 1 ally whose name contains Dark Force Spirit may set up adjacent to this character on your half of the battle map]

### Force Powers

**Force 3: Force Renewal 2: Master of the Force 2**

**Force Lightning 3** [Force 3, replaces turn: range 6; 40 damage to target and 2 characters adjacent to that target. Huge or smaller characters are considered activated this round; save 10]

**Illusion** [Force 1: When hit by an attack, this character takes no damage unless the attacker makes a save of 10]

**Sith Magic 3** [Force 3, usable on this character's turn: Target 1 enemy within 12 squares ignoring line of sight and cover; that enemy is considered activated this round; save 10]

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## Elite Republic Commando - Boss



26

HIT POINTS 70

DEFENSE 17

ATTACK +10

DAMAGE 20



### Special Abilities

**Unique, Order 66:** Double Attack  
**Coordinated Movement** (At the end of this character's turn, 1 Republic Commando ally may immediately move up to 2 squares)  
**Delta Formation Support** (Each Republic Commando ally gains **Coordinated Movement**)  
**Rapport** (Republic Commando characters cost 2 less when in the same squad as this character)  
**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, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

### Commander Effect

At the end of this character's turn, 1 Republic Commando ally within 6 squares may make an immediate attack or use a special ability that replaces attacks.

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## Elite Republic Commando - Fixer



25

HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20



### Special Abilities

**Unique, Order 66:** Double Attack  
**Delta Synergy** (Republic Commandos in your squad (including this character) get +4 Attack while a Republic Commando ally is within 6 squares)  
**Delta Medical Support** (Each Republic Commando ally gains **Kolto Pack 10**)  
**Kolto Pack 10** (Replaces attacks: range 3; remove 10 damage from a Republic Commando character)  
**Override** (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

"Request removal of data terminal in Delta dormitory. 40 may breach Kamino mainframe if left unsupervised. Strong proficiency in data slicing."  
—RC Batch Delta: Report: W Yau, Training Sergeant

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## Elite Republic Commando - Scorch



25

HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20



### Special Abilities

**Unique, Order 66:** Double Attack  
**Delta Shield Support** (Each Republic Commando ally gains **Shields 2**)  
**Proximity Mines 20** (Replaces attacks: range 6; target enemy is mined until the end of its next turn. At the beginning of the mined character's next turn, the mined character and each character adjacent to that target take 20 damage; save 11 for 10 damage.)  
**Shatter Beam** (Replaces attacks: sight; designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed)  
**Shields 2** (When this character takes damage, make 2 saves, each needing 11; each success reduces the damage dealt by 10)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

"Minor burns and injuries incurred today during anti-armor weapons training with RC-1202. New nickname: 'Scorch.'"  
—RC Batch Delta: Report: W Yau, Training Sergeant

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## Elite Republic Commando - Sev



25

HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20



### Special Abilities

**Unique, Order 66:** Twin Attack  
**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)  
**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)  
**Delta Terrain Support** (Each Republic Commando ally gains **Stable Footing**)  
**Sniper** (Other characters do not provide cover against this character's attack)  
**Stable Footing** (Not slowed by difficult terrain or low objects)  
**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

"RC-1207 continues to excel in sniper and ambush training. However, please re-check DNA for possible mental aberration."  
—RC Batch Delta: Report: W Yau, Training Sergeant

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## Mace Windu, Lightning Squad Leader



HIT POINTS 130

DEFENSE 21

ATTACK +14

DAMAGE 40



LARGE BASE

### Special Abilities

Unique, Double Attack; Mobile Attack  
Speed 8; Mounted Weapon  
Camaraderie (Allies named AT-RT gain **Stable Footing**)  
Charging Fire (Replaces turn: Can move up to double speed, then attack)  
Rapport (Characters named AT-RT cost 1D less when in the same squad as this character)  
Stable Footing (Not slowed by difficult terrain or low objects)  
Synergy +4 (Allies named AT-RT get +4 Attack and +4 Defense while within 6 squares of this character)

### Force Powers

Force 5  
Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)  
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1D)  
Commander Effect  
Allies named ARF Trooper or AT-RT gain Charging Fire and Mobile Attack.

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## Serra Keto



HIT POINTS 110

DEFENSE 19

ATTACK +12

DAMAGE 20



### Special Abilities

Unique, Melee Attack; Double Attack  
Acrobatic (Ignores enemy characters when moving)  
Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)  
Prize Pupil (At the start of the skirmish, after setup, if a character whose name contains Cin Drallig is in your squad, choose either Makashi Style or Soresu Style. This character gains the chosen ability and gets +1D Damage against adjacent enemies for the rest of the skirmish.)  
Synergy +2 (+2 Attack and +2 Defense while an ally whose name contains Cin Drallig is within 6 squares)

### Force Powers

Force 4  
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)  
Lightsaber Throw (Force 1: replaces attacks: Attack 1 enemy within 6 squares)

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## Admiral Trench



HIT POINTS 70

DEFENSE 17

ATTACK +10

DAMAGE 20



### Special Abilities

Unique  
Rival (Cannot be in a squad with any character whose name contains Grievous)  
Ruthless (Critical hits from this character cannot be prevented or redirected)  
Ruthless Leader (Separatist Droid allies gain **Ruthless**)  
Tactician +6 (Add +6 to the initiative roll except on a roll of 1)

### Commander Effect

Droids (excluding Cyborgs) are subject to these effects:  
Separatist Droid followers within 6 squares gain **Accurate Shot**.

Each Medium Separatist Droid ally can immediately move up to 2 squares when this character ends his turn within 6 squares of that character.

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## Commando Droid Officer



HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20



### Special Abilities

Droid, Twin Attack; Stealth  
Commando Droid Upgrade (Commando Droid allies gain **Stealth**)  
Coordinated Movement (At the end of this character's turn, 1 Commando Droid ally may immediately move 2 squares)  
Fire Control (Non-Unique Droid allies get +4 Attack)  
Rapport (Characters named Commando Droid cost 3 less when in the same squad as this character)

### Commander Effects

Droids are subject to these effects:  
Allies named Commando Droid get +2 Attack, +2 Defense, and +1D Damage.

At the end of this character's turn, 1 Droid ally within 6 squares may make an immediate attack at +1D Damage.

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## Grievous's Bodyguard Droid



22

HIT POINTS 70

DEFENSE 19

ATTACK +8

DAMAGE 20



### Special Abilities

**Droid, Melee Attack**

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

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

**Lightsaber Resistance** [+2 Defense when attacked by an adjacent enemy with a Force rating.]

**Protective** +10 [+10 Damage while a wounded ally whose name contains General Grievous is within 6 squares.]

**Synergy** +4 [+4 Attack while an ally whose name contains General Grievous is within 6 squares.]

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## MagnaGuard Officer



27

HIT POINTS 90

DEFENSE 19

ATTACK +10

DAMAGE 20



### Special Abilities

**Droid, Melee Attack; Double Attack**

**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.]

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

**Lightsaber Resistance** [+2 Defense when attacked by an adjacent enemy with a Force rating.]

**Parry** [When hit by a melee attack, this character takes no damage with a save of 11.]

**Rapport** [Characters named Bodyguard Droid cost 3 less when in the same squad as this character.]

### Commander Effect

Droids are subject to this effect:

Droid allies whose names contain MagnaGuard or Bodyguard Droid gain Parry and Avoid Defeat.

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## Chewie



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HIT POINTS 100

DEFENSE 18

ATTACK +10

DAMAGE 20



### Special Abilities

**Unique** [Counts as a character named Chewbacca.]

**Pilot, Wookiee, Double Attack**

**Greater Mobile Attack**  
**Let The Wookiee Win** [If this character damages an adjacent enemy, that enemy gets -4 Attack against this character for the rest of the round.]

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

**Never Upset A Wookiee** [If this character has less than half Hit Points remaining, his attacks cannot be prevented or redirected.]

**Throw Enemy 2** [Replaces attacks: touch; 30 damage to 2 Medium or smaller target enemies without a Force rating, and push back those enemies to 4 squares from this character; save 16.]

**Walking Carpet** [When an adjacent ally whose name contains Leia activates, this character may immediately move up to his speed.]

Designed by Ricky Heck, Gencon 2013 Champion

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## Dash Rendar, Rebel Informant



35

HIT POINTS 80

DEFENSE 19

ATTACK +9

DAMAGE 20



### Special Abilities

**Unique, Pilot, 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.]

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

**Lookout** [Replaces Attacks: Move 1 Medium or smaller Rebel ally within 6 squares adjacent to this character.]

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

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

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## Rebel Scout on Tauntaun



16

HIT POINTS 50

DEFENSE 14

ATTACK +6

DAMAGE 20



LARGE BASE

### Special Abilities

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

**Advantageous Cover** [+8 Defense from cover instead of +4]

**It's a Trap!** [Enemies with Stealth within 6 squares lose Stealth]

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

**Pathfinder** [Allies are not slowed by difficult terrain within 6 squares of 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]

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

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## Snowspeeder Pilot



10

HIT POINTS 30

DEFENSE 15

ATTACK +8

DAMAGE 10



### Special Abilities

**Ground Pilot +2** [Allies with Mounted Weapon who start their moves adjacent to this character get +2 Speed]

**Improved Gunner +10** [Can combine fire with allies who have Mounted Weapon regardless of adjacency, granting +10 Damage]

**Rapport** [Costs 1 less when in the same squad as a character whose name contains Snowspeeder]

"This is a restricted area! What are you doing here? Stay clear of the combat zone!"

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## Wedge Antilles, Rogue Three



18

HIT POINTS 60

DEFENSE 18

ATTACK +9

DAMAGE 10



### Special Abilities

**Unique, Pilot**

**Ground Pilot +4** [Allies with Mounted Weapon who start their moves adjacent to this character get +4 Speed]

**Gunner +20** [Can combine fire with adjacent allies who have Mounted Weapon, granting +20 Damage]

**Rapport** [Characters named Rebel Snowspeeder cost 8 less when in the same squad as this character]

### Comander Effect

Each ally with Mounted Weapon gets +3 Attack while it has an ally with Mounted Weapon within 6 squares.

Pilot followers gain **Gunner +10**.

"Well, you know the Rogues. All we need is a ship and a rock to land it on."

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## Elite Reborn



25

HIT POINTS 70

DEFENSE 17

ATTACK +11

DAMAGE 20



### Special Abilities

**Melee Attack: Double Attack**

**The Empire Reborn** [Each character in your squad named Reborn or Elite Reborn gets +10 Damage while it has an ally whose name contains Desann or Hethrir within 6 squares]

**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 2**

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

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

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## Stormtrooper Sniper



22

HIT POINTS 40

DEFENSE 16

ATTACK +9

DAMAGE 20



### Special Abilities

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

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

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

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

"... And these blast points: too accurate for Sand People. Only Imperial stormtroopers are so precise."  
—Obi-Wan Kenobi

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## Wrenga "Jix" Jixton



29

HIT POINTS 90

DEFENSE 19

ATTACK +9

DAMAGE 20



### Special Abilities

**Unique, Double Attack Counterstrike** [When this character is hit by a nonadjacent attack, make a save of 11. On a success, this character can make an immediate attack against that attacker. This attack does not use the targeting rules.]

**Protective +10** [+10 Damage while a wounded ally whose name contains Vader 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]

**Quick Reflexes** [+6 Defense when attacked on attacks of opportunity]

**Vader's Decoy** [Whenever an ally whose name contains Vader within 6 squares is targeted, this character can switch places with that character. This character becomes the target instead.]

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## R2-D2, Galactic Hero



10

HIT POINTS 30

DEFENSE 17

ATTACK +8

DAMAGE 0



SMALL BASE

### Special Abilities

**Unique, Droid**

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

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

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

**Smoke Screen** [Replaces attacks: Until the end of the round, this character and allies within 2 squares are considered to have cover]

"That droid's a sawed-off genius!"  
—Lando Calrissian

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## Shado Vao, Jedi Master



35

HIT POINTS 120

DEFENSE 21

ATTACK +13

DAMAGE 20



### Special Abilities

**Unique, Melee Attack: Twin Attack**

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

**Rapport** [A character whose name contains Cade Skywalker costs 2 less when in the same squad as this character]

### Force Powers

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

**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 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]

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## Blizz



20

HIT POINTS 60

DEFENSE 18

ATTACK +9

DAMAGE 10

### Special Abilities

**Unique, Jawa**  
**Flamethrower 20** [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target]  
**Ion Gun +20** [+20 Damage against nonliving characters]  
**Missiles 30** [Replaces attacks: sight: 30 damage to target and to each character adjacent to that target; save II]  
**Mobile Attack** [Can move both before and after attacking]  
**Repair 20** [Replaces attacks: touch: remove 20 damage from 1 Droid character]  
**Shields I** [When this character takes damage, he reduces the damage dealt by 10 with a save of II]



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## Boba Fett, Assassin for Hire



50

HIT POINTS 110

DEFENSE 20

ATTACK +12

DAMAGE 20

### Special Abilities

**Unique, Triple Attack; Flight**  
**Greater Mobile Attack**  
**Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]  
**Bait and Switch** [Once per round, when this character is targeted by a nonadjacent enemy, he may switch positions with a Medium Fringe ally within 6 squares with a save of II. That ally becomes the target instead, and the enemy cannot be prevented from attacking it this turn.]  
**Bounty Hunter +4** [+4 Attack against Unique enemies]  
**Evade** [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of II]  
**Quick Draw** [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]  
**Single-Shot Blaster** [This character cannot gain Twin Attack]  
**Wrist Cable** [At the end of this character's turn, one target Large or smaller enemy within 6 squares cannot move until the end of this round; save II]  
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## Falleen Black Sun Bodyguard



18

HIT POINTS 60

DEFENSE 16

ATTACK +9

DAMAGE 10

### Special Abilities

**Black Sun** [If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10**]  
**Bodyguard** [If an adjacent ally would take damage from an attack, this character can take the damage instead]  
**Pheromones** [Cancel an attack from a living enemy within 6 squares that targets this character; the attacker can avoid this effect with a save of II]  
**Protective +20** [+20 Damage while a wounded ally whose name contains Xizor, Alexi Geryn, or Vigo is within 6 squares]



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## Guri, Black Sun Enforcer



38

HIT POINTS 110

DEFENSE 19

ATTACK +9

DAMAGE 10

### Special Abilities

**Unique, Droid, Black Sun Vigo**  
**Twin Attack; Stealth**  
**Assassin** [+4 Attack and +10 Damage against living enemies]  
**Close-Quarters Fighting** [+4 Attack against adjacent enemies]  
**Human Replica Droid** [This Droid character is subject to commander effects]  
**Protective +10** [+10 Damage while a wounded ally whose name contains Xizor is within 6 squares]  
**Sensors** [This character and allies can ignore cover when targeting enemies within 6 squares of this character]  
**Xizor's Decay** [Whenever a small or medium ally within 6 squares whose name contains Xizor is targeted, this character may switch positions with that character. This character becomes the target instead.]



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## Jawa Clan Leader



17

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 20

### Special Abilities

**Accurate Shot: Stealth**  
**Black Market Engine Modifications** (Allied characters with Mounted Weapon within 6 squares gain **Stable Footing**)  
**Clan Leader** (Jawa allies gain **Accurate Shot** and **Scramble**)  
**Ion Gun** +20 (+20 Damage against nonliving enemies)  
**Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)  
**Scramble** (A Droid enemy or an enemy with Mounted Weapon hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect.)

### Commander Effect

Droids are subject to these effects:  
 Non-Unique Fringe allies with Mounted Weapon gain **Self-Destruct Sequence 30** (Replaces attacks: 30 damage to each adjacent character, then remove this character from play).  
 Non-Unique Medium or larger Fringe Droid followers gain **Self-Destruct Sequence 10**.



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## Klatooinian Black Sun Thug



6

HIT POINTS 10

DEFENSE 16

ATTACK +3

DAMAGE 10

### Special Abilities

**Black Sun** (If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10**)  
**Satchel Charge** (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)  
**Stealth** (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



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## Mira of Nar Shaddaa



28

HIT POINTS 70

DEFENSE 17

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique, Mandalorian, Mobile Attack: Twin Attack Agile** (This character can move 2 spaces at the end of her turn)  
**Bounty Hunter** +4 (+4 Attack against Unique enemies)  
**Explosives Expert** (+4 to this character's save rolls against abilities whose names contain Grenades, Mines, or Missiles)  
**Grenades 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save II)  
**Overload** (Can use 2 abilities that replace attacks instead of 1 on her turn)  
**Rigged Detonators** (Characters in or adjacent to a square with low objects automatically fail saves against this character's attacks and abilities)  
**Satchel Charge** (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

### Force Powers

**Force 3**  
**Force Sense** (Force I, usable only on this character's turn; Enemy characters lose **Stealth** for the rest of the round)



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## Togorian Black Sun Vigo



24

HIT POINTS 50

DEFENSE 19

ATTACK +9

DAMAGE 20

### Special Abilities

**Double Claw Attack** (On its turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)  
**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.)  
**Stealth** (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

### Commander Effect

Black Sun allies with Grenades 10 gain **Grenades 30** and **Grenade Launcher** (Grenades special abilities on this character have range 12).

Black Sun allies get +4 to save rolls against abilities whose names contain Grenades or Missiles.



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## Vilmarh "Villie" Grahk



25

HIT POINTS 80

DEFENSE 16

ATTACK +12

DAMAGE 20



### Special Abilities

**Unique. Pilot. Double Attack**  
**Bravado +10** (+4 Attack and +10 Damage against an adjacent enemy with a higher point cost)

**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.]

**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 11 negates]

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

**Survival Expert** (+4 to this character's save rolls)

*"Vilmarh Grahk is the luckiest Devaronian who ever lived."  
"You forget—also handsomest."  
—Quarion Vos and "Villie"*

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## Xizor, Head of Black Sun



55

HIT POINTS 110

DEFENSE 22

ATTACK +12

DAMAGE 20



### Special Abilities

**Unique. Double Attack**

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

**Crime Lord** [Living allies get +2 Attack and +2 Defense if your squad contains only Fringe characters]

**Pheromones** [Cancel an attack from a living enemy within 6 squares that targets this character; the attacker can avoid this effect with a save of 11]

**Rival** [Cannot be in a squad with any character whose name contains Vader]

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

### Commander Effect

Black Sun allies within 6 squares gain **Extra Attack**.

Black Sun followers gain **Accurate Shot**.

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## Neo-Crusader Elite Trooper



23

HIT POINTS 50

DEFENSE 17

ATTACK +10

DAMAGE 20



### Special Abilities

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

**Quadruple Attack** [On its turn, this character can make 3 extra attacks instead of moving]

**Single-Shot Blaster** [This character cannot gain Twin Attack]

*"Many men will volunteer to die, but few will be patient in the face of pain."  
—Attributed to Canderous Ordo*

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## Neo-Crusader Officer



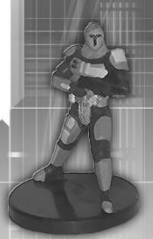
28

HIT POINTS 50

DEFENSE 18

ATTACK +10

DAMAGE 20



### Special Abilities

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

**Single-Shot Blaster** [This character cannot gain Twin Attack]

**Triple Attack** [On its turn, this character can make 2 extra attacks instead of moving]

### Commander Effect

Mandalorian followers within 6 squares who don't move on their turn get +3 Defense until the start of their next turn (or until this character is defeated).

At the end of this character's turn, 1 Mandalorian ally without Twin Attack within 6 squares may immediately make all of its attacks.

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## Neo-Crusader Trooper

10

HIT POINTS 30

DEFENSE 16

ATTACK +6

DAMAGE 10



### Special Abilities

**Beskar'gam** (When this character takes damage, it reduces the damage dealt by 10 with a save of 11)  
**Single-Shot Blaster** (This character cannot gain Twin Attack)  
**Triple Attack** (On its turn, this character can make 2 extra attacks instead of moving)

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## Domain Carr Scout

8

HIT POINTS 20

DEFENSE 14

ATTACK +6

DAMAGE 10



### Special Abilities

**Melee Attack**  
**Corrosive Acid** (This character's abilities that affect living characters also affect non-living characters)  
**Force Immunity** (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)  
**Stealth** (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)  
**Synergy +2** (+2 Attack while an ally whose name contains Yomin Carr 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.)

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## Domain Choka Warrior

24

HIT POINTS 70

DEFENSE 18

ATTACK +12

DAMAGE 20



### Special Abilities

**Melee Attack: Double Attack**  
**Advantageous Attack** (+10 Damage against an enemy who has not activated this round)  
**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)  
**Synergy +4** (+4 Attack while an ally whose name contains Nas Choka is within 6 squares)  
**Vondun Crab Armor 6** (When this character takes damage, it can reduce the damage dealt by 10 with a save of 6)  
**Yuuzhan Vong Warrior** (Counts as a character named Yuuzhan Vong Warrior)

*"We prove our worth to the gods who fashioned us. If we are to die, we do so discharging a transcendent obligation." — Nas Choka*

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## Domain Lah Subaltern

17

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 10



### Special Abilities

**Melee Attack: Double Attack; Speed 8**  
**Force Immunity**  
**Rolling Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, it can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity)  
**Synergy +4** (+4 Attack while an ally whose name contains Tsavong Lah 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**  
 Allies whose names contain Warrior get +3 Attack.

Allies whose names contain Lah gain Rolling Cleave.

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## Domain Lah Warrior



10

HIT POINTS 40

DEFENSE 15

ATTACK +6

DAMAGE 10



### Special Abilities

**Melee Attack: Twin Attack**

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

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

**Synergy +4** [+4 Attack while an ally whose name contains Tsavong Lah is within 6 squares]

**Vonduun Crab Armor II** [When this character takes damage, it can reduce the damage dealt by 10 with a save of 11]

**Yuuzhan Vong Warrior** [Counts as a character named Yuuzhan Vong Warrior]

*"It is the Yuuzhan Vong who does not accept challenge from a worthy opponent who disgraces his people."  
—Dau Lah*



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# Freedom Nadd, Dark Force Spirit



HIT POINTS

-

DEFENSE

-

ATTACK

-

DAMAGE

-



## Special Abilities

**Unique. Speed 2**

**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.]

**Dark Spirit** [Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains **Force Renewal 1** and **Sith Rage** while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save 11. This effect replaces that enemy's attacks.]

## Force Powers

**Force 1. Force Renewal 1**

**Force Void 2** [If this character is defeated, each enemy character with a Force rating loses 2 Force points]



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# Krayt's Sith Trooper

  
**30**

**HIT POINTS** **90**

**DEFENSE** **20**

**ATTACK** **+11**

**DAMAGE** **20**



## Special Abilities

**Cyborg. Pilot. Melee Attack; Double Attack**  
**Dark Armor** [Whenever this character takes damage, it reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.]

**Impulsive Savagery** [If a Unique allied character is defeated, for the remainder of the skirmish this character has **Savage**]

**Synergy +4** [+4 Attack and +4 Defense while an ally who counts as Darth Krayt is within 6 squares]

## Force Powers

**Force 3**

**Dispassionate Killer** [Force 1: +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of 11. If the save fails, this character is immediately defeated.]

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

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



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# Commander Cody

## CC-2224



36

HIT POINTS 90

DEFENSE 17

ATTACK +12

DAMAGE 20



### Special Abilities

**Unique.** **Order 66.** **Double Attack**  
**Greater Mobile Attack**

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

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

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

**Rapport** [Characters named Clone Trooper cost 2 less when in the same squad as this character]

**Relay Orders** [Each allied commander can count distance from this character as well as from itself for the purpose of commander effects]

### Commander Effect

Trooper allies with Order 66 get +3 Defense.

Followers with Order 66 within 6 squares who do not move on their turn gain **Extra Attack** [On its turn, this character can make 1 cumulative extra attack instead of moving].



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# Kaminoan Clone Technician



10

HIT POINTS 30

DEFENSE 15

ATTACK +0

DAMAGE 0

## Special Abilities

**Clone Reconstruction 20** [Replaces attacks, touch: remove 20 damage from an ally with Order 66]

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

**Improved HUD** [Allied commanders with Order 66 gain **Relay Orders** (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects)]



*"We are the masters of genetics and sole arbiters of our fate, never to be at the mercy of chance again."  
-Ko Sai*



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# Emperor Palpatine, Reborn



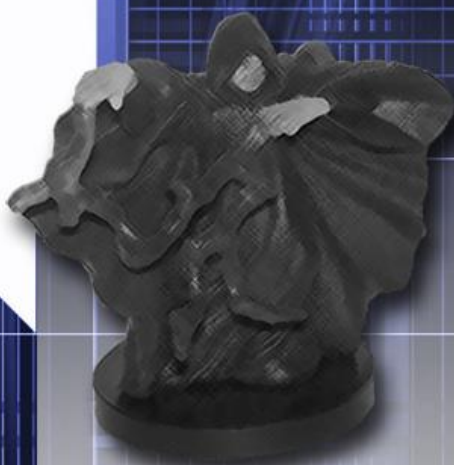
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**HIT POINTS** 180

**DEFENSE** 22

**ATTACK** +15

**DAMAGE** 20



## Special Abilities

**Unique. Melee Attack; Triple Attack**

**Absolute Devotion** [Whenever this character would take damage, he may attempt a save of 6. On a success, a living ally within 6 squares may take the damage instead.]

**Rapport** [Characters named Imperial Sentinel cost 10 less when in the same squad as this character]

**Unstable Clone** [When this character activates, he takes 10 damage; save 11]

## Force Powers

**Force 2. Force Renewal 3. Master of the Force 3**

**Dark Assault 3** [Force 3: If this character doesn't move this turn, he gets +4 Attack and +20 Damage on all his attacks this turn]

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

**Force Storm 5** [Force 5, replaces turn: 50 Damage to all characters within 4 squares]

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

## Commander Effect

Imperial allies whose names contain Sentinel or Guard get +4 Attack and gain **Double Attack**



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# Luuke Skywalker



26

HIT POINTS 100

DEFENSE 17

ATTACK +11

DAMAGE 20



## Special Abilities

**Unique. Melee Attack; Double Attack**

**Ambush** [This character can move and then make all his attacks against 1 enemy who has not activated this round]

**Indiscriminate** [When this character attacks an adjacent enemy, he ignores enemy abilities and commander effects that prevent targeting and attacking. These attacks cannot be redirected.]

**Jedi Hatred +10** [+10 Damage against enemies with Force ratings]

**Synergy +4** [+4 Attack while an ally whose name contains Joruu C'baoth is within 6 squares]

## Force Powers

**Force 3**

**Knight Speed** [Force 1: 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 11]

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



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# Cade Skywalker, Legacy of the Force



54

HIT POINTS 120

DEFENSE 21

ATTACK +11

DAMAGE 20



## Special Abilities

**Unique. Double Attack; Bounty Hunter +6**  
**Camaraderie** [Allies whose names contain Jariah Syn or Deliah Blue gain **Bounty Hunter +6** and **Twin Attack**]

**Sith Hunter** [+4 Attack and +10 Damage against Sith enemies]

## Force Powers

**Force 6**

**Dark Temptation** [Force 1: +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of 11; if the save fails, this character joins the opponent's squad until the end of the skirmish.]

**Essence of Life** [Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of 11. On a success, that ally has 10 Hit Points instead of being defeated.]

**Force Heal 40** [Force 2, replaces attacks: touch; remove 40 damage from a living character]

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



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# Kol Skywalker, Force Spirit



14

HIT POINTS

-

DEFENSE

-

ATTACK

-

DAMAGE

-



## Special Abilities

Unique. Speed 4

**Light Spirit** [Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains **Force Renewal 1** and **Mettle** while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save 11. This effect replaces that enemy's attacks.]

## Force Powers

Force 4

**Force Control** [Force 1, replaces attacks: Until the start of this character's next turn, he gains the following Force ability: Enemy Force abilities are suppressed within 6 squares of this character]

## Commander Effect

Allies with a lightsaber within 6 squares gain **Lightsaber Precision** [Force 1: This character gets +10 Damage on its next attack].



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# Wolf Sazen, Jedi Master



37

HIT POINTS 120

DEFENSE 21

ATTACK +11

DAMAGE 20



## Special Abilities

**Unique. Melee Attack; Double Attack; Stealth Backlash** [Can move and then make all of his attacks against 1 enemy who has already activated this round]

**Camaraderie** [An ally whose name contains Cade gains **Backlash** and gets +4 to save rolls]

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

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

## Force Powers

**Force 4**

**Force Push 3** [Force 3, replaces turn: range 6; 30 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 3 squares if Huge or smaller]

**Force Spirit 4** [If this character is defeated, immediately add 4 Force points to an ally with a Force rating; that ally can spend Force points 1 extra time per turn for the rest of the skirmish]

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



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