

Army of Light Jedi Lord

32

HIT POINTS 100

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities

Melee Attack: Double Attack
Greater Mobile Attack
Willing to Serve [Counts as a follower for purposes of allied commander effects]

Force Powers

Force 2: Force Renewal I
Master of the Force 2
Force Burst 4 [Force 4, replaces turn: 30 damage to all characters within 6 squares; save II to reduce damage to 20]
Force Stun [Force I, usable only on this character's turn; range 6; target living enemy is considered activated this round; save II]
Lightsaber Defense [Force I: When hit by an attack, this character takes no damage with a save of II]

Commander Effect

At the end of this character's turn, I Army of Light follower within 6 squares can immediately move 2 squares.



1/45
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Army of Light Soldier

20

HIT POINTS 40

DEFENSE 17

ATTACK +8

DAMAGE 10

Special Abilities

Beskar'gam [When this character takes damage, it reduces the damage dealt by II with a save of II]
Defensive Stance +6 [This character gets +6 Defense while activated]
Double Attack [On its turn, this character can make I extra attack instead of moving]

Republic soldiers dissatisfied with the government's inability to fend off the Sith joined the ranks of the Army of Light, fighting gladly under the command of their Jedi superiors.



2/45
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Kerra Holt

29

HIT POINTS 90

DEFENSE 21

ATTACK +9

DAMAGE 20

Special Abilities

Unique: Melee Attack: Double Attack
Lightsaber Duelist [+4 Defense when attacked by an adjacent enemy with a Force rating]
Loner [+4 Attack if no allies are within 6 squares]
Rolling Attacks [On her turn, each time this character defeats an adjacent enemy by making an attack, she can immediately move 2 squares and then make I attack against another adjacent enemy at +4 Attack without provoking an attack of opportunity]
Sith Hunter [+4 Attack and +10 Damage against Sith enemies]

Force Powers

Force 1: Force Renewal I
Force Cloak [Force 2, replaces turn: For the rest of the skirmish, this character gains Cloaked]
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.]
Lightsaber Defense [Force I: When hit by an attack, this character takes no damage with a save of II]



3/45
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Keshiri Warrior

9

HIT POINTS 20

DEFENSE 16

ATTACK +7

DAMAGE 20

Special Abilities

Lost Tribe
Melee Attack [Can attack only adjacent enemies]
Hindering Wound [A living enemy hit by this character's attack takes +10 Damage and gains Speed 4 for the rest of the round; save II]
Synergy +2 [+2 Attack and +2 Defense while a Lost Tribe ally is within 6 squares]

Force Powers

Force 2



"The Keshiri eventually found that the Sith were not their gods, but they continued serving them for thousands of years."

4/45
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Ludo Kressh

34

HIT POINTS 100

DEFENSE 19

ATTACK +12

DAMAGE 20

Special Abilities

Unique: Melee Attack: Double Attack
Poison +10 [+10 Damage to living enemy; save II]
Presumed Dead [The first time this character's Hit Points are reduced to half or less, he may immediately return to his squad's setup area with his original Hit Points]
Rolling Cleave [Once per turn, if this character defeats an adjacent enemy by making an attack, he can immediately move I square and then make I attack against another adjacent enemy without provoking an attack of opportunity]
Force Powers
Force 1: Force Renewal I
Essence of Life [Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of II. On a success, that ally has 10 Hit Points instead of being defeated.]
Sith Rage [Force I: +10 Damage on all attacks this turn]

Commander Effect

Savage characters are subject to this effect: Followers with Savage gain **Rolling Cleave**.



5/45
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Sith Pureblood

21

HIT POINTS 80

DEFENSE 17

ATTACK +10

DAMAGE 20

Special Abilities

Melee Attack: Double Attack
Backlash [This character can move and then make all of its attacks against I enemy who has already activated this round]
Indiscriminate [When this character attacks an adjacent enemy, it ignores enemy abilities and commander effects that prevent targeting and attacking. These attacks cannot be redirected.]
Savage [This character must end its move next to an enemy if it can and does not benefit from commander effects]
Virulent Poison Dart 20 [Replaces attacks: range 6; 20 damage to target living enemy; save II]



From the view of the Red Sith, none other than themselves should be considered Sith.

6/45
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Welk, Night Herald



34

HIT POINTS 110

DEFENSE 18

ATTACK +10

DAMAGE 20



Special Abilities

Unique. **Killik.** **Melee Attack: Double Attack** **Camaraderie** (Allies whose names contain Lomi Plo or Alema Rar gain **Swarm +2** and **Killik**)

Furious Razorbug Assault (Replaces turn: Move up to double speed, then deal 10 damage to each legal target; save II)

Swarm +2 (+2 Attack against a target for each allied Killik adjacent to that target)

Force Powers

Force 2: Force Renewal I

Sith Grip 3 (Force 3; replaces attacks: sight; 30 damage to target and 1 adjacent character)

Illusion (Force I: When hit by an attack, this character takes no damage unless the attacker makes a save of II)

Commander Effect

Killik followers within 6 squares get +2 Attack and +2 Defense.

On Jwlin, Welk bred assassin bugs to combat the Jedi Masters.



7/45

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Adi Gallia



35

HIT POINTS 100

DEFENSE 20

ATTACK +12

DAMAGE 20



Special Abilities

Unique. **Melee Attack: Twin Attack**

Aggressive Negotiations (This character is considered to have **Diplomat** until she makes an attack or is targeted by an enemy character. Characters with **Ambush**, **Backlash**, or it's a Trap! can ignore this ability for the purpose of attacking this character.)

Shien Style (When hit by a nonmelee attack, this character takes no damage with a save of II and the attacker takes 10 damage; save II)

Force Powers

Force 5

Force Alter (Force I: range 6; any 1 enemy rerolls its last attack)

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 II)

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



8/45

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Jocasta Nu



34

HIT POINTS 70

DEFENSE 20

ATTACK +10

DAMAGE 20



Special Abilities

Unique. **Melee Attack: Double Attack** **Overconfident** (Whenever this character makes a successful save, she gets -1 to save rolls for the rest of the skirmish. This effect is cumulative.)

Secret Passage (Replaces attacks: touch; A living Republic ally with an equal or lower point cost and a lightsaber gains **Force Phase** (Force I: This turn, this character can move through walls) until the end of the round)

Force Powers

Force 4

Lightsaber Defense (Force I: When hit by an attack, this character takes no damage with a save of II)

Lightsaber Precision (Force I: +10 Damage on next attack)

"If an item does not appear in our records, it does not exist."



9/45

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Republic Commando Dev



22

HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20



Special Abilities

Unique

Yayax Squad (Counts as a character with Order 66 for purposes of Commander Effects and cannot be in an Imperial squad)

Defuse Bomb (Enemies within 3 squares lose Self Destruct)

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

Missiles 30 (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save II)

Rapport (Costs 1 less when in the same squad as a character with Yayax Squad)

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



10/45

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Republic Commando Jind



22

HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20



Special Abilities

Unique

Yayax Squad (Counts as a character with Order 66 for purposes of Commander Effects and cannot be in an Imperial squad)

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

Jolt (An enemy hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect.)

Rapport (Costs 1 less when in the same squad as a character with Yayax Squad)

Sentry (Replaces attacks: Target 1 non-Unique enemy, ignoring cover. This round, this character and allies ignore cover when targeting that enemy)

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



11/45

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Sifo-Dyas



48

HIT POINTS 110

DEFENSE 19

ATTACK +12

DAMAGE 20



Special Abilities

Unique. **Melee Attack: Double Attack** **Affinity** (A character whose name contains Dooku may be in your squad regardless of faction)

Intuition (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)

Placed Order (During setup, after seeing your opponent's squad, choose up to 30 points of characters with Order 66. When this character is defeated, after removing him from play, you can add those characters to your squad, in or adjacent to the square he formerly occupied.)

Force Powers

Force 2: Renewal I

Force Vision (Force 2; replaces attacks: sight; 1 ally with a lower point cost may make an immediate attack)

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



12/45

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Yarael Poof



44

HIT POINTS 100

DEFENSE 22

ATTACK +10

DAMAGE 20



Special Abilities
Unique. Melee Attack: Double Attack
Force Bond (An ally whose name contains Roron Corobb gains **Force Renewal I**)

Force Powers
Force 3. Force Renewal I
Master of the Force 2
Flamufracta (Force 2. replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II)

Force Meditation (Force 1. 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)

Jedi Mind Trick 3 (Force 3. usable only on this character's turn: range 6; target living enemy and each living enemy adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save I6)

Master Illusion (Force 2. When hit by an attack, this character takes no damage unless the attacker makes a save of I6)



13/45

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Corporate Alliance Energy Pummel



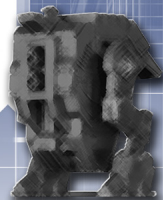
48

HIT POINTS 170

DEFENSE 15

ATTACK +12

DAMAGE 60



HUGE BASE

Special Abilities

Melee Attack

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

Droid (Immune to critical hits. Not subject to commander effects)

Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

Overwhelming Power (Damage from this character's attacks cannot be prevented or redirected)

Single-Shot Blaster (This character cannot gain Twin Attack)

These large, tank-like siege engines were donated by the Corporate Alliance to the Confederacy of Independent Systems military during the Clone Wars.



14/45

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D-60 Assault Droid



12

HIT POINTS 30

DEFENSE 14

ATTACK +3

DAMAGE 20



Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Charging Fire (Replaces turn: Can move up to double speed, then attack)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)

The D-60 assault droid was a Trade Federation battle droid used by the Separatists during the Clone Wars. It was a variant of the B2 super battle droid.



15/45

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Dr. Nuvo Vindi



12

HIT POINTS 40

DEFENSE 16

ATTACK +6

DAMAGE 10



Special Abilities

Unique

Blue Shadow Virus (Usable once per skirmish, replaces attacks: All living characters within 6 squares take 10 damage and are infected. While infected, characters get -2 Speed. Each time an infected character activates it takes 10 damage; save II negates and it is no longer infected. Characters with Order 66 or Breath Mask ignore this ability.)

Breath Mask (Not affected by abilities or Force powers whose name contains Poison)

Distraction (Suppresses adjacent enemy commander effects)

Commander Effect

Allies gain **Breath Mask**.

"I suppose one can never have too many lab rats."



16/45

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Gold Squadron Ace



19

HIT POINTS 40

DEFENSE 16

ATTACK +9

DAMAGE 20



Special Abilities

Pilot

Blast Cannon (+10 Damage against targets within 6 squares)

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II)

Pinpoint Attacks (Replaces turn: can move up to double speed, then choose up to three lower-cost targets within 6 squares, ignoring cover. Attack each target once.)

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

During the Battle of Yavin, under the command of Jon "Dutch" Vander, Gold Squadron was tasked with attacking the Death Star's thermal exhaust port while Red Squadron flew cover.



17/45

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I-5YQ



27

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 10



Special Abilities

Unique. Droid. Double Attack

Greater Mobile Attack

Comraderie (Allies whose names contain Pavan gain **Double Attack** and **Greater Mobile Attack**)

Laser Defense System (When hit by an attack from farther than 6 squares, this character takes no damage with a save of 6)

Painful Scream (Replaces attacks: 10 damage to each character within 3 squares)

Protective +20 (+20 Damage while a wounded ally whose name contains Pavan is within 6 squares)

Force Powers

Force I

*"I am I-Five. Your father sent me."
- I-5YQ to Jax Pavan*



18/45

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Roan Lands



17

HIT POINTS 40

DEFENSE 17

ATTACK +6

DAMAGE 10



Special Abilities

Unique

Camaraderie [An ally whose name contains Ferus Olin gains **Greater Mobile Attack**, **Survival Expert**, and **Double Agent** (Suppresses enemy and allied commander effects that alter the number of activations per phase).]

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

Greater Mobile Attack [Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.]

Survival Expert [+4 to this character's save rolls]

"We are not tricksters. We are ambassadors of peace and justice." -Ferus Olin



19/45

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Colonel Dyer



22

HIT POINTS 40

DEFENSE 16

ATTACK +6

DAMAGE 10



Special Abilities

Unique

Clumsy [-4 to this character's save rolls]
Scout Trooper Reserves 30 [If you roll exactly 7 for initiative, you can add up to 30 points of Scout Trooper characters to your squad immediately before your first activation of the round]

Commander Effect

Once per turn, if 2 or more allies combine fire on the same attack and the attack hits, the target is considered activated this round; save 11.

"Freeze!"



20/45

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Imperial Missionary



10

HIT POINTS 20

DEFENSE 12

ATTACK +0

DAMAGE 0



Special Abilities

Melee Attack

Affinity [May be in a Sith squad]

Medical Scan [Usable once per round on this character's turn; range 12; remove 10 damage from a living ally]

Victory Without War [Replaces attacks: range 3; 20 damage to target living enemy. The target can choose to negate this damage and instead remove 30 damage, then make a save of 11. On a failure, the target joins this character's squad until the end of the skirmish.]

"The mission has always been at the service to the Emperor. A change in Emperor simply means finding new ways to be of service."



21/45

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IT-O Interrogator Droid



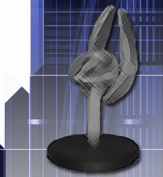
14

HIT POINTS 40

DEFENSE 17

ATTACK +10

DAMAGE 10



SMALL BASE

Special Abilities

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

Melee Attack [Can attack only adjacent enemies]

Doctrine of Fear [Enemy characters within 6 squares get -4 Attack]

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

Jolt [An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.]

Torture 2 [When an adjacent living enemy takes damage from an attack by this character, it gets -2 Attack and -2 Defense for the rest of the skirmish. (This ability stacks.)]

"And now, your highness, we will discuss the location of your hidden Rebel base."
-Darth Vader



22/45

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Admiral Gar Stazi



22

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 10



Special Abilities

Unique

Tactician +6 [Add +6 to the initiative roll except on a roll of 1]

Commander Effect

Each activated New Republic ally within 6 squares may choose to attempt a save of 11, once per turn, when it takes damage from a nonmelee attack. On a success, that ally must immediately move up to 2 squares. After moving, that ally can make an attack against a legal target.

"Win or lose, live or die - some battles must be fought."



23/45

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Barabel Jedi Knight



26

HIT POINTS 90

DEFENSE 19

ATTACK +9

DAMAGE 30



Special Abilities

Melee Attack [Can attack only adjacent enemies]

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

Synergy +4 [+4 Attack and +4 Defense while an ally whose name contains Sebatyne is within 6 squares]

Force Powers

Force 3

Brutal Strike [Force 1, usable only on this character's turn: This character's attacks cannot be prevented and enemy characters attacked by this character cannot use special abilities or Force powers that respond to this character's attacks for the rest of the turn]

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



24/45

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Captain Shevu



30

HIT POINTS 70

DEFENSE 18

ATTACK +11

DAMAGE 20

Special Abilities

Unique, Galactic Alliance
Double Attack: Greater Mobile Attack
Camaraderie (Allies whose names contain Ben Skywalker or Jacen Solo gain **Galactic Alliance**)

Destabilizing Attack (Suppresses enemies' Shields abilities when attacking)

Double Agent (Suppresses enemy and allied commander effects that alter the number of activations per phase)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

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

Galactic Alliance followers gain **Destabilizing Attack**.

At the end of this character's turn, 1 Galactic Alliance follower within 6 squares may make an immediate attack, ignoring cover.



25/45

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Wraith Squadron Pilot



20

HIT POINTS 50

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

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

Rolling Fire (On its turn, each time this character defeats an enemy by making an attack, with a save of 11, it can immediately move up to 2 squares and then make 1 attack against another enemy without provoking an attack of opportunity)

Traps (Enemy characters within 6 squares get -4 Defense)

Wraith Squadron (If a character whose name contains Wedge or Kell Tainer is in the same squad, this character gains **Charging Assault +10** (Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy))

"Pretty. What do we blow up first?"
—Wraith Squadron motto.



28/45

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Han Solo Coreellian Legend



45

HIT POINTS 90

DEFENSE 19

ATTACK +12

DAMAGE 20

Special Abilities

Unique, Triple Attack

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

Camaraderie (An ally whose name contains Wedge gains **Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target) and **Opportunist**)

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

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

Rival (Cannot be in a squad with any Galactic Alliance characters)

Synergy +4 (An ally whose name contains Wedge gets +4 Attack and +4 Defense while within 6 squares of this character)



26/45

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Clawdite Infiltrator



18

HIT POINTS 50

DEFENSE 16

ATTACK +7

DAMAGE 20

Special Abilities

Agile (This character can move 2 extra squares at the end of its turn)

Death Strike (+10 Damage against an enemy that is adjacent to an ally)

Shapeshifter (If this character does not have line of sight to an enemy at the end of its turn, it can't be targeted by nonadjacent enemies until the start of its next turn)

The few Clawdites who left their home world most often took advantage of their natural abilities to join militaristic professions, such as spying, assassination, and bounty hunting.



29/45

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Tesar Sebastyne



40

HIT POINTS 90

DEFENSE 19

ATTACK +9

DAMAGE 30

Special Abilities

Unique, Melee Attack: Double Attack
Assassin [+4 Attack and +10 Damage against living enemies]

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

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

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 3
Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Lightsaber Sweep (Force I, replaces attacks: Can attack each adjacent enemy once)



27/45

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Ewok with Catapult



19

HIT POINTS 70

DEFENSE 10

ATTACK +0

DAMAGE 10

Special Abilities

Speed 2

Forward Positioning (Set up anywhere on your half of the battle map)

Siege Weapon (Replaces attacks: Choose a square within line of sight and 12 squares: 30 damage to characters in or adjacent to that square; save 11 reduces the damage to 10. All doors bordering that square are then designated as open; they remain 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)

Although extremely skilled in forest survival and the construction of primitive technology like gliders and catapults, the Ewoks had yet to progress past stone-level technology when discovered by the Empire.



30/45

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HUGE BASE

Gormak Bomb Disposal Expert



10

HIT POINTS 30

DEFENSE 16

ATTACK +6

DAMAGE 10

Special Abilities

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

Defuse Bomb [Enemies within 3 squares lose Self Destruct]



The Gormak possessed an innate talent with technology that rivaled the capabilities of the top minds of the Republic.



31/45

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Killik Worker



8

HIT POINTS 10

DEFENSE 12

ATTACK +2

DAMAGE 10

Special Abilities

Killik

Melee Attack [Can attack only adjacent enemies]

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

Swarm +2 [+2 Attack against a target for each allied Killik adjacent to that target]



The Killiks were an ancient species in the Pre-Republic era who originated from their spawnworld of Alderaan.



33/45

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Killik Joiner



16

HIT POINTS 50

DEFENSE 14

ATTACK +5

DAMAGE 10

Special Abilities

Killik. Twin Attack

Brainwashed [If this character cannot make an attack from its starting space, it must end its move adjacent to an enemy if it can]

Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1]

Paralysis [A living enemy hit by this character's attack is considered activated this round; save 1]

Rapport [Costs 2 less when in the same squad as a character whose name contains Night Herald]

Swarm +2 [+2 Attack against a target for each allied Killik adjacent to that target]



Killiks added to their numbers by secreting large amounts of pheromones that changed a person's brain structure to join the hive mind.

32/45

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One-Arm



19

HIT POINTS 70

DEFENSE 14

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Wampa. Melee Attack

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

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

Skywalker Hunter [+4 Attack and +10 Damage against enemies whose names contain Skywalker]

Synergy +4 [Allies whose names contain Wampa get +4 Attack while within 6 squares of this character]



LARGE BASE

Commander Effect

Savage characters are subject to this effect. Savage allies whose names contain Wampa are subject to allies' commander effects.



34/45

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Raynar Thul (Unuthul)



38

HIT POINTS 110

DEFENSE 20

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Killik. Melee Attack; Double Attack

Camaraderie [Allies whose names contain Jaina or Zekk gain Killik and Swarm +2]

Hive Mind [Each phase, after each of a player's normal activations, that player activates 1 extra character with the same name, if able. Ignore this ability if this character has less than 5 Killik allies.]

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

Swarm +2 [+2 Attack against a target for each allied Killik adjacent to that target]

Force Powers

Force 3

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

Commander Effect

Killik allies gain **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] and **Relay Orders**.



35/45

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Sebulba



11

HIT POINTS 40

DEFENSE 16

ATTACK +4

DAMAGE 10

Special Abilities

Unique. Pilot

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

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

Quick Reactions [+6 Attack when making attacks of opportunity]

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

Sabotage [Replaces attacks: Adjacent enemy characters with Mounted Weapon cannot move more than their speed during a phase for the rest of the skirmish]

Wall Climber [This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall]



36/45

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Teebo, Ewok Sentry



15

HIT POINTS 30

DEFENSE 16

ATTACK +6

DAMAGE 10



SMALL BASE

Special Abilities

Unique

Advanced Warning (If this character has line of sight to an enemy, allied Ewoks gain **Relay Orders** (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects).)

Sentry (Replaces attacks. Target 1 non-Unique enemy, ignoring cover. This round, this character and allies ignore cover when targeting that enemy.)

Spotter +10 (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target.)

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

"Hey! Point that thing someplace else!"
- Han Solo.



37/45

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Death Watch Berserker



12

HIT POINTS 10

DEFENSE 13

ATTACK +6

DAMAGE 10



Special Abilities

Droid Scrapper +4 (+4 Attack against Droid enemies)

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

Indiscriminate (When this character attacks an adjacent enemy, it ignores enemy abilities and commander effects that prevent targeting and attacking. These attacks cannot be redirected.)

Single-Shot Blaster (This character cannot gain Twin Attack)

"Is 'huur jatne tuur ash' ad kyr'amur"
"Today is a good day for someone else to die"
- Mandalorian Proverb



38/45

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Neo-Crusader Scout



15

HIT POINTS 20

DEFENSE 16

ATTACK +5

DAMAGE 10



Special Abilities

Double Attack

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

Black Ops (Suppress enemy commander effects that alter the number of activations per phase)

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)

Single-Shot Blaster (This character cannot gain Twin Attack)

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

39/45

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Obi-Wan Kenobi, Honorary Mandalorian



40

HIT POINTS 120

DEFENSE 22

ATTACK +13

DAMAGE 20



Special Abilities

Unique: Flight

Melee Attack: Double Attack

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

Melee Duelist (+4 Defense when attacked by an adjacent enemy)

Protective +20 (+20 Damage while a wounded ally whose name contains Duchess Satine is within 6 squares)

Soresu Style (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Force Powers

Force 2: Force Renewal I

Force Push 4 (Force 4, replaces attacks: sight: 40 damage; push back target 4 squares if Huge or smaller)

Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)

Commander Effect

At the end of this character's turn, an ally whose name contains Duchess Satine may immediately move 6 squares.



40/45

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Te Ani'la Mand'alor



47

HIT POINTS 110

DEFENSE 18

ATTACK +12

DAMAGE 30



Special Abilities

Unique (Counts as a character named Mandalore the Ultimate)

Neo-Crusader

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

Camaraderie (An ally named Canderous Ordo gains **Beskar'gam**)

Rapport (A character named Canderous Ordo costs 5 less when in the same squad as this character)

Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Commander Effect

Each Neo-Crusader follower within 6 squares can move up to half its speed and then use a special ability that replaces turn.

At the end of this character's turn, one Neo-Crusader follower within 6 squares can immediately use a special ability that replaces turn.

"Let them burn."



41/45

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Peace Brigade Commander



35

HIT POINTS 80

DEFENSE 19

ATTACK +11

DAMAGE 20



Special Abilities

Twin Attack: Stealth

Blaster Upgrade (Allies within 6 squares with nonmelee attacks that deal exactly 10 Damage gain **Twin Attack**)

Blaster Rifle Upgrade (Allies within 6 squares with nonmelee attacks that deal exactly 20 Damage gain **Jolt**)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

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

Allies with Yuuzhan Vong Collaborator gain **Stealth**.

The Peace Brigade was an ideological combination of the Bothan Spynet and Black Sun, employing both guerrilla tactics and political manipulation.



42/45

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Shamed Warrior



11

HIT POINTS 40

DEFENSE 17

ATTACK +7

DAMAGE 20



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 [Ignores special abilities from Yuuzhan Vong allies that alter its printed Attack or Damage rating.]

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.]

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

*"I am not myself the key to redemption—I merely see it."
—Yu'shaa*



43/45

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Tsavong Lah, Warrior Elite



28

HIT POINTS 100

DEFENSE 18

ATTACK +13

DAMAGE 10



Special Abilities

Unique. Melee Attack: Double Attack
Greater Mobile Attack: Force Immunity
Camaraderie [An ally named Khalee Lah gains **Yun-Yammka Devotion**.]

Cleave [Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy.]

Rapport [A character named Eminence Harrar costs 1 less when in the same squad as this character.]

Tactician +2 [Add +2 to the initiative roll except on a roll of 1.]

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

Yun-Yammka Devotion [Once per turn, on this character's turn, he may take 10 damage at the end of the turn to have his next attack roll count as an automatic hit at +10 Damage; the target and this character automatically fail saves for the rest of the turn.]



44/45

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Yun-Ne'Shel Priest



13

HIT POINTS 30

DEFENSE 16

ATTACK +1

DAMAGE 10



Special Abilities

Melee Attack [Can attack only adjacent enemies.]

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.]

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.]

Yun-Ne'Shel Devotion [This character and each Yuuzhan Vong ally gets +4 to save rolls as long as it has another Yuuzhan Vong ally within 6 squares.]

Commander Effect

After setup, choose a Yuuzhan Vong follower. That character gains **Avoid Defeat**.

*"The Jedi revere life, as does Yun-Ne'Shel, the Modeler."
—Narm Anor, in his guise as the Prophet Yu'shaa*



45/45

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Supreme Chancellor Valorum



30

HIT POINTS 40

DEFENSE 16

ATTACK +0

DAMAGE 0



Special Abilities

Unique [Counts as Finis Valorum.]

Diplomat [If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent.]

Negotiation [Replaces attacks: Choose 1 enemy and 1 unactivated follower who costs at least 10 more than that enemy and has a Damage value greater than 0. Both chosen characters gain **Speed 2** until the end of the round.]

Vote of No Confidence [Each time an ally is defeated, this character must attempt a save of 6. On a failure, he loses Negotiation.]

Commander Effect

During setup, choose 2 Republic allies with a Force rating who cost less than 50. For the rest of the skirmish, the chosen allies gain **Aggressive Negotiations** [This character is considered to have **Diplomat** until it makes an attack or is targeted by an enemy character. Characters with Ambush, Backlash, or It's a Trap! can ignore this ability for the purpose of attacking this character.]



1/7

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Passel Argente



13

HIT POINTS 30

DEFENSE 13

ATTACK +3

DAMAGE 10



Special Abilities

Unique

Commander Effect

Droids are subject to these effects:

Huge Separatist allies gain **Huge Walker** [Ignores Medium or smaller characters while moving] and **Stable Footing** [Not slowed by difficult terrain or low objects].

Whenever a Huge Separatist ally would be defeated, with a save of 11, it remains in play with 40 Hit Points instead.

Argente preferred to play a more administrative role during the war, remaining in the background while his more assertive colleagues on the Separatist Council planned and enacted their operations.



2/7

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Bail Organa, Father of the Rebellion



20

HIT POINTS 50

DEFENSE 18

ATTACK +6

DAMAGE 10



Special Abilities

Unique

Aggressive Negotiations [This character is considered to have **Diplomat** until it makes an attack or is targeted by an enemy character. Characters with Ambush, Backlash, or It's a Trap! can ignore this ability for the purpose of attacking this character.]

Negotiation [Replaces attacks: Choose 1 enemy and 1 unactivated follower who costs at least 10 more than that enemy and has a Damage value greater than 0. Both chosen characters get -6 Attack until the end of the round.]

Synergy +2 [Unique Rebel allies get +2 Attack while within 6 squares of this character.]

Commander Effect

A Medium ally whose name contains Leia gains **Aggressive Negotiations**.



3/7

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Imperial Governor



23

HIT POINTS 10

DEFENSE 15

ATTACK +0

DAMAGE 10



Special Abilities

Aggressive Negotiations [This character is considered to have **Diplomat** until it makes an attack or is targeted by an enemy character. Characters with Ambush, Backlash, or It's a Trap! can ignore this ability for the purpose of attacking this character.]

Dominate [Replaces turn: Target living character takes an immediate turn under your control, which does not count as one of your 2 activations this phase, even if it has already been activated this round; save II. The target character cannot move this turn.]

Instill Fear [All characters within 6 squares get -2 to save rolls]

Commander Effect

Each ally within 6 squares may reroll each successful save once.



4/7

Leia Organa Solo, Chief of State



16

HIT POINTS 40

DEFENSE 17

ATTACK +0

DAMAGE 0



Special Abilities

Unique

Affinity [Characters whose names contain Noghri or Rukh may be in your squad regardless of faction]

Diplomat [If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent]

Negotiation [Replaces attacks: Choose 1 enemy and 1 unactivated follower who costs at least 10 more than that enemy and has a Damage value greater than 0. Until the end of the round, neither character can target a character, make attacks, or deal damage.]

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]



5/7

Duchess Satine Kryze



22

HIT POINTS 70

DEFENSE 17

ATTACK +7

DAMAGE 10



Special Abilities

Unique

Aggressive Negotiations [This character is considered to have **Diplomat** until she makes an attack or is targeted by an enemy character. Characters with Ambush, Backlash, or It's a Trap! can ignore this ability for the purpose of attacking this character.]

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

Negotiation [Replaces attacks: Choose 1 enemy and 1 unactivated follower who costs at least 10 more than that enemy and has a Damage value greater than 0. Both chosen characters cannot benefit from commander effects until the end of the round.]

Pacifism [Replaces attacks: range 6; target enemy cannot attack this round; save II]

Rival [Cannot be in a squad with any Death Watch characters]

Commander Effect

An ally whose name contains Obi-Wan gains **Bodyguard**.



6/7

Dooje Brolo



9

HIT POINTS 10

DEFENSE 12

ATTACK +2

DAMAGE 0



Special Abilities

Unique, Melee Attack

Amphistaff [When an adjacent enemy would be defeated by this character's attack, that enemy cannot use its special abilities to make or grant attacks, deal damage, or prevent its defeat]

Diplomat [If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent]

Distraction [Suppresses adjacent enemy commander effects]

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]

Commander Effect

During setup, choose a Unique Yuuzhan Vong ally. That ally gains **Amphistaff** for the rest of the skirmish.



7/7

Darth Vader, The Dark Lord



100

HIT POINTS 150

DEFENSE 23

ATTACK +16

DAMAGE 20



Special Abilities

Unique, Melee Attack: Triple Attack

Dark Armor 2 [Whenever this character takes damage, make 2 saves, each needing 11; each success reduces the damage dealt by 10. Attacks with lightsabers ignore this special ability.]

Djem So Style Mastery [Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker with +10 Damage.]

Jedi Hunter [+4 Attack and +10 Damage against enemies with Force ratings]

Resilient [Immune to critical hits]

Force Powers

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

Force Blast 3 [Force 3, replaces attacks: sight 40 damage and push back target 2 squares; save II reduces the damage to 20]

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]

Commander Effect

At the end of this character's turn, you may place up to 2 trooper allies within 6 squares adjacent to this character, if possible.



BOUNTY HUNTER'S CHALLENGE

Old Ben Kenobi



100

HIT POINTS 130

DEFENSE 22

ATTACK +15

DAMAGE 20



Special Abilities

Unique, Melee Attack: Triple Attack

Force Ascetic [Cannot spend Force points to reroll or move faster]

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

Protective +20 [+20 Damage while a wounded ally whose name contains Luke or Leia is within 6 squares]

Soresu Style Mastery [When hit by an attack, this character takes no damage with a save of 11]

Force Powers

Force 3, Force Renewal 2

Master of the Force 2; Force Spirit 12

Force Alter [Force 1; range 6; any 1 enemy rerolls its last attack]

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

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]

Jedi Mind Trick 3 [Force 3, usable only on this character's turn: range 6; target living enemy and each living enemy adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save 16]

Commander Effect

Unique allies with a Force rating within 6 squares get +4 Attack.

Allies with a Force rating can spend this character's Force points, but cannot combine them with their own.



BOUNTY HUNTER'S CHALLENGE