

Beast-Lord

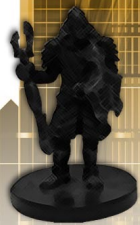
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HIT POINTS 110

DEFENSE 20

ATTACK +10

DAMAGE 20



Special Abilities
Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated this round]
Double Attack [On its turn, this character can make 1 extra attack instead of moving]
Empathy [Allies with Savage within 6 squares lose Savage]
Survival Expert [+4 to this character's save rolls]
Synergy +4 [Allies whose names contain Beast Rider get +4 Attack and +4 Defense while within 6 squares of this character]

Commander Effect

Savage characters are subject to this effect: Whenever this character or an ally whose name contains Beast Rider begins its turn adjacent to an enemy with Savage, that enemy joins your squad until the end of the skirmish; save 6.

"The planet Onderon's Beast-Lords dominate predators with their minds. Direct their actions." - Heljus



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Covenant Defender

21

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20



Special Abilities

Melee Attack; Double Attack Defender [When an ally with a Force rating and Melee Attack within 2 squares is hit by an attack from a nonadjacent enemy, this character prevents the damage with a save of 1]
Difficult Target +6 [+6 Defense against nonadjacent enemies]
Shien Style [When hit by a nonmelee attack, this character takes no damage with a save of 1 and the attacker takes 10 damage; save 1]

Force Powers

Force 3
Knight Speed [Force 1: This character can move 4 extra squares on its turn as part of its move]

"A Jedi Covenant - to stand watch and make certain that (a Sith War) never happens again." - U'Anila



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Green Jedi Commander

30

HIT POINTS 130

DEFENSE 20

ATTACK +12

DAMAGE 20



Special Abilities

Melee Attack; Twin Attack
Greater Mobile Attack
Affinity [May be in a squad with a character whose name contains Corran Horn]
Draw Fire [If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 1]
Indiscriminate Reactions [Whenever this character takes damage from a nonadjacent attack, attempt a save of 1. On a success, this character can make an immediate attack against an adjacent enemy, ignoring special abilities or commander effects that prevent targeting or attacking.]

Force Powers

Force 4
Surprise Move [Force 1: Once per round, after initiative is determined, this character can immediately move up to its Speed before any other character activates]

Commander Effect

Green Jedi allies can move 2 extra squares on their turns as part of their move.



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Odan-Urr

35

HIT POINTS 110

DEFENSE 20

ATTACK +11

DAMAGE 20



Special Abilities

Unique. Melee Attack; Double Attack

Force Powers

Force 2; Force Renewal 1
Master of the Force 2
Dark Assault 2 [Force 2: If this character doesn't move this turn, he gets +4 Attack and +10 Damage on all his attacks this turn]
Lightsaber Defense [Force 1: When hit by an attack, this character takes no damage with a save of 1]
Odan-Urr's Battle Meditation [Force 2, replaces attacks: Allies and enemies with a Force power whose name contains Meditation immediately spend 1 Force point. For the rest of this round, this character gains the following Force ability: If all characters are activated at the end of an enemy's turn, an Old Republic ally takes an immediate turn]

Odan-Urr found and studied an ancient Sith holocron without being corrupted by it.



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Vima Sunrider

33

HIT POINTS 100

DEFENSE 20

ATTACK +11

DAMAGE 20



Special Abilities

Unique. Melee Attack; Twin Attack
Affinity [A character named Ulic Qel-Droma may be in your squad regardless of faction]
Agile [This character can move 2 extra squares at the end of her turn]
Charging Assault [Replaces turn: Can move up to double speed, then make an attack against an adjacent enemy]
Loner [+4 Attack if no allies are within 6 squares]
Sekan [This character ignores Rigged Detonators. When this character is in a square with low objects, enemies automatically fail saves against this character's attacks and abilities.]
Stable Footing [Not slowed by difficult terrain or low objects]
Synergy +2 [+2 Attack and +2 Defense while an ally whose name contains Thon or Odan-Urr is within 6 squares]

Force Powers

Force 2; Force Renewal 1
Knight Speed [Force 1: This character can move 4 extra squares on her turn as part of her move]
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 Cognus

50

HIT POINTS 120

DEFENSE 20

ATTACK +13

DAMAGE 20



Special Abilities

Unique. Melee Attack; Twin Attack; Stealth
Doctrine of Fear [Enemy characters within 6 squares get -4 Attack]
Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1]
Intuition [Once per round, after initiative is determined, this character can immediately move up to her speed before any other character activates]
Parry [When hit by a melee attack, this character takes no damage with a save of 1]

Force Powers

Force 2
Force Suppression [Force 2, replaces attacks: For the rest of the skirmish, this character gains the following Force ability: Enemy characters within 6 squares must spend one extra Force point each time they spend Force points]
Sith Spell [Force 1, usable only on this character's turn: Adjacent enemies are considered activated this round; save 1]
Surprise Attack [Force 2: Once per round, after initiative is determined, this character can make an immediate attack]



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Krath Death Witch

12

HIT POINTS 30

DEFENSE 14

ATTACK +4

DAMAGE 10



Special Abilities

Melee Attack

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

Steal Force [Replaces attacks: touch; 1 adjacent character with a Force rating loses 1 Force point and this character gains 1 Force point]

Force Powers

Force 1

Force Lightning 1 [Force 1, replaces attacks: range 6; 20 damage]

Commander Effect

Allies with Melee Attack within 6 squares get +4 Defense against attacks from farther than 6 squares.

Practitioners of the dark side of the Force, female members of the Krath cult were called Death Witches.

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Naddist Cultist

18

HIT POINTS 40

DEFENSE 15

ATTACK +6

DAMAGE 20



Special Abilities

Close-Quarters Fighting [+4 Attack against adjacent enemies]

Cultist [While a character with Dark Force Spirit is within 4 squares, this character gains **Force Renewal 1** and **Sith Rage**]

Deceptive [+10 Damage against an enemy who has activated this round]

Guile [+4 Attack against unactivated 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]

Force Powers

Force 1

Force Thrust [Force 1, replaces attacks: 6 squares; 20 damage; save 11 for 10 damage]

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

The Naddist Army consisted of lightsaber-wielding Dark Jedi, dark side adepts, battalions of darksiders, and Naddist troops, as well as regular Onderonian soldiers that comprised the bulk of the infantry.

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Queen Amanoa

20

HIT POINTS 70

DEFENSE 20

ATTACK +4

DAMAGE 10



Special Abilities

Unique, Melee Attack

Defender [When an ally with a Force rating and Melee Attack within 2 squares is hit by an attack from a nonadjacent enemy, this character prevents the damage with a save of 11]

Disciplined Leader [This character's commander effect cannot be suppressed]

Force Powers

Force 2, Force Renewal 1

Illusion [Force 1: When hit by an attack, this character takes no damage unless the attacker makes a save of 11]

Sith Hatred [Force 1, usable only on this character's turn: 10 damage to all enemies within 2 squares]

Commander Effect

At the end of this character's turn, you may select any 1 unactivated enemy. This round, after all characters in your squad are activated, at the end of that turn that enemy is considered activated; save 16. [This includes Droid and Savage characters.]

*"You want darkness, Oron Kira?
I'll show you darkness!"*

9/45
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Warb Null

40

HIT POINTS 110

DEFENSE 20

ATTACK +11

DAMAGE 30



Special Abilities

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

Distraction [Suppresses adjacent enemy commander effects]

Rolling Attacks [On his turn, each time this character defeats an adjacent enemy by making an attack, he can immediately move 2 squares and then make 1 attack against another adjacent enemy at +4 Attack without provoking an attack of opportunity]

Shii-Cha Style Mastery [+4 Attack, +4 Defense, and +4 to saves when 3 or more enemies are within 6 squares]

Force Powers

Force 3

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

"For battle come to me!"

10/45
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XT-6 Droid

3

HIT POINTS 10

DEFENSE 9

ATTACK +0

DAMAGE 0



Special Abilities

Droid, Melee Attack; Speed 4

Affinity [May be in an Old Republic squad]

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

Service Droid [At the end of an ally's turn, you may remove this character from play (it is defeated) to activate an unactivated ally within 4 squares, without counting toward the number of activations this phase. Service Droid can be used only once per phase.]

"This is an old XT-6 model, Ulic. Their appendages make great prosthetics." - Cay Del-Droma

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Coleman Kcaj

23

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20



Special Abilities

Unique, Melee Attack

Force Bond [Allies named Ki-Adi-Mundi, Kit Fisto, Agen Kolar, Plo Koon, Saessee Tiin, Shaak Ti or Stass Allie gain **Door Shatter 1** and **Whirlwind Attack**]

Force Powers

Force 3

Door Shatter 1 [Force 1, replaces attacks: range 6; Designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed]

Whirlwind Attack [Force 1, replaces turn: Attack each adjacent enemy twice]

Coleman Kcaj served on the Jedi High Council toward the end of the Clone Wars.

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Commander Bly



HIT POINTS 60

DEFENSE 16

ATTACK +11

DAMAGE 20

Special Abilities

Unique, Order 66, Flight, Twin Attack
Advantageous Cover [+8 Defense from cover instead of +4]

Clone Commander [After setup, if he has an ally whose name contains Aayla Secura, this character gains **Disciplined Leader** (This character's commander effect cannot be suppressed) for the rest of the skirmish]

Final Shot [On this character's turn, if he doesn't move, he gets +30 Damage against enemies with 50 or fewer Hit Points remaining]

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.]

Commander Effect

Followers named Star Corps Trooper gain **Squad Member**.

Even friendship could not override Bly's programmed loyalty to the Republic, as he unquestioningly gunned down Secura in 19 BBY.



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Felucia Clone Trooper



HIT POINTS 30

DEFENSE 15

ATTACK +9

DAMAGE 10

Special Abilities

Order 66
Death Strike [+10 Damage against an enemy that is adjacent to an allied character]

Squad Cover [+4 Defense while 3 allies with the same name as this character are within 6 squares]

Star Corps Trooper [Counts as a character named Star Corps Trooper]

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

"Know the mission, know your enemy, achieve the mission, kill the enemy. That's all I need. It's all any soldier needs."
-CC-5052



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Haor Chall Engineer



HIT POINTS 10

DEFENSE 12

ATTACK +3

DAMAGE 10

Special Abilities

Industrial Repair 20 [Replaces attacks; touch; remove 20 damage from 1 character with Mounted Weapon]

Commander Effect

Droids are subject to this effect: Huge Separatist allies gain **Forward Positioning** [Set up anywhere on your half of the battle map].

During the Clone Wars, the Republic sent an army of clone troopers led by Jedi Knights to destroy the factories on Charrus IV, permanently crippling the company. Senior Fleet Systems absorbed what little remained of Haor Chall Engineering shortly thereafter.



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Octuptarra Combat Droid



HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 20

Special Abilities

Droid, Speed 8, Triple Attack
Damage Reduction 10 [Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.]

Self-Destruct 20 [When this character is defeated, each adjacent character takes 20 damage]

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

Splash 20 [If this character's attack hits, all characters adjacent to the target take 20 damage; save 11. If the attack misses, the target and all adjacent characters take 20 damage; save 11.]

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



LARGE BASE



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Artoo-Detoo (R2-D2)



HIT POINTS 80

DEFENSE 16

ATTACK +8

DAMAGE 10

Special Abilities

Unique, Droid, Melee Attack
Advanced Door Gimmick [At the end of his turn, this character can designate 1 door that he can see as open; it remains open and cannot be closed until the end of this character's next turn, or until he is defeated]

Comradetree [An ally who counts as C-3PO gains **Advanced Door Gimmick**]

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]

Rival [Cannot be in a squad with non-Unique Droid characters]

Smoke Screen [Replaces attacks. For the rest of the round, this character and allies within 2 squares are considered to have cover]

Such Devotion in a Droid [If this character ends his turn adjacent to an ally who counts as Luke, Leia, Yoda, Obi-Wan, or C-3PO, another Medium or smaller ally who counts as one of those characters may immediately move up to 6 squares toward this character]

Commander Effect

Unique Rebel allies get +2 Attack.

If an ally who counts as C-3PO is within 6 squares of this character, allies may ignore nonadjacent non-Unique Droid enemies when targeting.



SMALL BASE



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Han Solo, Captain of the Millennium Falcon



HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique, Pilot, Double Attack
Accurate Shot [Can attack an enemy with cover even if it's not the nearest enemy]

Advantageous Attack [+10 Damage against an enemy who has not activated this round]

Han Shot First [On this character's turn, if no other characters are activated, he gets +6 Attack, +20 Damage, and enemies may not reroll or gain bonuses to saves]

Quick Draw [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]

Commander Effect

Initiative cannot be modified with Special Abilities or Force Powers.

If your squad contains only Unique Rebel characters, you may roll twice for initiative.

An ally whose name contains Chewbacca within 6 squares gets +4 Attack and gains **Double Attack**.

"Sorry about the mess."



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Lando Calrissian, Infiltrator



HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20



Special Abilities

Unique, Melee Attack, Double Attack, Greater Mobile Attack

Rapport (A character named Leia, Bounty Hunter or Princess Leia, Captive costs 3 less when in the same squad as this character)

Specialization (Unique Rebel allies gain **Greater Mobile Attack**. Ignore this ability if any ally counts as having the same name as another ally.)

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

If your squad contains Han Solo in Carbonite, an ally named Leia, Bounty Hunter gains **Speed 8**. After setup, choose an unoccupied square up to 4 squares (ignore walls when counting) from Han Solo in Carbonite, or 8 squares if your squad contains characters whose names contain Chewbacca, Leia, and Luke. You may place Han Solo in Carbonite in the chosen square.



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See-Threepio (C-3PO)



HIT POINTS 30

DEFENSE 16

ATTACK +0

DAMAGE 0



Special Abilities

Unique, Droid, Melee Attack

3720 to 1 (If any Unique Rebel character in your squad is missed by an attack, all Unique Rebel characters in your squad gain **Cloaked** (If this character has cover, it cannot be targeted by nonadjacent enemies) for the rest of the round)

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)

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

Shut Them All Down (When an ally whose name contains R2-D2 ends his turn adjacent to this character, you may cancel all abilities designating doors as temporarily open or closed)

Commander Effect

Droids are subject to this effect. This character and Unique Rebel Droid allies are subject to commander effects.

"Sir, the possibility of successfully navigating an asteroid field is approximately 3,720 to 1!"



20/45

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Son of Skywalker



HIT POINTS 110

DEFENSE 20

ATTACK +12

DAMAGE 20



Special Abilities

Unique (Counts as a character named Luke)

Melee Attack, Double Attack

Duel (When an enemy targets with a non-melee attack outside of its turn, this character does not count as a legal target or the nearest enemy)

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

Hero's Decoy (Whenever a small or medium Unique ally within 6 squares is targeted, this character may switch positions with that character. This character becomes the target instead.)

Our Last Hope (At the end of an enemy's turn, if all allies are activated this character may immediately move 2 squares. If all characters are activated, he may also make 2 immediate attacks at +4 Attack and +10 Damage.)

Rapport (Characters with Light Spirit cost 5 less when in the same squad as this character)

Force Powers

Force 2

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

Commander Effect

If your squad contains only Unique Rebel characters, players cannot alter the number of activations per phase.



21/45

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Darth Vader of Lothal



HIT POINTS 140

DEFENSE 22

ATTACK +14

DAMAGE 20



Special Abilities

Unique, Melee Attack, Double Attack

Twin Attack, Speed 8

Battle Ready (After setup, Imperial characters in your squad may move up to double speed immediately before the first activation)

Duel (When an enemy targets with a nonmelee attack outside of its turn, this character does not count as a legal target or the nearest enemy)

Force-Attuned Armor (Whenever this character takes damage, he reduces the damage by 10 with a save of 1)

Ranged Defense Expert +2 (Whenever this character is targeted by a nonadjacent enemy, he gets +2 to save rolls against that enemy's attack and special abilities that turn)

Rival (Cannot be in a squad with any commander without a Force rating who is not a Trooper)

Shien Style (When hit by a nonmelee attack, this character takes no damage with a save of 1 and the attacker takes 10 damage; save 1)

Force Powers

Force 3, Force Renewal 1, Master of the Force 2

Surprise Attack (Force 2: Once per round, after initiative is determined, this character can make an immediate attack)

Surprise Move (Force 1: Once per round, after initiative is determined, this character immediately moves up to his Speed before any other character activates)



22/45

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Head of State Jagged Fel



HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 10



Special Abilities

Unique, Pilot

Affinity (May be in a New Republic squad)

Camaraderie (An ally whose name contains Jaina Solo gains **Twin Attack**)

Rival (Cannot be in a squad with any character whose name contains Daaal)

Tactician +4 (Add +4 to the initiative roll except on a roll of 1)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect

Chiss followers gain **Careful Shot +4** (On this character's turn, if it doesn't move, it gets +4 Attack) and **Deadeye** (On this character's turn, if it doesn't move, it gets +10 Damage).



23/45

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Mara Jade, Hand of Judgment



HIT POINTS 70

DEFENSE 19

ATTACK +10

DAMAGE 20



Special Abilities

Unique, Melee Attack, Twin Attack

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

Coordinated Movement (At the end of this character's turn, 1 Imperial ally with Independent Outfit may immediately move up to 2 squares)

Imperial Hunter (+4 Attack and +10 Damage against Imperial enemies)

Independent Outfit (Also counts as a Fringe character for the purpose of commander effects)

Force Powers

Force 0, Force Renewal 1

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Lightsaber Reflect (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 1 and the attacker takes damage equal to the prevented damage; save 1)

Commander Effect

Imperial allies with Independent Outfit gain **Agile** and **Imperial Hunter**.



24/45

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Stormtrooper TK-421



10

HIT POINTS 70

DEFENSE 16

ATTACK +4

DAMAGE 10

Special Abilities

Unique

Why Aren't You at Your Post [When this character would be defeated by an enemy, replace this character with a character named Luke Skywalker in Stormtrooper Armor instead. The new character is considered activated and joins the opponent's squad until the end of the skirmish.]

"I hope yours took a bath once in a while, kid. This guy's armor smells like he lived in it."
- Han Solo to Luke, while donning TK-422's armor.



25/45

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967 Commando



12

HIT POINTS 30

DEFENSE 16

ATTACK +7

DAMAGE 20

Special Abilities

Galactic Alliance

Camaraderie [Allies whose names contain Ben Skywalker or Shevu gain **Squad Member**.]

Rapport [Costs 1 less when in the same squad as a character whose name contains Jacen Solo.]

Squad Assault [+4 Attack while 3 allies with the same name as this character are within 6 squares.]

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

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

The soldiers within the 967 Commando unit were regarded as the most superb assets to the Galactic Alliance Guard.



26/45

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Ben Skywalker, Jedi



24

HIT POINTS 80

DEFENSE 18

ATTACK +8

DAMAGE 20

Special Abilities

Unique, Melee Attack; Double Attack

Cunning Attack: Stealth

Camaraderie [An ally named Captain Shevu gains **Cunning Attack**.]

Distraction [Suppresses adjacent enemy commander effects.]

Synergy +2 [+2 Attack and +2 Defense while an ally whose name contains Luke Skywalker is within 6 squares.]

Force Powers

Force 2: Force Renewal 1

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 1: When hit by an attack, this character takes no damage with a save of 1.]

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.]



27/45

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Callista, Force Spirit



25

HIT POINTS -

DEFENSE -

ATTACK -

DAMAGE -

Special Abilities

Unique [Counts as Callista Ming]. **Speed 8**

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.]

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

Commander Effect

If a Unique ally with a Force Rating within 6 squares would be defeated, you may remove this character instead (she is defeated). Remove all damage from the ally. For the rest of the skirmish, the ally gains **Synergy +4** [+4 Attack while an ally whose name contains Luke is within 6 squares], and a second ally with a lightsaber who casts less than the first gains one of Shii-Cho Style, Soresu Style, or Djem So Style.



28/45

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Colonel Jacen Solo



45

HIT POINTS 130

DEFENSE 21

ATTACK +13

DAMAGE 20

Special Abilities

Unique, Galactic Alliance, Melee Attack

Double Attack: Greater Mobile Attack

Affinity [A character whose name contains Lumiya may be in your squad regardless of faction.]

Battle Ready [After setup, Galactic Alliance characters in your squad (including this character) may move up to double speed immediately before the first activation.]

Camaraderie [Allies whose names contain Lumiya or Tahiri gain **Greater Mobile Attack**.]

Counter-terrorism [Living characters added to a squad via Reinforcements or Reserves cost 2 more.]

Predictive Reflexes [Once per turn, when hit by an attack, this character may immediately move up to his speed or make an attack.]

Rapport [Characters whose names contain Ben Skywalker or Shevu cost 2 less when in the same squad as this character.]

Force Powers

Force 2: Force Renewal 1

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

Sith Rage 2 [Force 2: +20 Damage on all attacks this turn.]

Commander Effect

Galactic Alliance allies gain **Satchel Charge** [Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed].



29/45

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Hapan Loyalist



15

HIT POINTS 50

DEFENSE 16

ATTACK +9

DAMAGE 20

Special Abilities

Defensive Stance +4 [+4 Defense while activated.]

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

Synergy +2 [+2 Attack and +2 Defense while a Unique Hapan ally is within 6 squares.]

"The Hapans have kept closed borders for over three thousand years. I've seen first hand what happens when you get too close to them. Believe me, they're hiding something." - Han Solo



30/45

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Prince Isolder

30

HIT POINTS 90

DEFENSE 19

ATTACK +10

DAMAGE 20



Special Abilities

Unique. Hapan. **Pilot.** **Double Attack** **Advanced Shields I** (When this character takes damage, he reduces the damage dealt by 10 with a save of 6)

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

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

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

Commander Effect

At the end of this character's turn, you may immediately move up to 3 Hapan allies up to 2 squares each.

Adjacent Hapan allies gain **Advanced Shields I**.

"I will hunt down General Solo, and I will bring home my bride." - Isolder to Ta'a Chume



31/45

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Bib Fortuna, Majordomo

20

HIT POINTS 50

DEFENSE 13

ATTACK +4

DAMAGE 10



Special Abilities

Unique. Hutt Cartel. **Melee Attack** **Camaraderie** (Followers gain **Hutt Cartel**)

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

Rapport (A character whose name contains Jabba costs 8 less when in the same squad as this character)

Rival (Cannot be in a squad with any non-Fringe characters or a character named Talon Karrde, Information Broker)

Specialization (Hutt Cartel allies with a printed Damage rating greater than 0 gain **Death Strike** and **Close Quarters Fighting** (+4 Attack against adjacent enemies). Ignore this ability if any ally counts as having the same name as another ally.)

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

Commander Effect

An ally whose name contains Jabba gains **Forward Positioning** (Set up anywhere on your half of the battle map). If a Hutt Cartel ally doesn't move on its turn, a Medium or smaller Hutt Cartel ally adjacent to it can move up to its speed.



32/45

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Bright Tree Village Ewok

11

HIT POINTS 40

DEFENSE 16

ATTACK +6

DAMAGE 10



SMALL BASE

Special Abilities

Melee Attack (Can attack only adjacent enemies)

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

Swarm +1 [+1 Attack against a target for each allied Ewok adjacent to that target]

"A village in the treetops! Isn't this splendid? Wooden bridges in the air and homes curved from tree trunks. Oh, how quaint, that Ewok's traveling on a swinging vine."
- G-3PD



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Chiss Ascendancy Commander

30

HIT POINTS 80

DEFENSE 17

ATTACK +9

DAMAGE 20



Special Abilities

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

Rapport (Characters named Chiss Trooper cost 2 less when in the same squad as this character)

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

Commander Effect

At the end of this character's turn, 3 Chiss allies within line of sight of this character may switch positions. They must be the same size, and all 3 must change position.

After initiative is determined, 1 Chiss ally within 6 squares may take an immediate turn without moving; that ally is considered activated this round.



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Chiss Fleet Officer

26

HIT POINTS 80

DEFENSE 17

ATTACK +8

DAMAGE 20



Special Abilities

Double Attack **Advantageous Attack** [+10 Damage against an enemy who has not activated this round]

Defensive Stance +2 [+2 Defense while activated]

Tactician +4 [Add +4 to the initiative roll except on a roll of 1]

Commander Effect

Each character with Reinforcements or Bribery (enemy or ally) can add no more than 2 characters to a squad.

Enemy Pilots cannot benefit from commander effects that increase their Speed.

Non-Unique Chiss followers within 6 squares get +3 Attack and +3 Defense.

Starfleets could be used to establish a blockade around a planet to prevent supply vessels from coming and going.



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Cindel Towani

10

HIT POINTS 40

DEFENSE 14

ATTACK +2

DAMAGE 0



SMALL BASE

Special Abilities

Unique. Ewok. **Melee Attack**

Camaraderie (Allies whose names contain Wicket or Towani gain **Evade**)

Coordinated Movement (At the end of this character's turn, 1 Unique Ewok ally may immediately move up to 2 squares)

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

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

"Mommy and Daddy... where did they go, Mace? Why did they leave us?"
- Cindel Towani



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Dianoga



14

HIT POINTS 50

DEFENSE 14

ATTACK +10

DAMAGE 20

Special Abilities

Melee Attack

Clamp [An enemy hit by this character's attack takes +10 Damage and cannot move this round; save 11 negates]

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

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

Non-sentient [Not subject to commander effects. This character cannot gain Diplomat or Aggressive Negotiations.]

Stable Footing [Not slowed by difficult terrain or low objects]



LARGE BASE

"There's something alive in here."



37/45

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Keeper of the Whills



15

HIT POINTS -

DEFENSE -

ATTACK -

DAMAGE -

Special Abilities

Unique

Journal of the Whills [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 ally whose name contains Skywalker, Leia, or Vader. That character is considered to be within range of allies' commander effects, and its own commander effects have unlimited range. Also choose **Disciplined Leader** or **Willing to Serve**. For the rest of the skirmish, the chosen character gains the chosen ability. When that character is defeated, this character chooses another Unique ally whose name contains Skywalker, Leia, or Vader. Any "at the start of the skirmish" instances are immediately resolved. This character is defeated when there are no more such characters to choose.]



The Whills kept a collection of stories, called the Journal of the Whills, that chronicled the history of the galaxy.



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Mace Towani



16

HIT POINTS 60

DEFENSE 16

ATTACK +8

DAMAGE 10

Special Abilities

Unique, Ewok

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

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

Commander Effect

When a character in your squad whose name contains Towani (including this character) takes damage from an enemy, an Ewok follower may immediately move up to 6 squares.



After their parents went missing, Mace and his sister, Cindel, befriended a nearby tribe of Ewoks to help find them.



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Revan, Returned



100

HIT POINTS 160

DEFENSE 22

ATTACK +15

DAMAGE 20

Special Abilities

Unique, Melee Attack; Double Attack; Twin Attack
Force-Attuned Reflexes [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]

Shien Style [When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage; save 11]

Force Powers

Force 2: Force Renewal 2; Master of the Force 2

Force Bubble 3 [Force 3: When this character takes damage, reduce the damage dealt by 40]

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 Throw 3 [Force 3: replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make an attack against the chosen enemy and against each character adjacent to that enemy.]

Sith Sorcery [Force 2: usable only on this character's turn: Enemy characters within 6 squares are considered activated this round; save 11]

Commander Effect

Your squad may include non-Unique characters with a Force rating whose names contain Jedi or Sith.



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Sanyassan Marauder



8

HIT POINTS 20

DEFENSE 16

ATTACK +4

DAMAGE 10

Special Abilities

Close-Quarters Fighting [+4

Attack against adjacent enemies]

Merciless 10 [+10 Damage against

enemies at half Hit Points or less]

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.]



"Wh-what have you done with my friends the Ewoks?"
"Why, they're my special guests. In my dungeon, that is."
-Cindel Towani and the Marauder King Terak



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Crusader Blademaster



24

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Melee Attack; Double Attack

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

Death Strike [+10 Damage against an enemy that is adjacent to an allied character]

Defensive Stance +2 [This character gets +2 Defense while activated]

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

Synergy +2 [Allies named Taung Warrior or Crusader Blademaster get +2 Attack and +2 Defense while within 6 squares of this character]



"The Mandalore clans are the best fighters in the galaxy... we don't need to wait for a few Jedi."
-Mandalore the Indomitable



42/45

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Mandalorian Knight

30

HIT POINTS 100

DEFENSE 19

ATTACK +11

DAMAGE 20

Special Abilities

Melee Attack: Double Attack

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

Ranged Defense Expert +4 [Whenever this character is targeted by a nonadjacent enemy, it gets +4 to save rolls against that enemy's attacks and special abilities that turn]

Force Powers

Force 2: Force Renewal I

Knight Speed [Force 1: This character can move 4 extra squares on its turn as part of its move]

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

Lightsaber Reflect [Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes damage equal to the negated damage: save 11]

"Unlike your Republic, Mandalorians do have a use for prisoners. My Mandalorian Knights are volunteers, like me." -Dorjander Kace



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Dovin Basal Keeper

22

HIT POINTS 90

DEFENSE 19

ATTACK +2

DAMAGE 20

Special Abilities

Melee Attack

Dovin Basal [An enemy farther than 6 squares cannot target this character or allies within 2 squares with an attack, except when combining fire: save 16 negates]

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]

Master Shaper [Choose one Yuuzhan Vong ally: that character gets +4 Attack and +10 Damage and gains **Demolish** (Ignores Damage Reduction of adjacent characters) for the rest of the skirmish]

Commander Effect

Each time a Unique Yuuzhan Vong ally rolls a successful save when using Vondun Crab Armor against an enemy farther than 6 squares, it can reduce 10 extra damage with a save of 6.



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Grutchin

20

HIT POINTS 60

DEFENSE 16

ATTACK +8

DAMAGE 20

Special Abilities

Savage; Melee Attack; Flight

Force Immunity

Absorb Minerals [+10 Damage against Droid enemies and enemies with Mounted Weapon]

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

Demolish [Ignores Damage Reduction of adjacent targets]

Self-Destruct 20 [When this character is defeated, each adjacent character takes 20 damage]

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

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

"The grutchins may never come back, but neither do their victims." -Yuuzhan Vong shaper



45/45

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Dice Ibegon

29

HIT POINTS 60

DEFENSE 16

ATTACK +8

DAMAGE 20

Special Abilities

Unique: Double Attack

Poisoned Blade 10 [+10 Damage to 1 adjacent target; this counts as a melee attack. This attack deals an extra 10 Damage to a living enemy; save 11.]

Rapport [A character whose name contains Lak Sivrak costs 1 less when in the same squad as this character]

Rebel Conspiration [All characters in your squad are considered Rebel for the rest of the skirmish]

Force Powers

Force 4

Aing-Tii Flow-Walking [Force 3: Once per round, after initiative is determined, this character can take an immediate turn. This does not count as activating the character this round.]

Dice was a female Lamproid and recruiter for the Rebel Alliance. She was rumored to have the ability to shift through time.



1/9

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Amanaman

21

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique: Hutt Cartel: Speed 8

Melee Attack; Double Attack

Bounty Hunter +4 [+4 Attack against Unique enemies]

Melee Reach 2 [When attacking on his own turn, this character treats enemies up to 2 squares away as adjacent]

Rolling Cleave [Once per turn, if this character defeats an adjacent enemy by making an attack, he can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity]

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]

Amanaman were also known by the colloquial name "head hunters" due to their tendency to collect their victims' heads as souvenirs, and Amanaman was no exception.



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Brainiac

21

HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 20

Special Abilities

Unique [Counts as Pons Limbic]: Pilot

Camarderie [An ally named BoShek gains Pilot]

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

Commander Effect

Droid and Savage characters are subject to these effects: All characters do not gain any bonuses to Attack or Damage when making attacks outside of their own turn.

All characters lose Twin Attack when making attacks from farther than 6 squares away.

"One cannot do less than is required, nor more than is allowed."



3/9

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Droopy McCool



10

HIT POINTS 60

DEFENSE 17

ATTACK +2

DAMAGE 10

Special Abilities

Unique, Musician, Melee Attack
Distraction [Suppresses adjacent enemy commander effects]

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

Soothe [Replaces attacks: range 6; target enemy is considered activated; save 1]

Speed 2 [Can move only 2 squares and attack, or 4 squares without attacking]



"They're quite the slowest and most deliberate race in the galaxy." - C-3PO



4/9

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Lak Sivrak



14

HIT POINTS 40

DEFENSE 16

ATTACK +6

DAMAGE 10

Special Abilities

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

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

Synergy +2 [+2 Attack and +2 Defense while an ally whose name contains Dice Ibegon is within 6 squares]

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



Lak Sivrak was recruited to join the Rebellion by his romantic partner, Dice Ibegon. He later served as a starfighter pilot during the Battle of Endor.



5/9

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Max Rebo



15

HIT POINTS 60

DEFENSE 16

ATTACK +6

DAMAGE 10

Special Abilities

Unique, Hutt Cartel, Musician
Distraction [Suppresses adjacent enemy commander effects]

Pacifism [Replaces attacks: range 6; target enemy cannot attack this round; save 1]

Commander Effect

For each Musician in your squad (including this character), enemies get -1 to saves that respond to abilities of Musicians in your squad.

If this character does not move on his turn, move a target character toward him 1 square for each Musician (enemy or ally, including this character) within 3 squares of this character. This movement does not provoke attacks of opportunity.

"I could have killed Max - the little blue dope - and I'm a pacifist!" - Sy Snootles



6/9

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Ortugg, Gamorrean Leader



17

HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 30

Special Abilities

Unique, Hutt Cartel, Melee Attack
Camaraderie [Non-Unique Fringe allies gain Hutt Cartel]

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

Mighty Swing +20 [On his turn, if this character doesn't move, he gets +20 Damage against adjacent enemies]

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

Commander Effect

Gamorrean allies gain **Damage Reduction 10** and **Double Attack**.



Ortugg was uncompromisingly loyal to Jabba, as long as he was given food to eat.



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Pote Snitkin



14

HIT POINTS 50

DEFENSE 15

ATTACK +5

DAMAGE 10

Special Abilities

Unique, Hutt Cartel
Explosive Supplies [Replaces turn: Choose 1 adjacent ally to gain **Satchel Charge**

[Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]]

Specialization [Hutt Cartel allies gain **Overload** [Can use 2 abilities that replace attacks instead of 1 on its turn]. Ignore this ability if any ally counts as having the same name as another ally.]

Commander Effect

Adjacent allies with **Desert Skiff** gain **Damage Reduction 10** [Whenever this character takes damage from a nonadjacent enemy, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.] and can transport up to 6 Small or Medium characters if all transported characters have Hutt Cartel.



Pote Snitkin served Jabba the Hutt as both a skiff helmsman and a weapons dealer.



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Yak Face



21

HIT POINTS 70

DEFENSE 17

ATTACK +4

DAMAGE 10

Special Abilities

Unique [Counts as Saelt-Marae]

Hutt Cartel

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

Inside Information [Replaces attacks: If this character has line of sight to an enemy at the start of his turn, 10 damage to any 1 enemy in an opponent's starting zone; save 16]

Loner [+4 Attack if no allies are within 6 squares]

Force Powers

Force I

Jedi Mind Trick [Force I, 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]



Sentientologists suspected that the Yarkora's psychic abilities may have been latent Force abilities.



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