

Arca Jeth, Jedi Spirit

18

HIT POINTS -

DEFENSE -

ATTACK -

DAMAGE -



Special Abilities

Unique: Speed 4

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

Force Powers

Force 3: **Force Renewal 1**

Battlemind [Force 2, replaces attacks: Until the start of this character's next turn, this character gains the following Force ability: Allies with a Lightsaber gain +3 attack and **Lightsaber Defense**]

Force Farsight 1 [Force 1, replaces attacks: Move an ally within 2 squares with a Force rating and Melee Attack up to 6 squares]

Commander Effect

Allies with a lightsaber within 6 squares gain **Force Renewal 1**.

1/30
WWW.SWVGAMERS.COM

Army of Light Consular

15

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 20



Special Abilities

Melee Attack

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

Force Bond [Army of Light allies with a Force rating gain **Force Bubble**]

Heal 20 [Replaces attacks: touch; remove 20 damage from a living character]

Force Powers

Force 2

Force Bubble [Force 1: When this character takes damage, reduce the damage dealt by 20]

"A Jedi uses the Force for knowledge and defense, never for attack." -Yoda.

2/30
WWW.SWVGAMERS.COM

Forn Dodonna, Fleet Admiral

14

HIT POINTS 30

DEFENSE 13

ATTACK +3

DAMAGE 10



Special Abilities

Old Republic Reserves 20 [If you roll a 6 for initiative, you can add up to 20 points of Old Republic characters to your squad immediately before your first activation of the round]

Targeting [Until the end of the round, target enemy has -4 Defense]

Commander Effect

After setup, before initiative is determined, if your opponent's squad contains at least five more characters than yours, Old Republic allies without a force rating gain **Damage Reduction 10** [Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability] until the end of the skirmish.

"Earth, you made it!" "We couldn't let you start the victory party without us, Admiral." -Forn Dodonna to Carth Onasi

3/30
WWW.SWVGAMERS.COM

Padawan on Swoop Bike

20

HIT POINTS 60

DEFENSE 16

ATTACK +8

DAMAGE 10



LARGE BASE

Special Abilities

Flight: Speed 12

Lightsaber [+10 Damage against adjacent enemies]

Mobile Attack [Can move both before and after attacking]

Force Powers

Force 2

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

During the Sith Wars, young Padawans were thrust into battle.

4/30
WWW.SWVGAMERS.COM

Xesh

32

HIT POINTS 130

DEFENSE 20

ATTACK +12

DAMAGE 20



Special Abilities

Unique: Melee Attack; Double Attack

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

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

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]

Force Powers

Force 3: **Force Renewal 1**

Force Absorb [Force 2: Cancel a Force power used by an adjacent character]

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

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

"Xesh has agreed...he will be trained as a Jedi." -Ketu

5/30
WWW.SWVGAMERS.COM

Ajunta Pall

66

HIT POINTS 140

DEFENSE 22

ATTACK +16

DAMAGE 20



Special Abilities

Unique: Melee Attack; Triple Attack.

Dark Force Energy 16 [When hit by an attack from an enemy farther than 6 squares away, the attacker takes 10 damage; save 16. On a failure, this damage cannot be prevented or redirected]

Paralysis [A living enemy hit by this character's attack is considered activated this round; save 10]

Telekinetic Combat [This character may attack targets within 6 squares. This counts as an attack with a lightsaber and any attack against a nonadjacent target counts as a nonmelee attack.]

Force Powers

Force 3: **Force Renewal 2**.

Master of the Force 2

Master Illusion [Force 2: When hit by an attack, this character takes no damage unless the attacker makes a save of 16]

Dark Alchemy 4 [Force 4, replaces attacks: Replace this character with a character named Leviathan. It gets +4 Attack and starts with the damage currently on this character.]

Commander Effect

Savage characters are subject to this effect: Allies with Savage get +4 Attack. Whenever an ally with Savage or Sith Pawn is defeated within 6 squares of this character, remove 10 damage from this character.

6/30
WWW.SWVGAMERS.COM

Darth Plagueis, The Wise

60

HIT POINTS 130

DEFENSE 20

ATTACK +13

DAMAGE 20



Special Abilities

Unique, Melee Attack; Double Attack; Twin Attack; Soresu Style; Lightsaber Wielder **Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

Dun Möch Style Mastery (On his turn, adjacent enemies get -4 to saves and cannot use special abilities or Force powers to attack him)

Force-Attuned Reflexes (This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving)

Shrouded (Cannot be targeted by enemy abilities within 6 squares. Cannot gain abilities that reduce or prevent damage.)

Force Powers

Force 2, Force Renewal 3, Master of the Force 2, Absorb Energy (Force 2. When hit by a nonmelee attack, this character takes no damage with a save of 11. Remove damage from this character equal to the prevented damage.)

Chain Lightning 4 (Force 4, replaces attacks; range 6; 30 damage to target and to each enemy within 3 squares of the target)

Commander Effect

Each round, after all characters in your squad are activated, living Sith allies remove 10 damage and gain **Damage Reduction 10** until the end of the round.

7/30
WWW.SWMGAMERS.COM

Fallen Jedi

17

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 10



Special Abilities

Dark Force Energy II (When hit by an attack from an enemy farther than 6 squares away, the attacker takes 10 damage; save 11. On a failure, this damage cannot be prevented or redirected)

Poison +20 (+20 Damage to living enemy; save 11)

Sith Pawn (Once per turn, you may remove this character from play to reroll one ally's attack or save, unless that character's original roll was a 1. This character is defeated)

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

Force Powers

Force 2

Burst Lightning (Force 1, usable only on this character's turn; range 6; 10 damage)

Force Corruption 20 (Force 2, replaces attacks; range 6, non-Droids only; 20 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 20 damage. On a success, that character is no longer corrupted.)

"So envious were the Jedi that they made it their ongoing duty to hunt us - the Dark Jedi." - Ajunta Pall

8/30
WWW.SWMGAMERS.COM

Sith Witch

16

HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 10



Special Abilities

Melee Attack; Stealth **Affinity** (Characters whose names contain Nightsister can be in your squad, regardless of faction)

Distraction (Suppresses adjacent enemy commander effects)

Merciless 10 (+10 Damage against enemies at half Hit Points or less)

Force Powers

Force 2

Control Web 1 (Force 1, usable only on this character's turn; an adjacent living character cannot move until the end of this round; save 11)

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

Nightsisters were captured by the Lost Tribe of the Sith, who forced them to teach their Control Web technique.

9/30
WWW.SWMGAMERS.COM

Skyborn Ranger on Uvak

20

HIT POINTS 60

DEFENSE 17

ATTACK +11

DAMAGE 20



LARGE BASE

Special Abilities

Melee Attack; Lost Tribe; Speed 10 **Battering Charge +20** (Replaces turn: This character can move up to double speed, then attack every legal target once at +20 Damage. Push back Huge or smaller characters to 2 squares from this character. This movement does not provoke attacks of opportunity)

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

Lightsaber Wielder (Counts as having a lightsaber)

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

Force Powers

Force 2

The Skyborn Rangers were a group of uvak-riding Sith of the Lost Tribe on Kesh.

10/30
WWW.SWMGAMERS.COM

Padawan Learner

10

HIT POINTS 20

DEFENSE 15

ATTACK +5

DAMAGE 20



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Padawan (This character can spend a Unique ally's Force points as though they were its own. It still cannot spend Force points more than once per turn and cannot combine the ally's Force points with its own.)

Synergy (+3 Attack and +3 Defense while within 6 squares of a Unique ally with a Force rating)

Force Powers

Force 1

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

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

11/30
WWW.SWMGAMERS.COM

Senate Commando Captain

21

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 30



Special Abilities

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

Willing to Serve (Counts as a follower for purposes of allied commander effects)

Commander Effect

Followers whose names contain Senate and allies whose names contain Argus gain **Stealth**.

Commando officers wore ceremonial crests and the Seal of the Galactic Senate on their blue armor.

12/30
WWW.SWMGAMERS.COM

Tyvokka



38

HIT POINTS 150

DEFENSE 17

ATTACK +9

DAMAGE 20



Special Abilities

Unique, Wookiee; Melee Attack; Double Attack
Enraged Reactions [Once per turn, when hit by an attack, this character may make an immediate attack against that attacker if he can]

Force Bond [An ally whose name contains Plo Koon gains **Force Renewal I** and **Master of the Force 2**]

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

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

Force Powers

Force 2, Force Renewal I.

Master of the Force 2.

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

"You really don't have any other choices."
"There is always another choice." - Iaco Stark and Tyvokka

13/30
WWW.SWGMAMERS.COM

Dooku's Acolyte



21

HIT POINTS 60

DEFENSE 16

ATTACK +10

DAMAGE 20



Special Abilities

Melee Attack

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

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

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

Force Powers

Force 1, Force Renewal I.

Sith Lightning 30 [Force 2, replaces attacks: range 6; 30 damage]

"You will have to deal with them if you are going to get close to Dooku." - Holme.

14/30
WWW.SWGMAMERS.COM

Ziro the Hutt



27

HIT POINTS 80

DEFENSE 17

ATTACK +6

DAMAGE 10



Special Abilities

Unique, Black Sun Vigo; Hutt Cartel

Speed 4; Twin Attack

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

Comaraderie [Allies whose names contain Xizor or Vigo gain **Stealth** and **Quick Draw**]

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

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

Vigo's Voice [Commander effects of Black Sun commanders and characters whose name contain Xizor with a range listed have unlimited range]

Commander Effect

Black Sun commanders (including this character) and characters whose name contain Xizor also count as followers for purposes of commander effects from Black Sun allies.

15/30
WWW.SWGMAMERS.COM

Ahsoka Tano,
Champion of the Rebellion



43

HIT POINTS 120

DEFENSE 20

ATTACK +12

DAMAGE 20



Special Abilities

Unique, Ghost Crew; Melee Attack; Twin Attack
Acrobatic [Ignores enemy characters when moving]

Defensive Stance +4 [This character gets +4 Defense while activated]

Rapport [Characters whose names contain Kanan or Ezra cost 6 less when in the same squad as this character]

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

Force Powers
Force 2, Force Renewal I.

Brutal Strike [Force I: 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]

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

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

Commander Effect

Allies with a Force Rating and Ghost Crew allies gain **Defensive Stance +4**.

Allies whose names contain Ezra or Kanan get +10 Damage.

16/30
WWW.SWGMAMERS.COM

Kyle Katarn, Rebel Hero



34

HIT POINTS 80

DEFENSE 18

ATTACK +11

DAMAGE 10



Special Abilities

Unique, Twin Attack; Stealth

Armament [At the start of this character's turn, choose either **Jolt** (An enemy hit by this character's attack is considered activated this round: save 11. Huge and larger characters ignore this effect.), **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.) or **Lightsaber +10** (+10 Damage against adjacent enemies). This character gains the chosen special ability until the end of the turn]

Comaraderie [A character whose name contains Jan Urs gains **Shields I** and **Twin Attack**]

Shields I [When this character takes damage, he reduces the damage dealt by 10 with a save of 11]

Force Powers

Force 3

Force Lightning 2 [Force 2, replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target]

17/30
WWW.SWGMAMERS.COM

Orrimaarko



21

HIT POINTS 50

DEFENSE 15

ATTACK +10

DAMAGE 20



Special Abilities

Unique, SpecForce

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

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

Deadeye +20 [On this character's turn, if he doesn't move, he gets +20 Damage]

Eager for Action [Whenever a SpecForce ally ends their move within 6 squares of this character, he may immediately move up to 2 squares]

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

Orrimaarko wears an eye patch, and was referred to as "Prune Face."

18/30
WWW.SWGMAMERS.COM

Imperial Knight Armorer



25

HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 20

Special Abilities

Imperial Knight, Melee Attack, Double Attack Ambush [This character can move and then make all his attacks against 1 enemy who has not activated this round]

Cortosis Gauntlet 19 [Whenever this character rolls 19 or better on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish]

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]

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

Force Powers

Force 3

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

Commander Effect

Imperial Knight allies within 6 squares gain **Dark Armor 2**. Imperial Knight followers gain **Ambush**.



19/30
WWW.SWMGAMERS.COM

Eryl Besa



15

HIT POINTS 60

DEFENSE 18

ATTACK +11

DAMAGE 20

Special Abilities

Unique

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

Melee Attack [Can attack only adjacent enemies]

Vector Prime [During setup, characters in your squad may set up within 4 squares of the starting zone instead of within the starting zone]

Force Powers

Force 2

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



The Myrkr strike team relied on her ability to discover where in the galaxy she was at any given moment.

20/30
WWW.SWMGAMERS.COM

Jovan Drark



37

HIT POINTS 130

DEFENSE 21

ATTACK +11

DAMAGE 20

Special Abilities

Unique, Rodian; Melee Attack;

Double Attack; Greater Mobile Attack

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

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

Vong Hunter [+4 Attack and +10 Damage against Yuuzhan Vong characters]

Force Powers

Force 4

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

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]



Jovan Drark was a Jedi Knight that served as a sniper for the Myrkr strike team.

21/30
WWW.SWMGAMERS.COM

Ulaha Kore



27

HIT POINTS 80

DEFENSE 18

ATTACK +11

DAMAGE 20

Special Abilities

Unique, Bith; Musician; Melee Attack; Double Attack

Never Tell Me The Odds [Suppresses enemy special abilities that modify initiative]

Noble Sacrifice [When this character is defeated, 1 New Republic ally with a Force rating may make an immediate attack]

Force Powers

Force 1, Force Renewal 1.

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

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



Ulaha Kore was not only a gifted musician but also served as a tactician for the Myrkr strike team.

22/30
WWW.SWMGAMERS.COM

Barada on Desert Skiff



25

HIT POINTS 150

DEFENSE 12

ATTACK +6

DAMAGE 10

Special Abilities

Unique, Hutt Cartel, Damage Reduction 10

Fight; Mounted Weapon; Rigid; Speed 8

Disembark [Replaces attacks: Transported allies immediately return to the battle grid adjacent to this character]

Immutable [Not subject to allied commander effects, special abilities, or Force powers]

Large Transport [Adjacent characters get -6 Attack on non-melee attacks. Transport up to 6 Small or Medium allies who did not disembark this round and end their moves adjacent to him.

Remove these allies from the battle grid; they are not considered to be on the battle grid or adjacent to this character. They cannot be targeted, attacked, make attacks, or count distance from this character. They lose Disciplined Leader and their Commander Effects, Special Abilities and Force Abilities are suppressed. Transported allies may return to the battle grid immediately before your first activation of the round. If this character is defeated, transported allies are defeated: save 6]



HUGE BASE

Designed by Jim McNaney, Gencon 2015 Champion

23/30
WWW.SWMGAMERS.COM

Glitterstim Dealer



13

HIT POINTS 10

DEFENSE 12

ATTACK +0

DAMAGE 10

Special Abilities

Melee Attack

Coordinate [Musician allies get +2 to save rolls while within 6 squares of this character]

Glitterstim [Once per turn on its turn, a living ally within 6 squares may take 20 damage; save 11 for 10 damage. This damage may not be reduced or redirected. The ally may move 2 extra squares as part of its move or reroll an attack or failed save. A character may not use Glitterstim and spend Force points during the same turn]

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



"Wanna buy some death sticks? How about some glitterstim?"

24/30
WWW.SWMGAMERS.COM

Killik Drone



5

HIT POINTS 10

DEFENSE 15

ATTACK +2

DAMAGE 10

Special Abilities

Melee Attack [Can attack only adjacent enemies]

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

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

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



SMALL BASE

"Gorog's no assassin! She's my best friend." -Ben Skywalker

25/30
WWW.SWMGAMERS.COM

Zayne Carrick, Jedi Loner



28

HIT POINTS 90

DEFENSE 19

ATTACK +9

DAMAGE 20

Special Abilities

Unique, Melee Attack: Double Attack

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

Karmic Mettle [If this character spends 1 Force point to reroll, add +4 to the result. If the result is a failed attack or save, this character takes 10 damage]

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

Force Powers

Force 2: Force Renewal I

Counter Push 2 [Force 2, usable only when this character takes damage: range 6; 20 damage; push back target 2 squares if Huge or smaller]

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

Commander Effect

Droids are subject to this effect: Allies whose names contain Jarael, Rohlan, Marn, Camper, or Elbee get +3 Defense.

Zayne looked out for the people who fell beneath the Jedi Order's notice.



26/30
WWW.SWMGAMERS.COM

Death Watch Assassin



19

HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 10

Special Abilities

Death Watch

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

Assassin [+4 Attack and +10 Damage against living enemies]

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

Grenades 20 [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 1]

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



"Send a Death Watch assassin; the Duchess of Mandalore must die." -Darth Tyrannus

27/30
WWW.SWMGAMERS.COM

Jango Fett, Mandalore



56

HIT POINTS 130

DEFENSE 19

ATTACK +13

DAMAGE 20

Special Abilities

Unique, Accurate Shot; Triple Attack; Flight

Beskar'gam 6 [When this character takes damage, he reduces the damage dealt by 10 with a save of 6]

Defensive Stance +4 [This character gets +4 Defense while activated]

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

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

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

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

Solitary [+4 Defense if no allies are within 6 squares]

Commander Effect

If all characters in your squad are activated, Mandalorian allies gain **Defensive Stance +4** and **Quick Draw**.

"You were at Galdraan...how did one mere man kill so many Jedi?" "With his bare hands." -Darth Sidious and Darth Tyrannus



28/30
WWW.SWMGAMERS.COM

Voxyn Handler



20

HIT POINTS 50

DEFENSE 18

ATTACK +8

DAMAGE 20

Special Abilities

Melee Attack; Force Immunity

Rapport [A character named Voxyn Queen costs 8 less when in the same squad as this character]

Recon [Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy]

Rival [Cannot be in a squad that contains any character whose name contains Priest]

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

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

Commander Effect

Whenever a Voxyn ally would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points.

Voxyn allies gain **Stable Footing**.



"They're cloning the voxyn!" "Why would they do that?" -Jedi Dighal and Tenel Ka Djo

29/30
WWW.SWMGAMERS.COM

Yuuzhan Vong Executor



17

HIT POINTS 30

DEFENSE 16

ATTACK +5

DAMAGE 10

Special Abilities

Melee Attack

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

Gabliith Masquer [At the start of the skirmish, choose a Unique Yuuzhan Vong ally. That ally gains **Stealth**]

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

Commander Effect

At the end of this character's turn, 1 Unique Yuuzhan Vong ally within 6 squares can make an immediate attack. After this turn, characters in your squad cannot grant that ally attacks for the rest of the round.



30/30
WWW.SWMGAMERS.COM

BB-8



13

HIT POINTS 50

DEFENSE 16

ATTACK +0

DAMAGE 0



SMALL BASE



1/6

WWW.SWGMAMERS.COM

Special Abilities**Unique. Droid; Resistance****Distraction** [Suppresses adjacent enemy commander effects]**Electric Taser** [Once during his turn: 10 damage to an adjacent enemy; save 16]**Manual Override** [At the end of his turn, this character can designate 1 adjacent door as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated]**Rolling Evade** [When hit by an attack from a nonadjacent enemy, with a save of 11, this character takes no damage and may immediately move up to 2 squares without provoking attacks of opportunity]**Sensors** [This character and allies can ignore cover when targeting enemies within 6 squares of this character]**Synergy +4** [Unique Resistance allies get +4 Defense while within 6 squares of this character]**Wheel Form** [This character can move up to 18 squares if he does not attack]

Finn



19

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20

*"I was raised to do one thing, but I've got nothing to fight for." -Finn*

2/6

WWW.SWGMAMERS.COM

Special Abilities**Unique. Resistance; Double Attack****Avoid Defeat** [Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated]**Bravado +10** [+4 Attack and +10 damage against an adjacent enemy with a higher point cost]**Heroic Stand** [When this character is defeated by an enemy while within 6 squares of an enemy, an ally whose name contains Rey may make an immediate attack]**Protective: +10** [+10 Damage while a wounded Unique Resistance ally is within 6 squares.]

Poe Dameron



27

HIT POINTS 80

DEFENSE 17

ATTACK +8

DAMAGE 20

*"That's one hell of a pilot!" "Woohoo!" -Finn and Poe*

3/6

WWW.SWGMAMERS.COM

Special Abilities**Unique. Resistance; Pilot; Twin Attack****Accurate Shot** [Can attack an enemy with cover even if it's not the nearest enemy]**Careful Shot +2** [On this character's turn, if he does not move, he gets +2 Attack]**Coordinate** [Pilot followers get +2 to saves while within 6 squares of this character]**Predictable Targets** [Replaces Attacks: Can attack a legal target and every legal target with the same name once]

Rey



25

HIT POINTS 80

DEFENSE 18

ATTACK +9

DAMAGE 20



4/6

WWW.SWGMAMERS.COM

Special Abilities**Unique. Double Attack; Resistance; Pilot****Droid Defender** [If an enemy targets an allied Droid within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11]**Evade** [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11]**Impulsive Force Renewal** [If a Unique allied character is defeated, for the remainder of the skirmish this character has **Force Renewal** 1]**Long Shot 10** [+4 Attack and +10 Damage when this character is at half Hit Points or less]**Perry** [When hit by a melee attack, this character takes no damage with a save of 11]**Force Powers****Force 3****Force Absorb** [Force 2: Cancel a Force power used by an adjacent character]**Jedi Mind Trick** [Force 1: usable only on this character's turn; range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 11]*"... And you will drop your weapon." - Rey*

General Hux



23

HIT POINTS 50

DEFENSE 14

ATTACK +7

DAMAGE 10

*"All remaining systems will bow to the First Order!" -General Hux*

5/6

WWW.SWGMAMERS.COM

Special Abilities**Unique. First Order****Comradetie** [Characters named Stormtrooper gain **First Order**]**Opportunist +20** [+4 Attack and +20 Damage against an enemy who has activated this round]**Rally the Troops** [Replaces attacks: Choose this character or one First Order ally within line of sight. Until the end of this character's next turn, the chosen character and all allies with the same name gain +4 Defense]**Commander Effect**First Order trooper followers get +10 Damage while within 6 squares of an ally whose name contains **Kylo Ren**.First Order allies are treated as having the same name as each other, only for purposes of special abilities whose name contains **Squad**. Non-Unique First Order followers within 6 squares gain **Squad Assault** [+4 Attack while 3 allies with the same name as this character are within 6 squares.]

Kylo Ren



26

HIT POINTS 90

DEFENSE 19

ATTACK +11

DAMAGE 20

**Special Abilities****Unique. (Counts as Ben Solo) First Order****Melee Attack; Double Attack****Crossguard Lightsaber** [When an adjacent enemy makes a successful save against this character's attacks, it takes 10 damage. This damage cannot be prevented or redirected.]**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.]**Torture 1** [When an adjacent living enemy takes damage from an attack by this character, it gets -1 Attack and -1 Defense for the rest of the skirmish. (This ability stacks)]**Force Powers****Force 4****Force Choke 2** [Force 2, replaces attacks; range 6: Move target Large or smaller enemy adjacent to this character. That enemy takes 20 damage.]**Mind Probe** [Force 1: Once per round, before initiative is determined, if this character is adjacent to an enemy add +5 to your roll]**Telekinesis** [Force 2: When hit by an attack, this character takes no damage and cannot be targeted for the rest of this turn unless the attacker makes a save of 11]*"I'll show them the power of the darkness." -Kylo Ren*

Poggle the Lesser



16

HIT POINTS 40

DEFENSE 13

ATTACK +3

DAMAGE 10

Special Abilities
Unique, Geonosian Rapport (Non-Unique living Separatists cost 1 less when in the same squad as this character)

Commander Effect
Whenever a Geonosian ally would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points. Geonosian allies gain Self Destruct 20.



ERRATA

WWW.SWGMGAMERS.COM

Neo-Crusader Officer



28

HIT POINTS 50

DEFENSE 18

ATTACK +10

DAMAGE 20

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

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

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



ERRATA

WWW.SWGMGAMERS.COM

Mouse Droid



3

HIT POINTS 10

DEFENSE 20

ATTACK +0

DAMAGE 0

Special Abilities
Diminutive (this piece does not provide cover or block movement.)
Droid (Immune to critical hits; not subject to commander effects)
Relay Orders (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects)

Small, unobtrusive, and easily frightened, mouse droids provide basic maintenance on space stations and starships throughout the galaxy.



ERRATA

WWW.SWGMGAMERS.COM

Klatootinian Assassin



17

HIT POINTS 30

DEFENSE 14

ATTACK +12

DAMAGE 20

Special Abilities
Cloaked (If this character has cover, he cannot be targeted by nonadjacent enemies)
Jedi Hatred +10 (+10 Damage against enemies with Force ratings)
Self-Destruct 20 (When this character is defeated, each adjacent character takes 20 damage)

Not all Jedi hunters were Sith, some were simply skilled assassins with a hatred for the Jedi.



ERRATA

WWW.SWGMGAMERS.COM

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 11. The target character cannot move this turn.)

Instill Fear (Enemy and allied followers within 6 squares get -2 to save rolls)

Commander Effect
Each follower within 6 squares may reroll each successful save once.

"The regional governors now have direct control over their territories. Fear will keep the local systems in line."



ERRATA

WWW.SWGMGAMERS.COM

Figrin D'an



10

HIT POINTS 40

DEFENSE 14

ATTACK +5

DAMAGE 10

Special Abilities
Unique, Musician
Melee Attack (Can attack only adjacent enemies)
Distraction (Suppresses adjacent enemy commander effects)
Draw Fire (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

"We don't do weddings."



ERRATA

WWW.SWGMGAMERS.COM

Commando Droid Officer



22

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20



Special Abilities

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

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

Commando Droid Upgrade (Allies named Commando Droid gain Stealth)

Coordinated Movement (At the end of this character's turn, 1 ally named Commando Droid or Elite Commando Droid may immediately move up to 2 squares)

Fire Control (Non-Unique Droid allies get +4 Attack)

Rapport (Characters named Commando Droid cost 3 less when in the same squad as this character)

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

Commander Effect

Droids are subject to these effects:

Allies named Commando Droid get +2 Attack, +2 Defense, and +10 Damage.

At the end of this character's turn, 1 follower named Commando Droid or Elite Commando Droid within 6 squares may make an immediate attack at +10 Damage.

ERRATA

WWW.SWMGAMERS.COM

Captain Panaka of Theed



20

HIT POINTS 70

DEFENSE 17

ATTACK +10

DAMAGE 30



Special Abilities

Unique, Royal Naboo Security Forces

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

Padmé's Bodyguard (If a character whose name contains Padmé or Amidala is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Rapport (Non-Unique Republic Naboo followers cost 1 less when in the same squad as this character)

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

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)

Commander Effect

Allies whose names contain Naboo gain **Double Attack**.

ERRATA

WWW.SWMGAMERS.COM

Ng'ok



HIT POINTS 70

DEFENSE 18

ATTACK +3

DAMAGE 20



Special Abilities

Speed 1

Melee Attack (Can attack only adjacent enemies)

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

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

8/8

WWW.SWMGAMERS.COM

Monnok



HIT POINTS 70

DEFENSE 16

ATTACK +5

DAMAGE 20



Special Abilities

Speed 2

Melee Attack (Can attack only adjacent enemies)

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

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

7/8

WWW.SWMGAMERS.COM

Molator

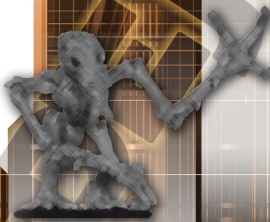


HIT POINTS 70

DEFENSE 11

ATTACK +10

DAMAGE 20



Special Abilities

Speed 2

Melee Attack (Can attack only adjacent enemies)

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

Mighty Swing (On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies)

6/8

WWW.SWMGAMERS.COM

Mantellian Savrip



HIT POINTS 80

DEFENSE 15

ATTACK +6

DAMAGE 20



Special Abilities

Speed 2

Melee Attack (Can attack only adjacent enemies)

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

Rend +10 (If both of its attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)

5/8

WWW.SWMGAMERS.COM

Kintan Strider



HIT POINTS 70

DEFENSE 17

ATTACK +4

DAMAGE 30

Special Abilities

Speed 2

Melee Attack (Can attack only adjacent enemies)

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

Regeneration 10 (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)



4/8

WWW.SWGMGAMERS.COM

K'lor'Slug



HIT POINTS 70

DEFENSE 12

ATTACK +9

DAMAGE 20

Special Abilities

Speed 3

Melee Attack (Can attack only adjacent enemies)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Poision +10 (+10 Damage to living enemy; save 11)



3/8

WWW.SWGMGAMERS.COM

Houjix



HIT POINTS 60

DEFENSE 13

ATTACK +8

DAMAGE 10

Special Abilities

Speed 2

Melee Attack (Can attack only adjacent enemies)

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

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



2/8

WWW.SWGMGAMERS.COM

Ghhhk



HIT POINTS 60

DEFENSE 14

ATTACK +7

DAMAGE 20

Special Abilities

Speed 2

Melee Attack (Can attack only adjacent enemies)

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy)

Paralysis (A living enemy hit by this character's attack is considered activated this round; save 11)



1/8

WWW.SWGMGAMERS.COM

Marn Hierogryph



21

HIT POINTS 50

DEFENSE 16

ATTACK +7

DAMAGE 10

Special Abilities

Unique

Bribery (During setup, after seeing your opponent's squad, you may add up to 10 points of Fringe characters to your squad. After setup, you may choose to select up to 10 points of your opponent's characters brought in through reinforcements instead of your original selection. These characters join your squad for the rest of the skirmish, and set up in your starting area. Living characters brought in through this ability gain **Con Artist**.)

Comaraderie (Allies whose names contain Zayne Carrick or Jarael gain **Con Artist**.)

Con Artist (During setup, after seeing your opponent's squad, you may choose one enemy commander effect. This character is now subject to that commander effect regardless of restrictions. This effect lasts until the chosen commander is defeated.)

"My brains, your random destructive power! We'll own the galaxy -- or we'll wreck it and sell it for salvage!"
- Marn "Bryph" Hierogryph"



PROMO

WWW.SWGMGAMERS.COM

Rohlan Dyre



24

HIT POINTS 70

DEFENSE 19

ATTACK +8

DAMAGE 10

Special Abilities

Unique, Mandalorian

Double Attack (On his 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.)

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

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

Loner (+4 Attack if no allies are within 6 squares)



"What are you, some kind of deserter? I didn't think your big warrior clans had deserters."

"We don't! We just have glorious dead--and the soon-to-be glorious dead." - Marn Hierogryph and Rohlan Dyre

PROMO

WWW.SWGMGAMERS.COM

