

## Corellian Jedi Lord

36

HIT POINTS 120

DEFENSE 20

ATTACK +11

DAMAGE 20

### Special Abilities

**Army of Light, Green Jedi**  
**Melee Attack: Double Attack**  
**Camaraderie** [Green Jedi Allies gain **Army of Light**]  
**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**  
**Lightsaber Bravado +10** [Force 1, replaces attacks: +6 Attack and +10 Damage this turn; make 2 attacks against adjacent enemies with a higher point cost]

### Commander Effect

Whenever a Green Jedi ally without cover takes damage from a nonadjacent attack, it reduces the damage dealt by half (rounded down). Resolve this effect after all Bodyguard decisions have been made.

*Lord Borethon gathered his Corellian Jedi forces and joined the Army of Light in its fight against the Brotherhood of Darkness.*



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## Sarasu Taalon

46

HIT POINTS 130

DEFENSE 20

ATTACK +13

DAMAGE 20

### Special Abilities

**Unique, Lost Tribe, Keshiri**  
**Melee Attack: Triple Attack**  
**Backlash** [This character can move and then make all of his attacks against 1 enemy who has already activated this round]  
**Shrouded** [Cannot be targeted by enemy abilities within 6 squares. Cannot gain abilities that reduce or prevent damage.]

### Force Powers

**Force 2, Force Renewal I, Master of the Force 2**  
**Lightsaber Defense** [Force 1: When hit by an attack, this character takes no damage with a save of 11]  
**Sith Rage** [Force 1: +10 Damage on all attacks this turn]

### Commander Effect

At the end of this character's turn, 1 Medium or smaller Lost Tribe ally may move up to 4 squares.

Lost Tribe allies get +3 Defense.

Adjacent Lost Tribe allies gain **Shrouded**.



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## Sith Saber

21

HIT POINTS 60

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

**Lost Tribe**  
**Melee Attack** [Can attack only adjacent enemies]

**Synergy +4** [+4 Attack while a Unique Lost Tribe ally is within 6 squares]  
**Twin Attack** [Whenever this character attacks, it makes 1 extra attack against the same target]

### Force Powers

**Force 3**  
**Force Push I** [Force 1, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller]  
**Lightsaber Precision** [Force 1: This character gets +10 Damage on its next attack]

*"We are the true Sith of the Galaxy! Stand and fight—for the Tribe!"*



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## Captain Phasma

27

HIT POINTS 80

DEFENSE 16

ATTACK +9

DAMAGE 20

### Special Abilities

**Unique, First Order, Trooper**  
**Merciless 20** [+20 Damage against enemies at half Hit Points or less]

**Ruthless** [Critical hits from this character cannot be prevented or redirected]

**Synergy +4** [+4 Attack and +4 Defense while an ally named First Order Stormtrooper is within 6 squares]

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

### Commander Effect

Allies named First Order Stormtrooper within 6 squares gain **Merciless 10** and **Ruthless**.

Whenever an allied First Order trooper gets a natural 1 on any roll, that character is defeated and all other allied First Order troopers get +2 Attack. (These bonuses stack.)

*Clad in distinctive armor of salvaged chromium, Captain Phasma commands the First Order's legions of stormtroopers.*



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## Fifth Brother

33

HIT POINTS 100

DEFENSE 18

ATTACK +11

DAMAGE 20

### Special Abilities

**Unique, Melee Attack: Double Attack**  
**Mighty Swing** [On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies]

**Spinning Blade Attack** [Replaces turn, usable only while this character is at half Hit Points or more. This character can move up to his speed this turn and he can attack each adjacent enemy once as he moves. This movement does not provoke attacks of opportunity.]

**Synergy +2** [+2 Attack and +2 Defense while an ally named The Inquisitor, Jedi Hunter is within 6 squares]

### Force Powers

**Force 4**  
**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 Riposte** [Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker]

**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]



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## First Order Riot Control Stormtrooper

13

HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

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

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

**Melee Attack** [Can attack only adjacent enemies]

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

*"Traitor!"  
— FN-2199, a riot control stormtrooper, to Finn*



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## First Order Stormtrooper



6

HIT POINTS 10

DEFENSE 16

ATTACK +4

DAMAGE 10



**Special Abilities**  
**Synergy +2** [+2 Attack and +2 Defense while an allied First Order commander is within 6 squares]

"A real stormtrooper has no room for sympathy."  
- Captain Phasma



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## Korlo Brightwater on Speeder Bike



27

HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 20



LARGE BASE

**Special Abilities**  
**Unique, Trooper**

**Accelerate** [This character can move up to 24 squares if he does not attack]

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

**Independent Outfit** [Also counts as a Fringe character for the purpose of commander effects]

**Strafe Attack** [As this character moves, he can attack each enemy whose space he enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left. This ability is usable only on this character's turn.]

**Synergy +2** [Imperial allies with Independent Outfit get +2 Defense while within 6 squares of this character]

"We're going out anyway. We know that.  
Let's go out with a bang."



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## Seventh Sister



33

HIT POINTS 80

DEFENSE 19

ATTACK +12

DAMAGE 20



**Special Abilities**  
**Unique, Melee Attack; Double Attack**

**Acrobatic** [Ignores enemy characters when moving]

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

**Immediate DRK Droid Reserves** [If you roll exactly 5, 10, 15, or 20 for initiative, you can add a character named DRK-1 Dark Eye Probe Droid from any faction to your squad, adjacent to this character, immediately before your first activation of the round]

**Synergy +2** [+2 Attack and +2 Defense while an ally whose name contains Fifth Brother is within 6 squares]

**Force Powers**

**Force 3**

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

**Commander Effect**

Droids are subject to this effect: Allies named DRK-1 Dark Eye Probe Droid gain **Jedi Hunter** [+4 Attack and +10 Damage against enemies with Force ratings].



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## Supreme Leader Snoko, Hologram



21

HIT POINTS --

DEFENSE --

ATTACK --

DAMAGE --



HUGE BASE

**Special Abilities**  
**Unique, First Order**

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

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

**Hologram** [Ignores all terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target. Does not provide cover. This character is defeated if it activates when no First Order ally is within 2 squares.]

**Rival** [Cannot be in a squad with any character with Affinity]

**Summon** [During setup, 1 ally whose name contains Kylo Ren or Hux may set up adjacent to this character on your half of the battle map]

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

**Commander Effect**

First Order allies within 6 squares gain **Force Renewal**.

The mysterious Snoko has no permanent base of operations, preferring to contact his underlings from a mobile command post.



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## Captain Rex, Veteran



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HIT POINTS 70

DEFENSE 16

ATTACK +10

DAMAGE 20



**Special Abilities**  
**Unique, Ghost Crew**

**Twin Attack; Mobile Attack**

**Fall in Line** [Non-Unique living followers in your squad with a printed cost of 10 or less gain Trooper for the rest of the skirmish]

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

**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]

"I used to believe that being a good soldier meant doing everything they told you. You have to learn to make your own decisions."



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## Commander Jun Sato, Phoenix Squadron Leader



18

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 20



**Special Abilities**  
**Unique**

**Coordinated Movement** [At the end of this character's turn, 1 Ghost Crew or Phoenix Squadron ally may immediately move up to 2 squares]

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

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

**Commander Effect**

Ghost Crew or Phoenix Squadron allies that end their moves within 6 squares of this character can move 2 extra squares at the end of their turns.



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## Phoenix Squadron Pilot



11

HIT POINTS 30

DEFENSE 15

ATTACK +5

DAMAGE 10

**Special Abilities**  
**Phoenix Squadron** [If a character whose name contains Hera Syndulla or Jun Sato is in the same squad, this character gains **Bravado** +10 (+4 Attack and +10 Damage against an adjacent enemy with a higher point cost)]  
**Synergy** +3 [+3 Attack and +3 Defense while a Ghost Crew ally is within 6 squares]

"Move Phoenix Squadron to intercept."



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## Chewbacca with Bowcaster



34

HIT POINTS 110

DEFENSE 17

ATTACK +8

DAMAGE 20

**Special Abilities**  
**Unique. Wookiee. Resistance. Pilot**  
**Camaraderie** [An ally whose name contains Han Solo gains **Plasma Bolt -4**]  
**Double Attack** [On his turn, this character can make 1 extra attack instead of moving]  
**Impulsive Reprisal** [If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +10 Damage]  
**Independent Outfit** [Also counts as a Fringe character for the purpose of commander effects]  
**Never Upset a Wookiee** [If this character has less than half Hit Points remaining, his attacks cannot be prevented or redirected]  
**Plasma Bolt -4** [Enemies get -4 to saves to prevent damage from this character's attacks]  
**Rapport** [Costs 5 less when in the same squad as a Unique Resistance follower]  
**Retaliatory Barrage** [Whenever a Unique Resistance ally is defeated by an enemy, this character can attack every legal target once]

"I like this thing."

Han Solo, after using Chewbacca's bowcaster



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## General Leia Organa



35

HIT POINTS 90

DEFENSE 17

ATTACK +7

DAMAGE 10

**Special Abilities**  
**Unique. Resistance. Twin Attack**  
**Advanced Warning** [If this character has line of sight to an enemy, Unique allies gain **Relay Orders**]  
**Camaraderie** [An ally whose name contains Han Solo gains **Resistance**]  
**Inside Information** [Replaces attacks: If this character has line of sight to an enemy at the start of her turn, 10 damage to any 1 enemy in an opponent's starting zone; save 16]  
**Force Powers**  
**Force 2**  
**Force Sense** [Force 1, usable only on this character's turn; Enemy characters lose **Stealth** for the rest of the round]  
**Commander Effect**  
 While your squad contains only Resistance characters, lower-cost Resistance allies get +4 Attack and +10 Damage.  
 While your squad contains only Resistance characters: At the end of this character's turn, you may choose an ally within 6 squares and place it adjacent to an ally in its line of sight (including this character).

The Resistance was an unofficial military group secretly funded by the Republic when the Galactic Senate ignored Organa's warning about the First Order.



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## Leia Skywalker, Mal'ary'ush



42

HIT POINTS 100

DEFENSE 19

ATTACK +10

DAMAGE 20

**Special Abilities**  
**Unique. Noghri. Melee Attack**  
**Double Attack; Cunning Attack**  
**Affinity** [Non-Fringe Noghri characters may be in your squad regardless of faction]  
**Protective +10** [+10 damage while a wounded ally whose name contains Solo or Skywalker is within 6 squares]  
**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]  
**Lightsaber Deflect** [Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 10]  
**Commander Effect**  
 Once per round, when this character takes damage, a Noghri ally may immediately move up to its speed and make an attack, if it can.

Noghri followers get +4 Attack and +10 Damage against living enemies.

Noghri allies gain **Bodyguard** while adjacent to this character or an ally whose name contains Solo or Skywalker.



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## Resistance Officer



17

HIT POINTS 60

DEFENSE 17

ATTACK +9

DAMAGE 20

**Special Abilities**  
**Affinity** [Characters named Rebel Trooper may be in your squad regardless of faction]  
**Camaraderie** [Trooper allies gain **Resistance**]

**Commander Effect**  
 Non-Unique Resistance followers within 6 squares gain **Double Attack** [On its turn, this character can make 1 extra attack instead of moving].

"It's time for the Resistance to rise."



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## Resistance Trooper



14

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 20

**Special Abilities**  
**Agile** [This character can move 2 extra squares at the end of its turn]  
**Satchel Charge** [Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]  
**Second Wind 10** [Replaces attacks: Remove 10 damage from this character]

"We're on the brink of war again—one we may not survive."  
 —General Leia Organa



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## Voort "Piggy" saBinring, Wraith Squadron Ace



18

HIT POINTS 90

DEFENSE 18

ATTACK +9

DAMAGE 20



**Special Abilities**  
**Unique, Gamorrean, Pilot**  
**Crack Shot** (Whenever this character combines fire against a target within 6 squares, damage from the attack cannot be prevented or redirected)  
**Mighty Swing** (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)  
**Spotter +20** (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)  
**Tactician +6** (Add +6 to the initiative roll except on a roll of 1)  
**Commander Effect**  
 Unique Wraith Squadron pilot allies within 6 squares gain **Crack Shot** and **Spotter +10**.



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## Guavian Death Gang Soldier



14

HIT POINTS 20

DEFENSE 15

ATTACK +4

DAMAGE 30



**Special Abilities**  
**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)  
**Cyborg** (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)  
**Relay Orders** (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects)  
**Speed 8** (Can move up to 8 squares and attack, or 16 squares without attacking)

*The Guavian Death Gang members swore loyalty to the gang in exchange for cybernetic augmentations giving them a boost of speed and aggression. They were armed with the latest black market technology.*



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## Hex Droid



35

HIT POINTS 70

DEFENSE 19

ATTACK +11

DAMAGE 20



**Special Abilities**  
**Droid**  
**Advanced Shields 2** (When this character takes damage, make 2 saves: each roll of 8 reduces the damage dealt by 10)  
**Anarchist** (Not subject to commander effects. Suppresses enemy and allied commander effects within 6 squares.)  
**Coordinated Movement** (At the end of this character's turn, 1 ally named Hex Droid may immediately move up to 2 squares)  
**Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving)  
**Hex Droid** (Whenever this character is defeated, another allied character named Hex Droid within 6 squares either removes all damage, gains **Extra Attack**, or gains **Cloaked** (If this character has cover, it cannot be targeted by nonadjacent enemies) until the end of the skirmish.)  
**Rival** (May not be in a squad with any commanders)  
**Swarm Synergy +1** (+1 Attack and +1 Defense for each other ally named Hex Droid within 6 squares)

*"We do not recognize your authority!"*



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## Hutt Cartel Kajidii on Hoversled



21

HIT POINTS 70

DEFENSE 17

ATTACK +7

DAMAGE 20



LARGE BASE

**Special Abilities**  
**Crime Lord** (Hutt Cartel allies get +4 Defense if your squad contains only Fringe characters)  
**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)  
**Traps** (Enemy characters within 6 squares get -4 Defense)  
**Commander Effect**  
 At the start of the skirmish, choose 1 Hutt Cartel ally. While within 6 squares of this character, that ally gains **Hostage Shield** (When this character would take damage from an attack, designate an adjacent character that is not the attacker to take the damage instead. That character avoids this effect with a save of 11.)

If your squad contains only Hutt Cartel characters: After setup, you may replace one Unique ally on your squad with a Fringe character of equal or lesser cost. Neither character can have a Bribery or Reinforcements ability.

*Watch your back if you work in a Hutt Palace. Someone probably wants your job.*



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## Kanjiklub Gang Member



12

HIT POINTS 30

DEFENSE 15

ATTACK +4

DAMAGE 10



**Special Abilities**  
**Gang +2** (+2 Attack against a target for each other ally whose name contains Kanjiklub within 6 squares of that target)  
**Rig Blaster** (Allies within 6 squares with nonmelee attacks that deal exactly 10 damage gain **Jolt** (An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.))

*Kanjiklub fighters relied on makeshift weaponry to enact their crimes and enforce their will.*



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## Lando Calrissian, Galactic Entrepreneur



19

HIT POINTS 50

DEFENSE 16

ATTACK +9

DAMAGE 20



**Special Abilities**  
**Unique**  
**Event Manipulator** (Replaces attacks: Switch the positions of an adjacent enemy and another character adjacent to that enemy (including this character))  
**Gambler's Luck** (Once per turn, this character can reroll an attack, adding +4 to the result. If the attack misses, this character takes 10 damage.)  
**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.)  
**Synergy +4** (+4 Defense while a Ghost Crew ally is within 6 squares)  
**Commander effect**  
 A character named Cl-IDP "Chopper" may be in your squad regardless of faction.



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## Loth-cat



4

HIT POINTS 10

DEFENSE 10

ATTACK -

DAMAGE -

### Special Abilities

**Diminutive** (This character does not provide cover or block movement)

**Non-Sentient** (Not subject to commander effects. This character cannot gain Diplomat or Aggressive Negotiations.)

**Vision of the Force** [At the end of this character's turn, a living ally with a lightsaber within 6 squares may move 3 squares toward this character without provoking attacks of opportunity; This character is defeated.]



Ezra Bridger saw a rare white Loth-cat in a vision, and it led him to the conclusion that by following it, he would be able to find clues about his parents' fate.



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## Maz Kanata



21

HIT POINTS 60

DEFENSE 15

ATTACK +2

DAMAGE 10

### Special Abilities

**Unique**

**I Like that Wookiee** (Once per skirmish, if your final initiative roll is a natural 20 but you do not choose who goes first, you may add a Medium character who counts as Chewbacca (of any faction) to your squad, immediately before your first activation of the round)

**Infrared Vision** (Non-Unique enemies with Cloaked within 6 squares lose Cloaked)

**Force Powers**

**Force 3**

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

**Commander effect**

At the start of the skirmish, choose a Unique Resistance ally whose name contains Rey or Finn to gain **Lightsaber** (+10 Damage against adjacent enemies) for the rest of the skirmish. When the chosen ally is defeated, another Unique Resistance ally whose name contains Rey or Finn gains **Lightsaber** for the rest of the skirmish.

Non-Unique allies whose names contain Bounty Hunter, Pirate, or Smuggler get +4 Defense.

If you live long enough, you see the same eyes in different people. I'm looking at the eyes of a man who wants to run.

-Maz Kanata, to Finn



SMALL BASE



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## Noghri Dynast



23

HIT POINTS 70

DEFENSE 16

ATTACK +8

DAMAGE 20

### Special Abilities

**Melee Attack**

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

**Disciplined Leader** (This character's commander effect cannot be suppressed)

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

### Commander Effect

Noghri allies gain **Independent Outfit** (Also counts as a Fringe character for the purpose of commander effects).



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## Rathtar



51

HIT POINTS 160

DEFENSE 14

ATTACK +10

DAMAGE 20

### Special Abilities

**Savage**; **Melee Attack**; **Melee Reach 3**

**Double Attack**; **Twin Attack**

**Greater Mobile Attack**

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

**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.)

**I Used to Have a Bigger Crew** (On its turn, as it moves, this character can enter spaces occupied by enemy characters. Each enemy whose space this character enters takes 10 damage; save 11. This character can't damage any enemy twice with this ability, or move directly back into a space it has just left.)

**Stable Footing** (Not slowed by difficult terrain or low objects)

**Wheel Form** (This character can move up to 18 squares if it does not attack)



HUGE BASE



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## TC-70 Protocol Droid



10

HIT POINTS 20

DEFENSE 15

ATTACK +0

DAMAGE 0

### Special Abilities

**Droid**; **Hutt Cartel**; **Melee Attack**

**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)

**Illicit Blaster 10** (Replaces attacks: range 6; Make an attack at +6 Attack and 10 Damage (this counts as a nonmelee attack), then take 10 damage)

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

### Commander Effect

Droids are subject to this effect: This character and Unique Hutt Cartel Droid allies are subject to commander effects of Hutt Cartel allies.

Hutts would often send their droids to do their dirty work.



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## Yorik-et Pilot



14

HIT POINTS 40

DEFENSE 15

ATTACK +5

DAMAGE 10

### Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**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)

**Tall-Yor** (While a Yuuzhan Vong pilot ally is within 2 squares, this character gains **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))

**Vonduum Crab Armour 16** (When this character takes damage, it can reduce the damage dealt by 10 with a save of 16)



"In the yorik-et, two minds become one."  
- Yuuzhan Vong pilot's creed



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## Elassar Targon, Wraith Squadron Ace



20

HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 20



### Special Abilities

#### Unique. Pilot

**Combat Medic** (When this character is within 6 squares of an enemy character, add +10 to the amount of damage removed from target character when this character uses an ability that removes damage from an ally.)

**Gambler's Luck** (Once per turn, this character can reroll an attack, adding +4 to the result. If the attack misses, this character takes 10 damage.)

**Heal 20** (Replaces attacks: touch; remove 20 damage from a living character.)

**Lucky Break** (This turn, if this character has more than 10 Hit Points when targeted by an enemy, his Hit Points cannot be reduced below 10.)

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

"Elassar Targon, master of the universe, reporting for duty!"



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## Han Solo with Bowcaster



33

HIT POINTS 70

DEFENSE 19

ATTACK +11

DAMAGE 20



### Special Abilities

#### Unique. Resistance. Pilot. Double Attack

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

**Camaraderie** (An ally named 'Chewbacca with Bowcaster' gains **Accurate Shot**.)

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

**Long Shot 20** (+4 Attack and +20 Damage when this character is at half Hit Points or less.)

**Rapport** (Costs 5 less when in the same squad as a Unique Resistance commander.)

**That's Not How the Force Works** (Characters without a Force rating may not gain or spend Force points.)

### Commander Effect

While adjacent to each other, this character and an ally whose name contains Chewbacca gain **Resistance Bodyguard** (If an adjacent Resistance ally would take damage from an attack, this character can take the damage instead.)

"Crazy thing is... it's true.  
The Force. The Jedi... All of it... It's all true."



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## Queen Allana Solo



27

HIT POINTS 60

DEFENSE 20

ATTACK +7

DAMAGE 20



### Special Abilities

#### Unique. Hapan. Melee Attack

**Throne of Balance** (May be used only while unactivated: When a character within line of sight declares an attack, consider this character activated. This turn, all characters (including this character) use only printed Attack, Defense, and Damage ratings.)

#### Force Powers

##### Force 2. Force Renewal 1

**Force Cloak** (Force 2; replaces turn: For the rest of the skirmish, this character gains **Cloaked** (If this character has cover, it cannot be targeted by nonadjacent enemies).)

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

**Force Stun** (Force 1; usable only on this character's turn: range 6; target living enemy is considered activated this round; save 11.)

### Commander Effect

Immediately before the first initiative roll of the skirmish, you may add a character that costs 5 or less to your squad for each character that was added to your opponent's squad, or that replaced a character in your opponent's squad.



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## Gaeriel Captison



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HIT POINTS 30

DEFENSE 15

ATTACK +3

DAMAGE 10



### Special Abilities

#### Unique. Melee Attack

**Cosmic Balance** (Whenever a character deals (to an enemy) damage that is more than twice its printed Damage rating, a different enemy removes 10 damage.)

**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.)

The Religion of the Cosmic Balance was based on the tenet that every action in the universe had an equal and opposite reaction elsewhere.



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## The Father



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HIT POINTS 220

DEFENSE 24

ATTACK --

DAMAGE --



### Special Abilities

#### Unique. Melee Attack; Flight

**A Family in Balance** (Your squad must only contain exactly two other characters of any faction; both must be Medium and have Force ratings. An ally who spends Force points only once on a turn may spend this character's Force points instead of its own. This character is defeated if it activates with no ally with a Damage value greater than 0.)

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

#### Force Powers

**Force 6. Force Renewal 4; Master of the Force 3**

**Door Shatter 2** (Force 2; usable on this character's turn: range 3; designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed.)

**Force Defense** (Force 3; Cancel a Force power used by a character within 6 squares.)

**Levitation 6** (Force 6; replaces attacks: Move any 1 character within 6 squares to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity.)

### Commander Effect

Allies with a lightsaber gain **Lightsaber Defense** (Force 1; When hit by an attack, this character takes no damage with a save of 11.)



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## Vision in the Cave



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HIT POINTS --

DEFENSE --

ATTACK --

DAMAGE --



### Special Abilities

#### Unique

**Central Placement** (Set up on your half of the battle map within four squares of the center.)

**Self-Reliant** (Cannot gain Force points or spend Force points from another character.)

**Stationary Apparition** (Cannot move or be moved. 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.)

**Vision in the Cave of Evil** (At the start of the skirmish, choose a Unique ally with Hit Points and a Force rating. That ally must attempt a save of 6 when it activates within 3 squares of this character. On a failure, it takes 10 damage. On a success, it gains 1 Force point from this character, and it may spend Force points one additional time this turn. This character loses a Force point whenever an enemy activates within 3 squares of it. This character is defeated when it has no Force points remaining or if the chosen ally is defeated.)

#### Force Powers

##### Force 8



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