

## Antarian Ranger Tactical Soldier

18

HIT POINTS 40

DEFENSE 15

ATTACK +5

DAMAGE 10

### Special Abilities

**Stealth Trooper** (Counts as a character named Antarian Ranger Trooper)  
**Affinity** (May be in a New Republic squad)  
**Camaraderie** (Allies whose names contain Antarian gain **Trooper** and **Solitary Attack**)  
**Repport** (Characters named Tactical Officer or Corellian Security Officer cost 5 less when in the same squad as this character)  
**Scramble Signal** (Replaces attacks: Until the end of the round, target non-Unique enemy cannot benefit from or grant commander effects)  
**Shatter Beam** (Replaces attacks: sight; designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed)  
**Solitary Attack** (Cannot gain Double, Triple, Quadruple, Extra, or Twin Attack)

"Rangers fulfill their dream of connecting to the Force by serving the Jedi cause." - Marus Timpel



1/30

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## Dawutin Soldier

23

HIT POINTS 70

DEFENSE 16

ATTACK +6

DAMAGE 20

### Special Abilities

**Melee Attack; Double Attack**  
**Advanced Diffusion Armor** (Whenever this character takes more than 10 damage, immediately reduce the damage to 10. The reduced damage cannot be prevented or redirected. Adjacent enemies ignore this ability.)  
**Fortified** (Cannot be attacked before the first activation of the round. Cannot be attacked by an enemy who moves more than 6 squares on the same turn.)  
**Phalanx Formation** (Adjacent allies with **Melee Attack** gain **Fortified**)  
**Stable Footing** (Not slowed by difficult terrain or low objects)

We're soldiers. We don't ask questions.  
We supply answers.



2/30

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LARGE BASE

## Jace Malcom, Old Republic Trooper

23

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique. Greater Mobile Attack**  
**Coordinated Movement** (At the end of this character's turn, 1 non-Unique Trooper or Soldier ally may immediately move up to 2 squares)  
**Counterstrike** (When this character is hit by a nonadjacent attack, make a save of 11. On a success, this character can make an immediate attack against that attacker. This attack does not use the targeting rules.)  
**Sentry** (Replaces attacks: Target 1 non-Unique enemy, ignoring cover. This round, this character and allies ignore cover when targeting that enemy.)  
**Soldier** (Counts as a character named Old Republic Soldier)  
**Thermal Imploder** (Replaces attacks: If no enemy is adjacent, choose a square within 6 squares occupied by or adjacent to an enemy. At the end of the next enemy's turn, characters in and adjacent to the chosen square take 10 damage. This damage cannot be prevented. Characters damaged by this effect gain **Speed 4** until the end of their next turn.)

"We must fight to victory or death for the Republic!"



3/30

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## M-6, SIS Droid

8

HIT POINTS 40

DEFENSE 16

ATTACK +1

DAMAGE 10

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)  
**Pathfinder** (Allies are not slowed by difficult terrain within 6 squares of this character)  
**Recon** (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)  
**Shields 1** (When this character takes damage, it reduces the damage dealt by 10 with a save of 11)  
**Stable Footing** (Not slowed by difficult terrain or low objects)

The Strategic Information Service provided technical support and intelligence to the Old Republic.



4/30

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SMALL BASE

## Master Q'Anilia

23

HIT POINTS 90

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

**Unique. Covenant. Melee Attack**  
**Double Attack; Greater Mobile Attack**  
**Camaraderie** (Unique Covenant allies gain **Greater Mobile Attack**)  
**Force Bond** (An ally named Master Lucien Dray gains **Knight Speed** and **Lightsaber Protection 1**)  
**Repport** (Characters whose names contain Dray cost 6 less when in the same squad as this character)  
**Rival** (Cannot be in a squad with any non-Covenant character with an ability containing Meditation in its name)  
**Force Powers**  
**Force 4**  
**Force Premonition** (Force 2: Cancel a force power used before the first activation of the round)  
**Knight Speed** (Force 1: This character can move 4 extra squares on her turn as part of her move)  
**Lightsaber Protection 1** (Force 1: This turn, when this character would take over 20 damage, reduce the damage to 20. The reduced damage cannot be prevented or redirected.)

"It's what we've been watching for! The Sith! The Sith are returning!"



5/30

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## Ven Zallow, Jedi Master

46

HIT POINTS 130

DEFENSE 21

ATTACK +15

DAMAGE 20

### Special Abilities

**Unique. Melee Attack; Double Attack**  
**Greater Mobile Attack; Evade**  
**Force Attuned** (Once per turn on his turn, this character may use a Force Power that replaces attacks or turn, without replacing attacks or turn)  
**Stalwart** (Immune to enemy abilities and commander effects that trigger based on a critical hit or the attack number rolled. Whenever this character takes more than 10 damage from an enemy's ability that replaces attacks, immediately reduce the damage to 10. The reduced damage cannot be prevented or redirected.)  
**Stifling Attack** (On this character's turn, adjacent enemies cannot use special abilities that respond to his attacks)  
**Force Powers**  
**Force 3. Force Renewal 1; Master of the Force 2**  
**Force Push 2** (Force 2: replaces attacks; range 8; 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 11)  
**Recovery 20** (Force 1: replaces turn: Remove 20 damage from this character)

"Despite his allegiance to Jedi blasphemy, he at least appears to grasp the truth of improvement through combat." - Darth Malgus, on Zallow



6/30

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## Darth Baras



40

HIT POINTS 100

DEFENSE 20

ATTACK 12

DAMAGE 20



### Special Abilities

**Unique, Melee Attack: Double Attack; Cloaked Ambush** [This character can move and then make all its attacks against 1 enemy who has not activated this round].

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

**Tulok Hard's Holocron** [At the start of the skirmish, choose 1 ally named Sith Holocron; that ally gains **Lightsaber Throw** (Force 1; replaces attacks: Attack 1 enemy within 6 squares) for the rest of the skirmish].

### Force Powers

**Force 2: Force Renewal 1**

**Lightsaber Protection 2** (Force 2: This turn, when this character would take over 10 damage, reduce the damage to 10. The reduced damage cannot be prevented or redirected.)

### Commander Effect

Unique Sith allies with a lightsaber who have not spent Force Points on a named force power this skirmish gain **Aggressive Negotiations** (This character is considered to have Diplomat until it makes an attack or is targeted by an enemy character. Characters with Ambush, Backlash, or It's a Trap! can ignore this ability for the purpose of attacking this character).

Allies with Diplomat must end their moves adjacent to an enemy within 6 squares, if able.



7/30

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## Sith Holocron



15

HIT POINTS -

DEFENSE -

ATTACK -

DAMAGE -



SMALL BASE

### Special Abilities

**Affinity** (May be in an Imperial or Separatist squad)  
**Dark Allure** [Replaces attacks: move 1 character with a Force rating within 6 squares adjacent to this character; save 11 negates].

**Holocron** [Cannot move, gain or spend Force points, provide cover, or block movement. Not a legal target or nearest enemy. Not subject to commander effects. On its turn, it may choose 1 adjacent Unique ally with a lightsaber, not chosen by Holocron; that ally may use this character's Force Powers as if its own by spending this character's Force points; it cannot spend its own Force points on the same turn. After that ally changes position, place this character adjacent to it. If this character has no Force points or no Unique allies adjacent at the end of its turn, it is defeated. On its turn, an adjacent enemy can either spend 1 Force point or replace its attacks to remove 2 Force points from this character.]

**Sith Lore** [The ally chosen by Holocron may spend this character's Force points if it does not spend its own that turn. While this character is unactivated, characters with a Force rating within 6 squares gain **Force Renewal 1**.]

### Force Powers

**Force 6: Master of the Force 2**

**Force Curse** (Force 1: Cancel a save reroll by an enemy within 6 squares.)



8/30

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## Jedi Holocron



11

HIT POINTS -

DEFENSE -

ATTACK -

DAMAGE -



SMALL BASE

### Special Abilities

**Affinity** (May be in an Old Republic, Rebel, or New Republic squad)

**Holocron** [Cannot move, gain or spend Force points, provide cover, or block movement. Not a legal target or nearest enemy. Not subject to commander effects. On its turn, it may choose 1 adjacent Unique ally with a lightsaber, not chosen by Holocron; that ally may use this character's Force Powers as if its own by spending this character's Force points; it cannot spend its own Force points on the same turn. After that ally changes position, place this character adjacent to it. If this character has no Force points or no Unique allies adjacent at the end of its turn, it is defeated. On its turn, an adjacent enemy can either spend 1 Force point or replace its attacks to remove 2 Force points from this character.]

**Light Inspiration** [Replaces turn: move 1 adjacent ally with a Force rating 3 squares, and allies with a Lightsaber within 6 squares gain **Ranged Defense Expert +2** (Whenever this character is targeted by a nonadjacent enemy, it gets +2 to save rolls against that enemy's attack and special abilities that turn) until the end of the round].

### Force Powers

**Force 5**

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

Designed by Trevor Payton, Gencon 2016 Champion

9/30

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## B2 Grapple Droid



28

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 10



### Special Abilities

**Droid, Melee Attack; Twin Attack**  
**Advanced Shields 1** [When this character takes damage, it reduces the damage dealt by 10 with a save of 6].

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

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

**Exterminate** [While this character is adjacent to any character, this character and adjacent enemies lose Avoid Defeat].

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

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

### Commander Effect

Droids are subject to these effects:  
Allied droids with a lower point cost with Melee Attack gain **Charging Assault** and **Exterminate**.

While adjacent to this character, enemies may not use abilities that respond to attacks from other allies whose names contain Grapple.



10/30

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## Death Trooper



28

HIT POINTS 80

DEFENSE 17

ATTACK +8

DAMAGE 20



### Special Abilities

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

**Squad Firepower** [+10 Damage while 3 allies with the same name as this character are within 6 squares].

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

**Thorium Charge** [Replaces attacks: Designate 1 door within 6 squares as open; it remains open for the rest of the skirmish and cannot be closed].

**Unit Bodyguard** [If an adjacent ally with the same name as this character or an adjacent commander would take damage from an attack, this character can take the damage instead].

Stormtrooper candidates who excelled at their training were reassigned to the advanced death trooper camp on Scarif.



11/30

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## Galactic Alliance Recruit



5

HIT POINTS 10

DEFENSE 14

ATTACK +2

DAMAGE 10



### Special Abilities

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

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

**Blaster 10** [Replaces attacks: sight; +4 Attack for 10 Damage. This counts as a nonmelee attack.]

Eager recruits with various skillsets all found their individual roles in the Galactic Alliance Defense Force.



12/30

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## Jacen Solo in Amphistaff Armor



HIT POINTS 120

DEFENSE 20

ATTACK +13

DAMAGE 20

### Special Abilities

**Unique, Melee Attack, Speed 8 Affinity** (Yuuzhan Vong followers whose names contain Warrior may be in your squad regardless of faction)  
**Amphistaff** (When an adjacent enemy would be defeated by this character's attack, that enemy cannot use its special abilities to make or grant attacks, deal damage, or prevent its defeat)

**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)

**Stiffing Attack** (On this character's turn, adjacent enemies cannot use special abilities that respond to his attacks)

**Vondun Crab Armor 6** (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

### Force Powers

**Force 2: Force Renewal 1**

**Sith Rage 2** (Force 2: +20 Damage on all attacks this turn)

**Whirlwind Attack** (Force 1: replaces turn: Attack each adjacent enemy twice)



13/30  
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## Keyan Farlander, Jedi General



HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 10

### Special Abilities

**Unique, Galactic Alliance, Pilot**

**False Transmission** (On this character's turn, he can choose 1 enemy within line of sight; This phase, this character and allies ignore that enemy when moving)

**Hand Signals** (Galactic Alliance allies are not affected by enemy abilities that suppress commander effects while they have line of sight to this character)

**Lightsaber** (+10 Damage against adjacent enemies)  
**Override** (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

**Report** (Characters named Galactic Alliance Scout cost 3 less when in the same squad as this character)  
**Willing to Serve** (Counts as a follower for purposes of allied commander effects)

### Force Powers

**Force 3**

### Commander Effect

Non-Unique Galactic Alliance allies gain **Pilot**. Galactic Alliance and Pilot allies are treated as having the same name as each other, only for purposes of special abilities whose name contains Squad.

"The Force... It's not about powers. It's about knowledge. It's not about controlling. It's about trusting."



14/30  
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## Lor San Tekka



HIT POINTS 60

DEFENSE 18

ATTACK +0

DAMAGE 0

### Special Abilities

**Unique, Resistance, Evade**

**Faith in the Force** (This character and allies with a lightsaber within 2 squares cannot be prevented from spending Force points or be forced to spend extra Force points. Their Force powers cannot be cancelled or prevented from affecting characters.)

**Jedi Bodyguard** (If an adjacent ally with a Force rating would take damage from an attack, this character can take the damage instead)

**Noble Sacrifice** (When this character is defeated, 1 Unique New Republic ally may make an immediate attack)

**Pathfinder** (Allies are not slowed by difficult terrain within 6 squares of this character)

### Commander Effect

An ally whose name contains Luke Skywalker sets up anywhere on your half of the battle map.

At the end of this character's turn, 1 Unique New Republic ally within 6 squares can immediately move up to its speed toward an ally whose name contains Luke Skywalker.



15/30  
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## Nien Nunb, Red Squadron Ace



HIT POINTS 60

DEFENSE 18

ATTACK +8

DAMAGE 20

### Special Abilities

**Unique, Resistance, Pilot**

**Infantry Turret** (Once per round, after initiative is determined, this character may make an immediate attack ignoring cover, at +10 Attack for 10 Damage)

**Mines 20** (An enemy that moves adjacent to this character takes 20 damage; save 1)

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

**Sniper** (Other characters do not provide cover against this character's attack)



"Yah-huhuh"  
16/30  
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## Booster Terrik, Smuggler Chief



HIT POINTS 100

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

**Unique, Pirate**

**Bravado** (+4 Attack and +20 Damage against an adjacent enemy with a higher point cost)

**Camaraderie** (An ally whose name contains Mirax Terrik gains **Independent Outfit** (Also counts as a Fringe character for the purpose of commander effects) and **Tenacious**)

**Interdict** (Suppresses commander effects and special abilities (both enemy and ally) that replace characters in a squad)

**Rival** (Cannot be in an Imperial squad)

**Tenacious** (Enemies cannot use Opportunist, Deceptive, Devious, or Backlash against this character)

### Commander Effect

Non-Unique allies whose names contain Smuggler or Scoundrel gain **Pirate**.

Non-Unique Pirate allies get +4 Attack and gain **Tenacious**.

Once per turn, after an enemy changes position outside of its turn via its allies' abilities or commander effects, an ally with **Tenacious** within 6 squares may make an immediate attack ignoring cover against that enemy.



17/30  
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## Dulok Shaman



HIT POINTS 50

DEFENSE 14

ATTACK +0

DAMAGE 10

### Special Abilities

**Melee Attack**

**Banish** (Non-living characters within 6 squares cannot gain or spend Force points)

### Force Powers

**Force 3**

**Force Curse** (Force 1: Cancel a save reroll by an enemy within 6 squares)



"Demons! They brought fire and lightning!" - Agluk, Dulok Shaman

18/30  
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EV-9D9



19

HIT POINTS 60

DEFENSE 15

ATTACK +6

DAMAGE 10

**Special Abilities**

**Unique, Droid, Hutt Cartel**  
**Corrosive Acid** [This character's abilities that affect living characters also affect non-living characters]

**Droid Scrapper +4** [+4 Attack against Droid enemies]

**Electric Shock +20** [+20 Damage against adjacent Droid enemies]

**Ion Shielding** [Can ignore special abilities that affect only nonliving targets]

**Repair 20** [Replaces attacks: touch; remove 20 damage from 1 Droid character]

**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)]

**Commander Effect**

Droids are subject to this effect: Allied and enemy Droid characters cannot move before the first activation of each round.

"We have been without an interpreter since our master got angry with our last protocol droid and disintegrated him."



19/30

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Sy Snootles



17

HIT POINTS 60

DEFENSE 16

ATTACK +5

DAMAGE 10

**Special Abilities**

**Unique, Hutt Cartel, Musician, Stealth**  
**Bravado** [+4 Attack and +20 Damage against an adjacent enemy with a higher point cost]

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

**Shifting Loyalties** [Whenever she targets an enemy with a higher point cost, this character joins the opponent's squad until the end of the skirmish; save 11 negates]

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

**Commander Effect**

While this character has line of sight to a Unique ally whose name contains Hutt or Jabba, Hutt Cartel and Black Sun commanders and allies who count as Zizor gain **Disciplined Leader**.

Allied Musicians within 6 squares gain **Bravado**.

"Next time you'll think twice about breaking someone's heart. Oh, wait, there won't be a next time."



20/30

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Unkar Plutt



18

HIT POINTS 50

DEFENSE 16

ATTACK +5

DAMAGE 10

**Special Abilities**

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

**Junk Boss** [Enemy and allied characters lose Con Artist]

**Local Reserves 12** [Not usable if this character is a Reinforcement or if an ally can lower the number of activations in a phase. Immediately before the first initiative roll of the skirmish, if your opponent's squad contains at least five more characters than yours, you can add up to 12 points of non-Unique Fringe characters to your squad]

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

**Rival** [Cannot be in a squad with any character with Tactics Broker]  
**Wager** [Usable once per round, before rolling initiative: Choose 1 Unique ally and a single digit number; that ally is considered activated and other characters' abilities and commander effects that modify initiative are suppressed this round. Unless you roll a 1, if your opponent's initiative roll ends with the chosen number, subtract 9 from their roll; otherwise subtract 9 from your initiative roll.]

**Commander Effect**

Allies whose name contains Thug gain **It's a Trap!** and **Mighty Swing**.



21/30

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Bo-Katan Kryze,  
Death Watch Lieutenant

38

HIT POINTS 70

DEFENSE 17

ATTACK +10

DAMAGE 20

**Special Abilities**

**Unique, Death Watch, Double Attack, Flight**  
**Agile** [This character can move 2 extra squares at the end of her turn]

**Coordinated Command** [Allied Mandalorian commanders gain **Relay Orders**]

**Diffusion Armor** [Whenever this character takes more than 20 damage, immediately reduce the damage to 20. The reduced damage cannot be prevented or redirected. Adjacent enemies ignore this ability.]

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

**Thermal Detonator** [Replaces attacks: If no enemy is adjacent, choose a square within 6 squares occupied by or adjacent to an enemy. At the end of the next enemy's turn, characters in and adjacent to the chosen square take 20 damage. This damage cannot be prevented.]

**Vu'traat Reinforcements 20** [During setup, after seeing your opponent's squad, you can add 1 Mandalorian character costing 20 points or less to your squad: If your squad contained only Death Watch characters, that character also gains **Death Watch**]

**Commander Effect**

Death Watch followers gain **Agile**.



22/30

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Mandalorian Defenseman



5

HIT POINTS 10

DEFENSE 15

ATTACK +1

DAMAGE 10

**Special Abilities**

**Melee Attack**

**Defense Beacon** [This turn, an enemy that started or became adjacent to this character cannot both move more than 6 squares and attack more than once]

**Pin Down** [Enemies within line of sight and 6 squares of this character cannot move before the first activation each round. Allies within 6 squares cannot be moved by enemies' abilities or commander effects before the first activation each round.]

**Singular Focus** [Cannot gain abilities from allies]

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

Aranar Manda'yaim!- Defend Mandalore!



23/30

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Outrider on Speeder Bike



13

HIT POINTS 30

DEFENSE 18

ATTACK +5

DAMAGE 10

**Special Abilities**

**Barrel Through** [As this character moves, place each Medium or smaller adjacent enemy in a legal space up to 2 squares from that enemy's current position; This turn, this character cannot change any enemy's position twice. This ability is usable only on this character's turn.]

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

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

**Rival** [Cannot be in a non-Mandalorian squad]

**Speed 10** [Can move up to 10 squares and attack, or 20 squares without attacking]

This open-air repulsorlift vehicle runs interference for Mandalorian war parties.



24/30

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LARGE BASE



## Rally Master

20

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 10

### Special Abilities

#### Twin Attack

[This character can move 2 extra squares at the end of its turn.]

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

**Explosive Traps** [Enemies within 6 squares get -4 to saves against abilities whose names contain Grenades, Mines or Missiles]

**Frag Grenades Assault** [As this character moves, each target enemy within 2 squares takes 10 damage; save 11. This ability cannot be used on any enemy twice and this character cannot move directly back into a space it has just left. This ability is usable only on this character's turn.]

**Rally +2** [On its turn, if this character misses an attack, it gets +2 Attack for the rest of the turn]

### Commander Effect

Mandalorian allies within 6 squares gain **Rally +2**.

"You will form up near the warriors in crimson, your rally masters. Look for them and listen to them. They'll teach you our ways - and keep you alive!"  
- A Rally Master speaking to a crowd of new recruits

25/30  
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## Venku Skirata

32

HIT POINTS 110

DEFENSE 18

ATTACK +12

DAMAGE 10

### Special Abilities

**Unique, Twin Attack: Mobile Attack: Flight Lightsaber** [+10 Damage against adjacent enemies]  
**Protective +10** [+10 Damage while a wounded Unique Mandalorian ally is within 6 squares]

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

### Force Powers

#### Force 2: Force Renewal 1

**Force Awareness** [Force 2: replaces attacks: For the rest of the skirmish, once per round, this character can immediately move up to his speed after an enemy changes position outside of its turn]

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

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

### Commander Effect

Once per round at the end of an enemy's turn, if all allies are activated, 1 Unique Mandalorian character in your squad (including Venku Skirata) may make an immediate attack against an adjacent enemy at +4 Attack and +10 Damage.

Venku Skirata wore patchwork armor sourced from dead relatives.

26/30  
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## Eighth Cortex Shaper

19

HIT POINTS 40

DEFENSE 15

ATTACK +2

DAMAGE 10

### Special Abilities

**Melee Attack: Force Immunity: Evade Exterminate** [While this character is adjacent to any character, this character and adjacent enemies lose Avoid Defeat]

**Retaliatory Attack** [If a Unique allied character is defeated by an enemy, this character can make 1 immediate attack]

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

**Specialization** [Unique Yuuzhan Vong allies gain **Evade, Retaliatory Attack** and **Willing to Serve**. Ignore this ability if any ally counts as having the same name as another ally.]

**Willing to Serve** [Counts as a follower for purposes of allied commander effects]

### Commander Effect

This character must have at least 5 Unique Yuuzhan Vong allies without Outsider at the start of the skirmish.

After setup, you may add 1 Yuuzhan Vong character without Outsider up to 18 points to your squad. The chosen character is considered a reinforcement and is placed adjacent to this character.

27/30  
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## Malik Carr

26

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 10

### Special Abilities

**Unique, Melee Attack: Force Immunity: Stealth Acrobatic** [Ignores enemy characters when moving]

**Exterminate** [While this character is adjacent to any character, this character and adjacent enemies lose Avoid Defeat]

**Firejelly** [Replaces attacks: Designate 1 door within 3 squares as open; it remains open for the rest of the skirmish and cannot be closed]

**Poison +10** [+10 Damage to living enemy; save 11]

**Rapport** [Characters named Domain Carr Warrior cost 2 less when in the same squad as this character]

**Us-brok** [During setup, choose 1 Unique Yuuzhan Vong ally. While within 6 squares, if that ally is targeted with an attack, this character may immediately move adjacent, switch positions with that ally, and become the target instead. After the attack, this character can make an immediate attack against the attacker if he can.]

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

**Warden** [Non-Unique allies whose names do not contain Carr cannot gain abilities whose name contain Poison]

28/30  
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## Viull Gorsat, Wraith Squadron Ace

26

HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

#### Unique, Pilot

**Affinity** [May be in a New Republic squad]

**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]

**Interference** [Non-Unique enemies within 6 squares are not affected by commander effects: Non-Unique enemy commanders within 6 squares have their commander effects suppressed]

**Plasma Eel** [Replaces attacks: sight: 20 damage to target and to each character adjacent to that target; save 11]

**Shamed One** [This character ignores special abilities from Yuuzhan Vong allies that alter his printed Attack or Damage rating]

**Shapeshifter** [If this character does not have line of sight to an enemy at the end of his turn, he can't be targeted by nonadjacent enemies until the start of his next turn]

"I have Yuuzhan Vong parents who rejected me as my body rejected Yuuzhan Vong implants, and human parents who raised me. I am of two people."

29/30  
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## Yuuzhan Vong Paratrooper

16

HIT POINTS 40

DEFENSE 16

ATTACK +6

DAMAGE 10

### Special Abilities

**Pilot, Melee Attack: Flight: Stealth**

**Flank** [Whenever a Unique ally attacks an adjacent enemy who is also adjacent to this character, that enemy gets -4 Defense]

**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]

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

**Vondun Crab Armor 16** [When this character takes damage, it can reduce the damage dealt by 10 with a save of 16]

**Willing to Serve** [Counts as a follower for purposes of allied commander effects]

### Commander Effect

Before setup, choose one Unique Yuuzhan Vong ally. During setup, place that ally adjacent to this character.

Yuuzhan Vong paratroopers jump from special coralcraft onto a planet's surface, using silken canopies to slow their descent.

30/30  
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## Baze Malbus



HIT POINTS 100

DEFENSE 16

ATTACK +8

DAMAGE 10

### Special Abilities

**Unique, Rogue One, Double Attack**  
**Force-Attuned Armor** [Whenever this character takes damage, he reduces the damage by 10 with a save of 11]  
**Furious Assault** [Replaces turn: Can move up to double speed, then attack each legal target once]  
**Impulsive Advance** [Whenever a Unique allied character is defeated, this character can immediately move 3 squares]  
**Missiles 30** [Replaces attacks: sight: 30 damage to target and to each character adjacent to that target; save 11]  
**Protective +10** [+10 Damage while a wounded ally whose name contains Chirrut is within 6 squares]  
**Single-Shot Blaster** [This character cannot gain 1win Attack]  
**Synergy +2** [+2 Attack and +2 Defense while an ally whose name contains Chirrut is within 6 squares]

"I fight the Empire now."



1/6

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## Captain Cassian Andor



HIT POINTS 70

DEFENSE 16

ATTACK +7

DAMAGE 20

### Special Abilities

**Unique, Rogue One**  
**Assassin** [+4 Attack and +10 Damage against living enemies]  
**Quick Draw** [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]  
**Sniper** [Other characters do not provide cover against this character's attack]  
**Valiant Reprisal** [If a Unique Rebel ally is defeated by an enemy, for the remainder of the skirmish this character has +4 Attack and +10 Damage]

### Commander Effect

Unique Rogue One allies gain **Valiant Reprisal** for the rest of the skirmish.

"You're not the only one who lost everything. Some of us just decided to do something about it."  
 — Cassian Andor to Jyn Erso



2/6

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## Chirrut Îmwe



HIT POINTS 70

DEFENSE 18

ATTACK +6

DAMAGE 10

### Special Abilities

**Unique, Rogue One, Melee Attack, Double Attack**  
**Force Ascetic** [Cannot spend Force points to reroll or move faster]  
**Heavy Blaster 30** [Replaces turn: sight, ignore cover: +8 Attack for 30 Damage. This counts as a nonmelee attack]  
**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]  
**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]  
**Synergy +2** [+2 Attack and +2 Defense while an ally whose name contains Baze Malbus is within 6 squares]  
**Force Powers**  
**Force 3**  
**Destiny of the Force** [Force 2, replaces attacks: For the rest of the skirmish, this character gains the following Force Ability: This character and allies may reroll each missed attack once against enemies within 6 squares of this character, except on a roll of 1]  
**Force Sense** [Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round]

"I'm one with the Force; the Force is with me."



3/6

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## Jyn Erso



HIT POINTS 110

DEFENSE 17

ATTACK +7

DAMAGE 20

### Special Abilities

**Unique, Rogue One, Twin Attack**  
**Comraderie** [Unique Rebel allies gain **Quick Reflexes**]  
**Cleave** [Once per turn, if this character defeats an adjacent enemy by making an attack, she can make 1 immediate attack against another adjacent enemy]  
**Close-Quarters Fighting** [+4 Attack against adjacent enemies]  
**Frequency Amplification** [Ranges of allied commander effects are extended by 2 squares]  
**Quick Reflexes** [+8 Defense when attacked on attacks of opportunity]  
**Stealth** [If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]  
**Synergy +2** [Rogue One allies get +2 Attack and +2 Defense while within 6 squares of this character]  
**Wall Climber** [This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square she occupies and a square she is moving into are adjacent to a wall]

"This is a rebellion, isn't it? I rebel."



4/6

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## K-2SO



HIT POINTS 120

DEFENSE 18

ATTACK +12

DAMAGE 10

### Special Abilities

**Unique, Rogue One, Droid, Pilot, Melee Attack**  
**Aggressive Negotiations** [This character is considered to have **Diplomat** until he 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]  
**False Transmission** [On this character's turn, he can choose 1 enemy within line of sight: This phase, this character and allies ignore that enemy when moving]  
**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]  
**Protective +10** [+10 Damage while a wounded Unique Rogue One ally is within 6 squares]  
**Sacrificial Cover-Fire** [Usable only while this character is at half Hit Points or less: when this character takes damage, he may make an immediate nonmelee attack, ignoring cover]

"Jyn, I'll be there for you. Cassian said I had to."



5/6

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## Director Orson Krennic



HIT POINTS 70

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

**Unique, Twin Attack, Cunning Attack**  
**Disciplined Leader** [This character's commander effects cannot be suppressed]  
**Rapport** [Characters named Death Trooper cost 5 less when in the same squad as this character]  
**Rival** [Cannot be in a squad with characters whose names contain Tarkin or Thrawn]  
**Squad Leader** [Imperial trooper allies gain **Squad Discipline** (Ignores enemy abilities that suppress commander effects while 3 allies with the same name as this character are within 6 squares)]  
**Commander Effect**  
 At the end of this character's turn, 1 Death Trooper ally may move up to double speed so long as it ends adjacent to this character and closer to an enemy than it started.  
 Imperial allies whose names contain Death gain **Stormtrooper** (Counts as a character named Stormtrooper) and **Cunning Attack**.

If an Imperial ally would take exactly 20 damage from Unit Bodyguard, it takes 10 damage instead: If it would take more than 20 damage from Unit Bodyguard, it takes 20 damage instead.



6/6

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