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Dowutin Soldier



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Master Q'Anilia





Ven Zallow, Jedi Master



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B2 Grapple Droid





Sith Holocron



15



SMALL BASE

Special Abilities

Affinity (May be in an Imperial or Separatist squad) Dark Allure [Replaces attacks: move I character with a Force rating within 6 squares adjacent to this

character; save II 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 I 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

2 Force points from this character.1 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]

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Death Trooper





Jedi Holocron





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 I adjacent Unique ally with 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 adiacent at the end of its turn, it is defeated. On its turn, an adjacent enemy can either spend I Force point or replace its attacks to remove 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

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

Designed by Trevor Payton, Gencon 2016 Champion

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Galactic Alliance Recruit





Jacen Solo in Amphistaff Armor





Nien Nunb, Red Squadron Ace





Keyan Farlander, Jedi General





Booster Terrik, Smuggler Chief





Lor San Tekka





Dulok Shaman

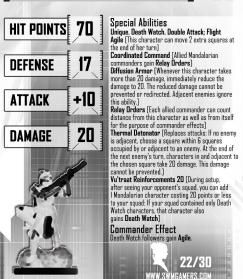






Bo-Katan Kryze, Death Watch Lieutenant

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Sy Snootles





Cartel and Black Sun commanders and allies who count as Xizor gain **Disciplined Leader**.

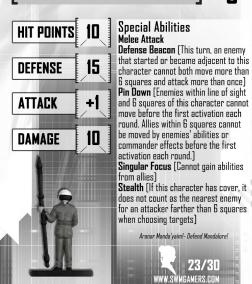
Allied Musicians within 6 squares gain **Bravado**.

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

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Mandalorian Defenseman

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Unkar Plutt



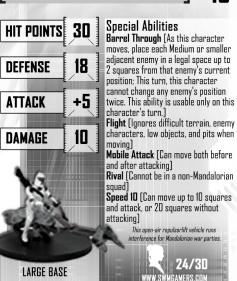
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Outrider on Speeder Bike

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Rally Master

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Venku Skirata

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Viull Gorsat, Wraith Squadron Ace





Eighth Cortex Shaper





Yuuzhan Vong Paratrooper



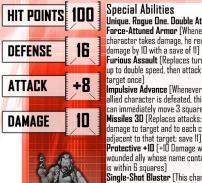
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Baze Malbus





Special Abilities Unique. Rogue One. Double Attack Force-Attuned Armor (Whenever this character takes damage, he reduces the

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 1

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

Synergy +2 [+2 Attack and +2 Defense while an ally whose name contains Chirrut is within 6 squares 1

"I fight the Empire now."



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Jyn Erso



HIT POINTS DEFENSE

ATTACK

DAMAGE

Special Abilities

Unique. Roque One. Twin Attack Camaraderie (Unique Rebel allies gain Quick Reflexes]

Cleave [Once per turn, if this character defeats an adjacent enemy by making an attack, she can make I immediate attack against another adjacent

Close-Quarters Fighting [+4 Attack against adjacent enemies) Frequency Amplification (Ranges of allied

commander effects are extended by 2 squares) Quick Reflexes (+6 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

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

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



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Captain Cassian Andor



HIT POINTS DEFENSE ATTACK 20 DAMAGE

Special Abilities Unique. Roque 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 Damage1

Commander Effect

Unique Roque 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

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K-2SD



HIT POINTS 120

DEFENSE

ATTACK

DAMAGE



Special Abilities

Unique, Roque 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 character1

False Transmission (On this character's turn, he can choose I enemy within line of sight: This phase, this character and allies ignore that enemy when

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

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 l

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



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Chirrut Îmwe





Special Abilities

Unique. Rogue One. Melee Attack; Double Attack Force Ascetic [Cannot spend Force points to reroll or

Heavy Blaster 30 (Replaces turn: sight, ignore cover; +8 Attack for 30 Damage. This counts as a nonmelee

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 1

Force Powers

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

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



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Director Orson Krennic





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

Commander Effect

At the end of this characters turn, I 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 tormtrooper) 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.



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