





Gencon 2017 Champion



















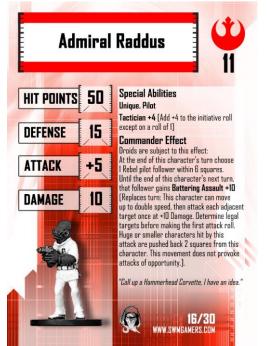
























### **Guardian of the Whills**



HIT POINTS DEFENSE

ATTACK

DAMAGE



### Special Abilities

Coordinate (This character gets +4 to saves while within 6 squares of an ally named Keeper of the Whills]

Plasma Bolt -2 [Enemy characters get -2 to save rolls to prevent damage from this character's attacks]

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

Way of the Whills (During setup, if an ally whose name contains Qui-Gon Jinn, Chirrut Îmwe or Lor San Tekka is in your squad, choose: Resistance or Force 1. For the rest of the skirmish, characters in your squad whose names contain Whills gain the chosen ability. If one of those allies already has a Force rating, it gains I Force point.]

Guardians of the Whills wielded lightbows, handcrafted bowcasters infused with a Kyber crystal.



# Canderous Ordo. Mercenary Commander



DEFENSE

HIT POINTS

ATTACK

DAMAGE



Special Abilities Unique. Triple Attack

Affinity (May be in a Sith or Old Republic squad with a character whose name contains Revan]

Beskar'gam (When this character takes damage, he reduces the damage dealt by ID with a save of [1]

Careful Shot +4 [On this character's turn, if he doesn't move, he gets +4 Attack]

Master Shot (On this character's turn, if he doesn't move, he can attack enemies with cover even if not the nearest enemy; enemies attacked by this character cannot use Evade.]

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

#### Commander Effect

At the start of the skirmish, choose I Unique ally without Melee Attack and without Twin Attack. That ally gains Master Shot and Single-Shot Blaster while within 6 squares of this character.

"Whatever you are fighting, it will be worthy of my skill."



### Old Ben Kenobi. Desert Hermit



HIT POINTS 130

DEFENSE

ATTACK

DAMAGE



Special Abilities Unique. Melee Attack; Triple Attack **Cunning Attack** 

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

Rival (Cannot be in a squad with non-Fringe characters

Outcast (Not subject to commander effects from living allies. Cannot gain special abilities from living allies.1

#### Force Powers Force 3. Force Renewal 1

Force Cloak [Force 2, replaces turn: For the rest of the skirmish, this character gains Cloaked) Force Dash [Force 2, replaces attacks: Move this

character up to his Speed; After moving, this character may make 2 attacks1 Lightsaber Defense (Force 1: When hit by an attack,

this character takes no damage with a save of [1] "Hello there"



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# Imperial Super Commando



HIT POINTS

DEFENSE

ATTACK

DAMAGE



Special Abilities

Affinity [May be in an Imperial squad] Beskar'gam [When this character takes damage

it reduces the damage dealt by 10 with a save of 11) Death-Dealer [Once per turn, each enemy that takes damage from one of this character's

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

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving) Missiles 10 [Replaces attacks: sight; 10 damage to target and to each character adjacent to that target; save [1]

Outmaneuver (Cancel a special ability from an enemy within 6 squares that targets this character; the enemy can avoid this effect with a save of II]

These Mandalorian warriors maintained rule over Mandalore on behalf of the Galactic Empire.



29/30 www.swmgamers.com

## Old Master, Maul



HIT POINTS

DEFENSE

ATTACK

DAMAGE



Special Abilities

Unique. Melee Attack; Twin Attack

Holocron of Malachor (At the start of the skirmish choose I ally named Sith Holocron: that ally gains **Drain Life 2** (Force 2, usable only on this character's turn: range 6; 20 damage to target living enemy and remove 20 damage from this character) for the rest of the skirmish) Juyo Style Mastery [Scores a critical hit on an attack roll of natural 17, 18, 19, or 20. Whenever this character scores a critical hit make a save of 11- on a success. this character can make I immediate extra attack] Outcast (Not subject to commander effects from living allies. Cannot gain special abilities from living allies.] Shrouded (Cannot be targeted by enemy abilities within 6

squares. Cannot gain abilities that reduce or prevent damage.] Force Powers Force 3. Force Renewal 1

Force Cloak [Force 2, replaces turn: For the rest of the skirmish, this character gains Cloaked (If this character has cover, he cannot be targeted by nonadjacent enemies)] Force Push 4 [Force 4, replaces attacks: sight; 40] damage; push back target 4 squares if Huge or smaller) Knight Speed (Force I: This character can move 4 extra squares on his turn as part of his move) Commander Effect

If a character whose name contains Ezra is in your squad, a character named Sith Holocron may be in your squad regardless of faction. "Formerly Darth, now just Maul."



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## Vongerella, Dark Jedi



60 HIT POINTS

DEFENSE

ATTACK

DAMAGE

Special Abilities Unique. Melee Attack; Affinity (May be in a Sith squad) Cloaked [If this character has cover, she cannot be targeted by nonadjacent 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]
Plaeryin Bol (Replaces turn: 40 damage to I adjacent

living enemy: save [1]
Surge-Coral Implants [At the start of the skirmish. after set up, you may choose I Unique living ally. That chosen ally either gains I Force point or Vongsense

until the end of the skirmish.] Vongsense [Ignores Force Immunity of Yuuzhan Vong

Force Powers

Force 1 Force Lightning I (Force I, replaces attacks: range 6;

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

Commander Effect

Characters with Dark Spirit or Eternal Sith Spirit are subject to this effect: At the end of this character's turn, 1 ally within 6 squares whose name contains Spirit or Shaper may be placed in a square adjacent to any Unique living ally within its line of sight.



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