

Army of Light Training Sergeant

27

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Melee Attack; Double Attack

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

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

Rival [Cannot be in a squad with any non-Army of Light Unique commander with a Force rating or non-Army of Light character with an ability whose name contains Meditation]

Force Powers

Force 3

Master Speed [Force 1: This character can move 6 extra squares on its turn as part of its move]

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

Commander Effect

At the start of the skirmish, choose 1 Old Republic follower with a lightsaber. The chosen follower gains **Army of Light** for the rest of the skirmish.

All Lords pledged their baronies to Hoth and flew under the banner of the Army of Light.



1/30

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Kao Cen Darach, Jedi Battlemaster

44

HIT POINTS 120

DEFENSE 20

ATTACK +13

DAMAGE 20

Special Abilities

Unique. Melee Attack; Double Attack

Greater Mobile Attack

Djem So Style [Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker]

Force Bond [An ally named Satele Shan gains **Lightsaber Flurry**]

Synergy +2 [An ally named Satele Shan gets +2 Defense while within 6 squares of this character]

Force Powers

Force 3. **Force Renewal 1; Master of the Force 2**

Force Leap [Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity]

Force Repulse 2 [Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character]

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

Lightsaber Flurry [Force 1, replaces attacks: Make 4 attacks at -10 Damage]

"Go Satele, you must walk a different path."



2/30

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Malak, Jedi General

26

HIT POINTS 90

DEFENSE 19

ATTACK +11

DAMAGE 20

Special Abilities

Unique [Counts as Squire and Alek]

Melee Attack; Double Attack

Backlash [This character can move and then make all of his attacks against 1 enemy who has already activated this round]

Rival [Cannot be in a squad with any Covenant characters or character whose name contains Bastila]

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]

Soldier [Counts as a character named Old Republic Soldier or Sith Soldier]

Force Powers

Force 2. **Force Renewal 1**

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]

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

Commander Effect

Medium or smaller allies with a Force rating lose Soreness and Shien styles (including Mastery) and Evade, then gain **Rolling Evade**.

Joining Revan's War, Malak took the name "Malak" to avoid an arrest warrant by the Jedi Council.



3/30

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Padawan Sniper

19

HIT POINTS 40

DEFENSE 15

ATTACK +8

DAMAGE 20

Special Abilities

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

Skip Tracer +4 [+4 Attack against non-Unique enemies]

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]

Force Powers

Force 3

Focused Attack [Force 2, usable only on this character's turn: This character ignores cover when determining legal targets this turn]

Surprise Move [Force 1: Once per round, after initiative is determined, this character can immediately move up to its Speed before any other character activates]

In their most desperate wars with the Sith, the Jedi would enlist teenage force sensitives with only a month or so of training.



4/30

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Revan, Supreme Commander

38

HIT POINTS 100

DEFENSE 19

ATTACK +12

DAMAGE 20

Special Abilities

Unique. Melee Attack; Double Attack

Ambush [This character can move and then make all his attacks against 1 enemy who has not activated this round]

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

Quick Strike [+10 Damage against adjacent enemies if this character has moved on his turn]

Rival [Cannot be in a squad with any Covenant characters or character whose name contains Bastila]

Force Powers

Force 2. **Force Renewal 1**

Counter Push 1 [Force 1, usable only when this character takes damage: range 6; 10 damage; push back target 1 square if Huge or smaller]

Jedi Battle Control [Force 2, replaces attacks: Choose up to 2 Large or smaller target allies. Move targets up to 6 squares.]

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

Commander Effect

For the rest of the skirmish, allies with a Force rating gain **Quick Strike**.

"I will not remove your mask until there is justice... So swears REVAN!"



5/30

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Darth Vectivus

29

HIT POINTS 90

DEFENSE 19

ATTACK +12

DAMAGE 20

Special Abilities

Unique. Melee Attack; Double Attack

Invisibility [Cannot be targeted by nonadjacent enemies]

Force Powers

Force 4

Force Phantom [Force 1, usable once per skirmish, replaces turn: 20 damage to this character or 1 adjacent ally; Then with a save of 6, this character deals 20 unpreventable damage to any 1 enemy follower with a Force rating]

Force Void [If this character is defeated, each enemy character with a Force rating loses 2 Force points]

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

"Strength that is never touched by ruthlessness is touchingly irresponsible."



6/30

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Kas'im, Sith Blademaster

37

HIT POINTS 90

DEFENSE 20

ATTACK +13

DAMAGE 20



Special Abilities

Unique, Melee Attack: Double Attack
Advantageous Attack (+10 Damage against an enemy who has not activated this round)

Dun Moch Style [On this character's turn, adjacent enemies get -2 to saves and cannot use Force powers to attack him]

Melee Duelist (+4 Defense when attacked by an adjacent enemy)

Soresu Style [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 10]

Force Powers

Force 3, Force Renewal 1

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 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.]

Surprise Attack [Force 2: Once per round, after initiative is determined, this character can make an immediate attack]

Commander Effect
An ally within 6 squares whose name contains Darth Bane gains **Soresu Style**.

7/30
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Keshiri Temple Guard

8

HIT POINTS 20

DEFENSE 13

ATTACK +1

DAMAGE 10



Special Abilities

Lost Tribe, Melee Attack

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

Death-Dealer [Once per turn, each enemy that takes damage from one of this character's abilities takes 10 additional unpreventable damage]

Defensive Reflex [An adjacent enemy that damages this character takes 10 damage. That enemy cannot attack for the rest of that turn; save 16]

Keshiri Guards protect the Sith Temple built over the crash-site of the starship *Umen*.

8/30
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Set Harth, Dark Jedi

36

HIT POINTS 70

DEFENSE 19

ATTACK +9

DAMAGE 20



Special Abilities

Unique, Twin Attack

Impulsive Force Renewal [If a Unique allied character is defeated, for the remainder of the skirmish this character has **Force Renewal 1**]

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

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

Force Powers

Force 1

Blaster Barrage [Force 1, replaces attacks: Can attack every legal target once]

Transfer Essence [Force 1, usable only on this character's turn: Choose 1 living ally. Remove that ally from play and place this character in that ally's space; that ally is defeated]

Lightsaber Throw 2 [Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target]

"Now that the Sith are extinct, Set Harth may be the most dangerous individual in the galaxy." —Jedi Master Obi-wan

9/30
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Sheev Palpatine, Sith Apprentice

29

HIT POINTS 100

DEFENSE 19

ATTACK +10

DAMAGE 20



Special Abilities

Unique, Melee Attack: Double Attack

Dun Moch Style [On this character's turn, adjacent enemies get -2 to saves and cannot use Force powers to attack him]

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]

Parry [When hit by a melee attack, this character takes no damage with a save of 10]

Force Powers

Force 2, Force Renewal 1; Master of the Force 2

Force Dash [Force 2, replaces attacks: Move this character up to his Speed; After moving, this character may make 2 attacks]

Force Leap [Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity]

Force Lightning 1 [Force 1, replaces attacks: range 6; 20 damage]

Lightning Assault [Force 1: Until the end of his turn, each enemy this character moves adjacent to takes 10 damage once]

"Then it is done. From this day forward, the truth of you, now and forever more, will be *Sidious*."
—Darth Plagueis the Wise

10/30
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Sith Ordnance Specialist

6

HIT POINTS 10

DEFENSE 13

ATTACK +1

DAMAGE 10



Special Abilities

Melee Attack

Self-Destruct 10 [When this character is defeated, each adjacent character takes 10 damage]

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

Force Powers

Force 1

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

In the Sith Army even Force adepts were considered expendable, until their fledgling abilities were proven in battle.

11/30
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Anakin Skywalker, Hero With No Fear

35

HIT POINTS 110

DEFENSE 19

ATTACK +10

DAMAGE 20



Special Abilities

Unique, Melee Attack; Twin Attack; Evade

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

Force Bond [An ally whose name contains Kenobi gains **Lightsaber Precision** (Force 1: This character gets +10 Damage on its next attack)]

Rapport [Costs 5 less when in the same squad as a character whose name contains Ahsoka or Kenobi]

Force Powers

Force 2, Force Renewal 1

Force Grip 2 [Force 2, replaces attacks: sight; 20 damage]

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

Overwhelming Force 2 [Force 2: This character's attacks can't be prevented or redirected this turn, and special abilities that trigger as a result of being hit by an attack are suppressed. Ignore bonuses to Defense when determining whether the attack hit.]

"Somebody's got to be the poster boy."
—Obi-wan Kenobi

12/30
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Caleb Dume, Jedi Padawan



HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20



Special Abilities

Unique [Counts as Kanan Jarrus]

Melee Attack; Twin Attack; Stealth

Dopa Billaba's Holocron [At the start of the skirmish, choose an ally whose name contains Jedi Holocron; for the rest of the skirmish, that ally gains **Lightsaber Assault** (Force 1, replaces attacks: Make 2 attacks)]

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

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

Synergy +3 [+3 Attack and +3 Defense while an ally whose name contains Dopa Billaba is within 6 squares]

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]

"He's reckless, but reckless may be exactly what we need right now."
—Dopa Billaba



13/30

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Clone Shadow Trooper



HIT POINTS 50

DEFENSE 14

ATTACK +7

DAMAGE 10



Special Abilities

Order 66, Double Attack

Dark Armor [Whenever this character takes damage, it reduces the damage dealt by 10 with a save of 1. Attacks with lightsabers ignore this special ability.]

Greater Mobile Attack [Can move both before and after attacking. This character can make extra attacks even if it moves this turn, but it must make them all before resuming movement.]

Skip Tracer +2 [+2 Attack against non-Unique enemies]

Sniper [Other characters do not provide cover against this character's attack]

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

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]

Shadow troopers operated covertly and undercover in highly modified armor.



14/30

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Falleen Spy



HIT POINTS 20

DEFENSE 11

ATTACK +5

DAMAGE 10



Special Abilities

Black Sun

Devious [+4 Attack against activated enemies]

Pheromones [Cancel an attack from a living enemy within 6 squares that targets this character; the attacker can avoid this effect with a save of 1]

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

Black Sun profited from the Clone Wars as its Falleen spies advanced the Separatist cause.



15/30

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Admiral Raddus



HIT POINTS 50

DEFENSE 15

ATTACK +5

DAMAGE 10



Special Abilities

Unique, Pilot

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

Commander Effect

Droids are subject to this effect:

At the end of this character's turn choose 1 Rebel pilot follower within 6 squares.

Until the end of this character's next turn, that follower gains **Battering Assault +10**

[Replaces turn: This character can move up to double speed, then attack each adjacent target once at +10 Damage. Determine legal targets before making the first attack roll. Huge or smaller characters hit by this attack are pushed back 2 squares from this character. This movement does not provoke attacks of opportunity.]

"Call up a Hammerhead Corvette. I have an idea."



16/30

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Resistance Spy Droid



HIT POINTS 50

DEFENSE 14

ATTACK +6

DAMAGE 10



Special Abilities

Droid

Affinity [May be in a New Republic squad]

Invisibility [Cannot be targeted by nonadjacent enemies]

Low Caste [Cannot be added to a squad via any character's Reinforcements or Reserves abilities. This character's cost cannot be reduced.]

Master Slicer [Replaces attacks: This turn, this character can ignore doors while moving]

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

Undercover [After setup, immediately before the first activation of the skirmish, place this character in an opponent's starting zone]

Vital Information [Replaces attacks, usable once per skirmish: choose 1 adjacent allied commander to gain either **Never Tell Me the Odds** (Suppresses enemy special abilities that modify initiative) or **Tactician +6** (Add +6 to the initiative roll except on a roll of 1)]

"You are aware that I maintain a network of... well-placed individuals who share information with me from time to time?" —G-3PD



17/30

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Admiral Rae Sloane



HIT POINTS 60

DEFENSE 17

ATTACK +6

DAMAGE 10



Special Abilities

Unique, First Order, Twin Attack

Deceptive [+10 Damage against activated enemies]

Devious [+4 Attack against activated enemies]

Trick Shot [Replaces attacks: target one activated enemy, ignoring cover; make 1 attack against that enemy]

Commander Effect

Unique Imperial allies without **Melee Attack** gain **Trick Shot**.

Unique Imperial commanders gain **Devious**.

"You are under arrest for conspiring against the Galactic Empire, long may it reign!"



18/30

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Elite Praetorian Guard

27

HIT POINTS

100

DEFENSE

17

ATTACK

+10

DAMAGE

20

Special Abilities

First Order. Melee Attack; Double Attack

Acrobatic (Ignores enemy characters when moving)

Dark Armor (Whenever this character takes damage, it reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.)

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)

Rapport (Imperial characters whose names contain Guard cost 2 less when in the same squad as this character)

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

Teräs Käsi Style (Whenever this character takes damage from a melee attack, reduce the damage dealt by 10)

The Praetorian Guard were an elite force of eight warriors who protected Supreme Leader Snoke.

19/30

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First Order Officer

15

HIT POINTS

50

DEFENSE

17

ATTACK

+7

DAMAGE

20

Special Abilities

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

Shields I (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)

Commander Effect

Droids are subject to this effect:

Non-Unique First Order allies within line of sight gain **Shields I**.

"The First Order is eternal!"

20/30

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First Order RA-7 Protocol Droid

8

HIT POINTS

40

DEFENSE

15

ATTACK

+0

DAMAGE

0

Special Abilities

Droid. First Order. Melee Attack

Comraderie (Allies whose names contain Protocol Droid gain **First Order**)

Advanced Door Gimmick (At the end of its turn, this character can designate 1 door that it can see as open; it remains open and cannot be closed until the end of this character's next turn, or until it is defeated)

Allegiance (If your squad contained only First Order characters, immediately before the first activation of the skirmish, allies whose names contain Protocol Droid gain **Advanced Door Gimmick**)

Bring me the head of an Imperial RA-7 protocol droid. The optics on those are supposed to be magnificent.

—Snoke

21/30

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Cobalt Squadron Pilot

6

HIT POINTS

10

DEFENSE

13

ATTACK

+3

DAMAGE

10

Special Abilities

Resistance

Melee Attack (Can attack only adjacent enemies)

Clumsy [-4 to this character's save rolls]

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

During the evacuation of D'Qar, Cobalt Squadron destroyed the First Order Dreadnought Fulminatrix.

22/30

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Jaina Solo Fel, Jedi Master

32

HIT POINTS

100

DEFENSE

20

ATTACK

+12

DAMAGE

20

Special Abilities

Unique. Pilot. Melee Attack

Double Attack; Greater Mobile Attack

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

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

Force Powers

Force 2. Force Renewal I

Master of the Force 2 (May spend Force points up to 2 times in a single turn)

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

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

"If I start feeling the urge to tattoo my face, I'll be sure to let you know."

23/30

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Resistance Captain

19

HIT POINTS

50

DEFENSE

16

ATTACK

+8

DAMAGE

20

Special Abilities

Pilot. Resistance

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

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 11)

Rapport (Resistance pilots cost 1 less when in the same squad as this character)

Commander Effect

Resistance pilot followers gain **Evade**.

Unique pilot followers gain **Outmaneuver**.

In the Resistance there are captains in both the army and in the navy.

24/30

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Guardian of the Whills



17

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 10

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 Imwe or Lor San Tekka is in your squad, choose: **Resistance** or **Force I**. 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 1 Force point.]

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



25/30

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Canderous Ordo, Mercenary Commander



39

HIT POINTS 110

DEFENSE 19

ATTACK +10

DAMAGE 20

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 10 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 1 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."



28/30

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Old Ben Kenobi, Desert Hermit



44

HIT POINTS 130

DEFENSE 22

ATTACK +14

DAMAGE 20

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.]

Force Powers

Force 3. Force Renewal I

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 attacks]

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

"Hello there."



26/30

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Old Master, Maul



45

HIT POINTS 130

DEFENSE 20

ATTACK +13

DAMAGE 20

Special Abilities

Unique. Melee Attack; Twin Attack

Holocron of Malachor [At the start of the skirmish, choose 1 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 1; on a success, this character can make 1 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 I

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 1: 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."



27/30

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Imperial Super Commando



24

HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 20

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 1]

Death-Dealer [Once per turn, each enemy that takes damage from one of this character's abilities takes 10 additional unpreventable damage]

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

Fight [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 1]

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



29/30

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Vongerella, Dark Jedi



17

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 20

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]

Placryn Bol [Replaces turn; 40 damage to 1 adjacent living enemy; save 1]

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

Vongsense [Ignores Force Immunity of Yuuzhan Vong enemies]

Force Powers

Force 1

Force Lightning I [Force 1, replaces attacks: range 6; 20 damage]

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

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.



30/30

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Luke Skywalker of Ahch-To



HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20

Special Abilities

Unique, Resistance, Pilot, Melee Attack
Double Attack; Greater Mobile Attack
Allegiance [If your squad contained only Resistance characters immediately before the first activation of the skirmish, an ally whose name contains Rey gains **Greater Mobile Attack**.]

Force Powers

Force 2, Force Renewal 1
Force Projection 5 [Force 5, usable once per skirmish, replaces turn or when this character would be defeated. This character has 10 Hit Points, is considered activated and cannot attack or be damaged. When an enemy in Luke's line of sight targets, allies of Luke are not legal targets and do not count as the nearest enemy or adjacent. The enemy can target Luke, ignoring cover. At the end of the round, this character is defeated. This Force power cannot be canceled.]
Force Spirit 6 [If this character is defeated, immediately add 6 Force points to an ally with a Force rating that ally can spend Force points 1 extra time per turn for the rest of the skirmish.]
Force Withdrawal [Force 1, usable on this character's turn. Until the start of this character's next turn or until he spends a Force point, he gains **Force Immunity**.]

"See you around, kid."



1/6
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Vice Admiral Amilyn Holdo



HIT POINTS 50

DEFENSE 16

ATTACK +6

DAMAGE 10

Special Abilities

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

Jolt [An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.]

Ultimate Sacrifice [Replaces turn or when this character is defeated: remove this character from play, she is defeated; 20 damage to target enemy, ignoring cover; this damage cannot be prevented or redirected.]

Leia's Decoy [Whenever a Small or Medium ally whose name contains Leia within 6 squares is targeted, this character can switch places with that character. This character becomes the target instead.]

"That's Admiral Holdo?"

"Battle of Chyran Belt Admiral Holdo?"

—Poe Dameron



4/6
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Rey and Kylo, Force-Bonded Allies



HIT POINTS 140

DEFENSE 22

ATTACK +12

DAMAGE 20

Special Abilities

Unique [Counts as both Rey and Kylo Ren]
Resistance, First Order, Melee Attack
Double Attack; Greater Mobile Attack
Acrobatic [Ignores enemy characters when moving.]
Affinity [May be in an Imperial squad.]
Anarchist [Not subject to commander effects. Suppresses enemy and allied commander effects within 6 squares.]

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

Parry [When hit by a melee attack, this character takes no damage with a save of 11.]
Spinning Blade Attack [Replaces turn, usable only while this character is at half Hit Points or more. This character can move up to its speed this turn and it can attack each adjacent enemy once as it moves. This movement does not provoke attacks of opportunity.]

Teamwork [At the end of this character's turn, it may immediately make an attack or use an ability that replaces attacks.]

Force Powers

Force 3, Force Renewal 1; Master of the Force 2
Force Repulse 2 [Force 2, replaces attacks; 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character.]

"Ben, I saw your future. You'll turn, I'll help you."
"You'll be the one to turn. You'll stand with me, Rey."
—Rey & Kylo Ren

2/6
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LARGE BASE



Rose Tico



HIT POINTS 40

DEFENSE 16

ATTACK +5

DAMAGE 10

Special Abilities

Unique, Resistance

Electric Taser [Once during her turn: 10 damage to an adjacent enemy; save 16.]

Finn's Bodyguard [If a character whose name contains Finn is an adjacent ally and would take damage from an attack, this character can take the damage instead.]

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

"That's how we're gonna win, not fighting what we hate, but saving what we love."



3/6
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Supreme Leader Snoke



HIT POINTS 120

DEFENSE 20

ATTACK +0

DAMAGE 0

Special Abilities

Unique, First Order, Melee Attack
Dark Master [At the start of the skirmish, choose a Unique allied character. That character may spend this character's Force points as if they were its own.]
The Phantom Menace [This character does not count as a legal target for enemies farther than 6 squares away.]

Force Powers

Force 3, Force Renewal 2; Master of the Force 2
Chain Lightning 2 [Force 2, replaces attacks; range 6; 20 damage to target and to each enemy within 2 squares of the target.]

Dark Link [Force 2, usable on his turn: Target 1 Unique living enemy and 1 living ally, ignoring cover; 10 damage to both. Move that enemy and then the ally up to 4 squares toward the other without provoking attacks of opportunity. This ability ignores Force Immunity.]

Force Bubble 3 [Force 3. When this character takes damage, reduce the damage dealt by 40.]

Force Stun [Force 1, usable only on this character's turn; range 6; target living enemy is considered activated this round; save 10.]

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

Commander Effect

While your squad contains only First Order characters, allies within 6 squares get +4 Attack and +10 Damage.



5/6
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DJ



HIT POINTS 60

DEFENSE 16

ATTACK +6

DAMAGE 10

Special Abilities

Unique, Double Attack

Advanced Door Gimmick [At the end of his turn, this character can designate 1 door that he can see as open; it remains open and cannot be closed until the end of this character's next turn, or until he is defeated.]

Double Agent [Suppresses enemy and allied commander effects that alter the number of activations per phase.]

Don't Join [Enemy characters within this character's line of sight cannot join your squad.]

Master Hacker [Once per round, after initiative is determined, this character can cancel a special ability used by an enemy to designate a door as temporarily open or closed.]

Master Slicer [Replaces attacks: This turn, this character can ignore doors while moving.]

"It's all a machine, partner. Live free, don't join."



6/6
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