

## Antarian Ranger Lieutenant

18

HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

**Affinity** [May be in a Republic or New Republic Squad]

**Coordinated Movement** [At the end of this character's turn, ally with a lightsaber may immediately move up to 2 squares]

**Frequency Amplification** [Ranges of allied commander effects are extended by 2 squares]

**Ranger** [Counts as a character named Antarian Ranger]

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

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

**Synergy +4** [+4 Attack and +4 Defense while an ally with a Force rating is within 6 squares]

*Lieutenant was an honorific position within the Antarian Rangers.*

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## Teff'ith, Twi'lek Smuggler

14

HIT POINTS 40

DEFENSE 16

ATTACK +9

DAMAGE 10

### Special Abilities

**Unique. Stealth**

**Black Sun** [If a character whose name contains Xizor or Vigo is in the same squad, this character gains **Grenades 10**]

**Coordinated Command** [Unique allies whose names contain Black Sun or SIS gain **Relay Orders**]

**Door Gimmick** [At the end of her turn, this character can designate 1 door that she can see as open; it remains open until the end of this character's next turn, or until she is defeated]

**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]

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## Darth Tenebrous

35

HIT POINTS 100

DEFENSE 20

ATTACK +13

DAMAGE 20

### Special Abilities

**Unique. Melee Attack; Stealth; Twin Attack**

**Breath Mask** [Not affected by abilities or Force powers whose name contains Poison]

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

**Melee Duelist** [+4 Defense when attacked by an adjacent enemy]

**Retrovirus** [Usable only while this character is at half Hit Points or less: This turn, whenever this character is hit by an attack, he may use 1 ability whose name contains Style, Avoid Defeat, Evade or Parry from an ally with a Force Rating within 6 squares as if it were his own]

**Force Powers**

**Force 4. Master of the Force 2**

**Burst Lightning** [Force 1, usable only on this character's turn; range 6; 10 damage]

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

**Mind Probe** [Force 1: Once per round, before initiative is determined, if this character is adjacent to an enemy, add +6 to your roll]

*Master to Darth Plagueis, Tenebrous had extremely powerful precognitive abilities.*

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## Sith Sentinel Droid

17

HIT POINTS 50

DEFENSE 16

ATTACK +7

DAMAGE 20

### Special Abilities

**Droid.**

**Crack Shot** [Whenever this character combines fire against a target within 6 squares, damage from the attack cannot be prevented or redirected]

**Energy Shield Projector** [Usable immediately when this character or an adjacent ally is hit by a nonmelee attack; this character reduces the damage to 10 with a save of 11 and adjacent allies automatically fail saves that prevent or reduce damage for the rest of this turn or until this character is defeated]

**Poison Gas 20** [Replaces attacks: Enemies within 3 squares take 20 damage; save 11]

*Equipped with energy shields, the Sentinel-series were deployed as both combat droids and bodyguards.*

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## Bultar Swan

29

HIT POINTS 90

DEFENSE 19

ATTACK +12

DAMAGE 20

### Special Abilities

**Unique. Melee Attack; Double Attack**

**Melee Duelist** [+4 Defense when attacked by an adjacent enemy]

**Sliding Hands Technique** [Whenever this character rolls a successful Lightsaber

Defense save against an adjacent enemy, that enemy cannot attack or move for the rest of the round; save 16]

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

**Teräs Käsi Style** [Whenever this character takes damage from a melee attack, reduce the damage dealt by 10]

**Force Powers**

**Force 5**

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

*Jedi Knight Bultar Swan was proficient in disarming her opponents.*

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## Fambaa

31

HIT POINTS 140

DEFENSE 14

ATTACK +0

DAMAGE 0

### Special Abilities

**Melee Attack; Speed 4; Distraction**

**Damage Reduction 20** [Whenever this character takes damage, reduce the damage dealt by 20. Attacks with lightsabers ignore this special ability]

**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]

**Particle Energy Shield** [While this character is at half Hit Points or more, Allies with cover from this character cannot be targeted by nonadjacent enemies; adjacent allies gain **Damage Reduction 10**]

**Shield Interference** [Shield abilities of adjacent characters are suppressed]

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

*"Starten up the shield!" -Captain Tarpals*

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HUGE BASE



## Geonosian Beast Handler



11

HIT POINTS 50

DEFENSE 15

ATTACK +5

DAMAGE 10

### Special Abilities

Melee Attack; Melee Reach 2

**Beast Handler** [Savage allies may ignore the movement restrictions of Savage if within 2 squares of this character at the start of their turns]

**Good** [Replaces attacks: 1 Large or Huge Savage ally without Twin Attack within 2 squares can immediately move up to its speed, then make all of its attacks against an adjacent enemy, if it can.]

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

### Commander Effect

Savage characters are subject to this effect: Huge Savage allies without Twin Attack gain **Huge Walker** [Ignores Medium or smaller characters while moving].

*The job of picador was one of the few positions of note to which a Geonosian drone could aspire.*



LARGE BASE

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## Gizor Dellso



30

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

Unique. Geonosian. Evade; Flight

**Delusions of Grandeur** [Replaces attacks: target ally gets +4 Attack and +4 Defense until the start of this character's next turn]

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

**Rival** [May not be in a squad with any Separatist commander without Droid or Cyborg]

**Vector Prime** [During setup, characters in your squad may set up within 4 squares of the starting zone instead of within the starting zone]

### Commander Effect

Droids are subject to these effects:

Droid followers gain **Squad Discipline** [Ignores enemy abilities that suppress commander effects while 3 allies with the same name as this character are within 6 squares].

At the end of this character's turn, one ally within 6 squares whose name contains Battle Droid can be placed in any legal square adjacent to this character.



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## Ezra Bridger, Hero of Lothal



39

HIT POINTS 100

DEFENSE 19

ATTACK +10

DAMAGE 20

### Special Abilities

Unique. Ghost Crew. Melee Attack; Double Attack

**Artifact Defender** [When an enemy replaces its attacks to remove 2 Force points from an ally whose name contains Holocron, it removes only 1 Force point instead]

**Fixed Odds** [This character is not subject to special abilities that modify saves]

**Shien Style** [When hit by a nonmelee attack, this character takes no damage with a save of II and the attacker takes 10 damage; save II]

### Force Powers

Force 2. Force Renewal I

**Force Dominate** [Force 2, replace attacks: sight: Target living character takes an immediate turn under your control, which does not count as an activation for the round; save II. The target character cannot move this turn]

**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 its attacks this turn]



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## Partisan Sniper



13

HIT POINTS 40

DEFENSE 15

ATTACK +6

DAMAGE 10

### Special Abilities

**Comraderie** [An ally whose name contains Saw Gerrera gains **Skip Tracer** +2]

**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]

**Synergy** [+4 Attack while an allied character whose name contains Saw Gerrera is within 6 squares]

*"I bring the means with which to fight back." -Saw Gerrera*



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## Rebel Commander



19

HIT POINTS 40

DEFENSE 17

ATTACK +6

DAMAGE 10

### Special Abilities

Double Attack

**Avoid Defeat** [Whenever this character would be defeated, make 2 saves, each needing II; if both succeed, this character has 10 Hit Points instead of being defeated.]

**Synergy** +3 [Non-Unique Rebel allies get +3 Attack and +3 Defense while within 6 squares of this character.]

### Commander Effect

Rebel trooper followers gain **Squad Firepower** [+10 Damage while 3 allies with the same name as this character are within 6 squares] and **Survival Expert** +2 [+2 to this character's save rolls].

*"The Rebel Alliance is too well equipped. They're more dangerous than you realize." -General Tagge*



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## Rianna Saren and Z-58-D "Zeeo"



78

HIT POINTS 130

DEFENSE 18

ATTACK +13

DAMAGE 20

### Special Abilities

Unique. Triple Attack; Mercenary

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

**Comraderie** [An ally whose name contains Kyle Katarn gains **Mercenary**]

**Cunning Attack** +20 [+4 Attack and +20 Damage against an enemy who has not activated this round]

**Independent** [Your squad may not contain more than one other Rebel commander]

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

**Override** [At the end of its turn, this character can designate 1 door that it can see as open or closed; it remains open or closed until the end of this character's next turn, or until it is defeated]

### Commander Effect

Unique characters in your squad (including this character) get +6 Defense against enemies with Suppressive Fire.

*"No way I'll let a droid slow me down..."*



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## Sergeant Melshi



18

HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 20

### Special Abilities

Unique. Rogue One. SpecForce

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

**Synergy** (+4 Attack and +4 Defense while a SpecForce ally is within 6 squares)

### Commander Effect

Rebel followers whose names contain Marine within 6 squares gain **Hero's Bodyguard** (If an adjacent Unique ally would take damage from an attack, this character can take the damage instead).

*Russcott Melshi's ground force provided a distraction at the Battle of Scarif, allowing their Rebel allies to steal the Death Star plans.*



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## O-O-O and BT-1



24

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

Unique (Counts as both O-O-O and BT-1)

Droid

**Droid Master** (Non-Unique Droid characters within 6 squares gain **Double Attack**)

**Torture 2** (When an adjacent living enemy takes damage from an attack by this character, it gets -2 Attack and -2 Defense for the rest of the skirmish. (This ability stacks))

**Virulent Paralyzing Poison** (~20 Damage against adjacent living enemies and target is considered activated this round; save 16)

### Commander Effect

Droids are subject to this effect: Whenever a non-Unique Imperial Droid ally that costs less than this character would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points.

"I say, BT, you certainly do make a mess."



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## Iden Versio, Inferno Squad Commando



37

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

Unique. Pilot. Resistance

**Affinity** (May be in a New Republic squad)

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

**Lookout** (Replaces attacks: Move 1 Medium or smaller Commando ally within 6 squares adjacent to this character)

**Rival** (Cannot be in a squad with any character with first Order)

**Splash 20** (If this character's attack hits, all characters adjacent to the target take 20 damage; save 16. If the attack misses, the target and all adjacent characters take 20 damage; save 16.)

**Commander Effect**  
Followers whose names contain Commando within 6 squares gain **Overload** (Can use 2 abilities that replace attacks instead of 1 on its turn).  
Droids are subject to this effect:  
At the end of this character's turn, choose one ally whose name contains Seeker Droid. Until the start of this character's next turn, that ally gains **Electric Taser** (Once during its turn: 10 damage to an adjacent enemy; save 16).



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## Sentinel Messenger Droid



16

HIT POINTS 40

DEFENSE 13

ATTACK +4

DAMAGE 10

### Special Abilities

Droid. First Order. Melee Attack

**Tactician +4** (Add +4 to the initiative roll except on a roll of 1)

**True Emperor** (At the end of this character's turn, choose an enemy commander within line of sight. That character's commander effect is suppressed until the start of this character's next turn; save 16)

**The Phantom Menace** (This character does not count as a legal target for enemies farther than 6 squares away)

### Commander Effect

If your squad contains only Imperial characters, Imperial followers without Diplomat gain

**Self-Destruct Sequence 10** (Replaces attacks: 10 damage to each adjacent character, then remove this character from play).

*Sentinels carried Palpatine's Contingency plan to rebuild an empire in the event of his defeat.*



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## Eelysa, Jedi Master



35

HIT POINTS 110

DEFENSE 19

ATTACK +12

DAMAGE 20

### Special Abilities

Unique. Pilot. Melee Attack

**Double Attack: Greater Mobile Attack.**

**Deceptive** (+10 Damage against an enemy who has activated this round)

**Rapport** (Characters whose names contain Barabel or Sebastyne cost 5 less when in the same squad as this character)

**Telekinetic Combat** (This character may attack targets within 6 squares. This counts as an attack with a lightsaber and any attack against a nonadjacent target counts as a nonmelee attack.)

### Force Powers

**Force 3: Force Renewal 1**

**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)

**Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of 16)

**Jedi Mind Trick 2** (Force 2: usable only on this character's turn; range 2: target living enemy and 2 living enemies adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save 16)

### Commander Effect

Allies whose names contain Barabel or Sebastyne gain **Force Renewal 1** and **Greater Mobile Attack**.



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## Khabarakh of Clan Khim'bar



20

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 10

### Special Abilities

Unique. Noghril. Double Attack

**Affinity** (May be in an Imperial squad)

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

**Stokhli Stick** (If this character's attack hits, the target and all enemies adjacent to the target cannot move this round; save 16. If the attack misses, all enemies adjacent to the target cannot move this round; save 16)

"Mal'ary ush!"



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## Mister Bones



HIT POINTS 70

DEFENSE 16

ATTACK +12

DAMAGE 20

### Special Abilities

Unique. Droid. Melee Attack; Triple 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]

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

**Furious Assault** [Replaces turn: Can move up to double speed, then attack each legal target once]

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

"I PERFORMED VIOLENCE, MASTER."  
—Mister Bones, to Temmin Wexley



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## New Republic Missile Trooper



HIT POINTS 40

DEFENSE 14

ATTACK +7

DAMAGE 10

### Special Abilities

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

**Missiles 30** [Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save 11]

**We Won't Be Seeing Him Again** [Once per round, after it defeats an enemy by using a Special Ability that replaces attacks, this character may immediately move up to its speed]

The New Republic Defense Force liberated countless worlds held in Imperial sway.



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## Black Sun Pirate Captain



HIT POINTS 40

DEFENSE 17

ATTACK +9

DAMAGE 20

### Special Abilities

Black Sun Vigo. Stealth

**Blaster Rifle Upgrade** [Allies within 6 squares with nonmelee attacks that deal exactly 20 Damage gain Jolt]

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

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

### Commander Effect

Black Sun and Pirate allies within 6 squares gain **Improved Spotter 10** [If this character combines fire against a target, the attacking character gets a +10 bonus to Damage against that target].

"To be a Vigo in Black Sun is to enjoy more power than all but a handful of beings in the entire galaxy."  
—Prince Xizor



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## Chiss Clawcraft Pilot



HIT POINTS 20

DEFENSE 12

ATTACK +4

DAMAGE 10

### Special Abilities

**Contingent Targeting** [Until the end of the round, target enemy has -4 Defense against allies whose names contain Chiss]

**Survival Expert +2** [+2 to this character's save rolls]

The celebrated Nesis-class Clawcraft starfighter was a hybrid of Imperial and Chiss technology.



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## Cloud-Rider on Swoop Bike



HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

Pirate. Speed 12. Flight

**Advantageous Cover** [+8 Defense from cover instead of +4]

**Artillerist** [+4 Attack against enemies with Flight]

**Distraction** [Suppresses adjacent enemy commander effects]

**Magnetic Restraint Cable** [Whenever a Large or larger enemy with Flight or Mounted Weapon becomes adjacent to this character, that enemy must end its movement and cannot move as long as it is adjacent to this character]

"Bring me their weapons."  
—Enfys Nest



LARGE BASE

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## Doctor Aphra



HIT POINTS 70

DEFENSE 17

ATTACK +7

DAMAGE 20

### Special Abilities

Unique. Evade

**Artifact Defender** [When an enemy replaces its attacks to remove 2 Force points from an ally whose name contains Holocron, it removes only 1 Force point instead]

**It Belongs in a Museum** [At the end of this character's turn, an adjacent enemy whose name contains Holocron joins this character's squad until the end of the skirmish; save 11]

**False Transmission** [On this character's turn, she can choose 1 enemy within line of sight. This phase, this character and allies ignore that enemy when moving]

**Stay on Target** [Usable on this character's turn: if this character has line of sight to an enemy, choose any 1 enemy character. That enemy cannot change position outside its turn until the start of this character's next turn or until this character is defeated.]



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## Ewok Battle Wagon



21

HIT POINTS 70

DEFENSE 14

ATTACK +2

DAMAGE 30

### Special Abilities

**Melee Attack: Melee Reach 2**

**Rain of Arrows** [Replaces attacks; each adjacent enemy takes 10 unpreventable damage]

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

**Swarm +2** [+2 Attack against a target for each allied Ewok adjacent to that target]

### Commander Effect

At the end of this character's turn, an allied medium or smaller Ewok without Flight within 6 squares and within line of sight can be placed adjacent to this character.

"...that old battle wagon sure came in handy when them Duloks started making trouble."  
—Erpham Warrick



HUGE BASE

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## Guildmaster Cradossk



34

HIT POINTS 110

DEFENSE 19

ATTACK +8

DAMAGE 20

### Special Abilities

**Unique. Trandoshan. Twin Attack**

**Bounty Hunter +4** [+4 Attack against Unique enemies]

**Concussion Rifle** [An enemy hit by this character's attack is immediately pushed back one square; save 11]

**Programmed Target** [After setup, choose any 1 enemy. This character gets +4 Attack and **Accurate Shot** against the chosen enemy]

**Regeneration 20** [If this character doesn't move on his turn, remove 20 damage from him at the end of that turn]

### Commander Effect

Droids are subject to this effect: Bounty Hunter allies within this character's line of sight may replace their turns to move up to their speed, make an attack and then use a special ability that replaces attacks.



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## Fenn Rau



31

HIT POINTS 90

DEFENSE 19

ATTACK +10

DAMAGE 20

### Special Abilities

**Unique. Mandalorian Protector. Pilot. Flight**

**Affinity** [A character whose name contains Sabine may be in a Mandalorian squad with this character, regardless of faction]

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

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

### Commander Effect

Pilot allies gain **Evade** and **Speed 8**.

An ally whose name contains Sabine gains **Wrist Cable** [At the end of this character's turn, 1 target Large or smaller enemy within 6 squares cannot move until the end of this round, save 11].

"You haven't forgotten our ways.  
That has earned my respect."



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## Mandalorian Combat Engineer



14

HIT POINTS 40

DEFENSE 16

ATTACK +6

DAMAGE 20

### Special Abilities

**Cloaked** [If this character has cover, it cannot be targeted by nonadjacent enemies]

**Mines 20** [An enemy that moves adjacent to this character takes 20 damage; save 11]

**Rigging Defuser** [This character and each ally within 6 squares ignores Rigged Detonators]

**Trammel** [At the end of this character's turn, it may target 1 enemy within 6 squares, ignoring cover; that enemy and each character adjacent to it get -2 Speed until the end of this round]

### Commander Effect

Mandalorian allies within 6 squares gain **Stable Footing** [Not slowed by difficult terrain or low objects].



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## Czulkang Lah, Young Hunter



34

HIT POINTS 90

DEFENSE 19

ATTACK +13

DAMAGE 20

### Special Abilities

**Unique. Melee Attack: Twin Attack**

**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]

**Ritual Scarring** [This character ignores special abilities from allies that alter his printed Attack or Damage rating]

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

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

Born into Domain Lah, the fearsome  
Czulkang Lah would eventually become  
Warmaster and father of Tsavong Lah.



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## Yun-Shuno Priestess



20

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 20

### Special Abilities

**Melee Attack: Force Immunity**

**Clan Leader** [Non-Unique allies with Shamed One gain **Quick Strike** [+10 Damage against adjacent enemies if this character has moved on its turn]]

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

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

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

### Commander Effect

Unique allies with Shamed One gain **Extra Attack** and **Relay Orders** [Each allied commander can count distance from this character as well as from itself for the purpose of commander effects].



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## Dryden Vos, Crimson Dawn Leader



25

HIT POINTS 80

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

Unique. Crimson Dawn. Melee Attack

**Bloodthirsty** [+10 Damage on melee attacks against enemies at half Hit Points or less]

**Crime Lord** [Living allies get +2 Attack and +2 Defense if your squad contains only Fringe characters]

**Rapport** [Allies with Mercenary cost 1 less when in the same squad as this character]

### Commander Effect

Allies with Mercenary gain **Crimson Dawn**.

Crimson Dawn allies within 6 squares gain **Defensive Stance +2** [+2 Defense while activated] and **Extra Attack** [On its turn, this character can make 1 cumulative extra attack instead of moving].

"Test my patience for even one second and see what happens."



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## Enfys Nest



33

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

Unique. Pirate. Melee Attack: **Evade**

**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.]

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

**Commander Hunter** [+4 Attack and +10 Damage against enemy commanders]

**Forward Commander** [-1 Attack and -1 Defense for each Pirate ally within 6 squares]

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

### Commander Effect

Pirate followers gain **Mobile Attack** and **Predictable Targets** [Replaces attacks: Can attack a legal target and every legal target with the same name once].

"The only law out here is my law."



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## L3-37



30

HIT POINTS 80

DEFENSE 17

ATTACK +6

DAMAGE 20

### Special Abilities

Unique. Droid. Melee Attack: **Extra Attack**

**Camaraderie** [An ally whose name contains Lando gains **Extra Attack**]

**Distraction** [Suppresses adjacent enemy commander effects]

**Override** [At the end of her turn, this character can designate 1 door that she can see as open or closed; it remains open or closed until the end of this character's next turn, or until she is defeated]

### Commander Effect

Droids are subject to these effects:

Unique Droid allies gain **Distraction** as long as this character is within 6 squares of the ally.

At the end of this character's turn, 1 ally within 6 squares named **Conk Power Droid** can be placed in a square adjacent to a Unique Droid ally within its line of sight, including this character.

"Maybe we're our own makers, no matter who put the parts together."



3/6

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## Qi'ra



17

HIT POINTS 70

DEFENSE 18

ATTACK +8

DAMAGE 10

### Special Abilities

Unique. Crimson Dawn. Double Attack  
**Greater Mobile Attack**

**Allegiance** [If your squad contained only Fringe characters immediately before the first activation of the skirmish, an ally whose name contains Han Solo gains **Never Tell Me the Odds** (Suppresses enemy special abilities that modify initiative) while within 6 squares of this character]

**Close-Quarters Fighting** [+4 Attack against adjacent enemies]

**Teräs Käsi Style** [Whenever this character takes damage from a melee attack, reduce the damage dealt by 10]

Han Solo: "How did you get out?"  
Qi'ra: "I didn't."



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## Tobias Beckett, Mercenary



24

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 10

### Special Abilities

Unique. Twin Attack

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

**Quick Draw** [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]

**Trick Shot** [Replaces attacks: Target one activated enemy, ignoring cover. Make 1 attack against that enemy]

### Commander Effect

Allies whose names contain Mercenary or with the Mercenary special ability gain **Evade**.

Allies within 6 squares with Mercenary who hit an enemy with an attack on their turn can ignore the movement restrictions of Mercenary for the rest of the turn.

"If you come with us, you're in this life for good."



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## Young Han Solo



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HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

Unique. Pilot. Double Attack

**Fixed Odds** [This character is not subject to special abilities that modify saves]

**Ironic Ricochet** [Whenever an enemy prevents or reduces damage from this character's attack by making a save, it takes 10 unpreventable damage]

**Good Against the Living** [Once per turn, this character may reroll a failed attack roll against a living enemy with a save of 10]

**Mercenary** [This character can move only if he cannot make an attack from his starting space]

**Protective +10** [+10 Damage while a wounded ally who counts as Qi'ra or Chewbacca is within 6 squares]

"I thought we were in trouble there for a second but it's fine. We're fine."



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