

Covenant Sentinel

10

HIT POINTS 40

DEFENSE 15

ATTACK +8

DAMAGE 20

Special Abilities

Melee Attack

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

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

Controls Shatter 2 [Force 2: usable on this character's turn; Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]

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

"It's the group I've foreseen. At last! The ones who'll do what must be done."
—Kynda Uraay

1/30

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Old Republic Ordnance Specialist

14

HIT POINTS 40

DEFENSE 14

ATTACK +7

DAMAGE 30

Special Abilities

Soldier [Counts as a character named Old Republic Soldier]

Trooper [Counts as a character named Old Republic Trooper]

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

Satchel Charge [Replaces attacks: Designate 1 adjacent 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 Iwin Attack]

These "Safecrackers" were an elite squad of troopers in the army of the Old Republic, who fought the Sith Empire during the Cold War.

2/30

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Raana Tey, Jedi Master

30

HIT POINTS 90

DEFENSE 19

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Covenant. Melee Attack; Double Attack Bravado +10 [+4 Attack and +10 Damage against an adjacent enemy with a higher point cost]

Covenant Watch Circle [Unless you roll a 1, add +1 to the initiative roll for each Covenant ally adjacent to this character. Only one character with this ability may modify your initiative roll]

Rival [Cannot be in a squad with any non-Covenant character with an ability whose name contains Meditation]

Specialization [Covenant allies gain Bravado +10. Ignore this ability if any ally counts as having the same name as another ally]

Force Powers

Force 2. Force Renewal 1

Force Diminish [Force 2: At the end of this character's turn, choose 1 enemy commander effect. Until the end of the round, the chosen commander effect is suppressed farther than 6 squares from that commander or its allies with Relay Orders]

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

"My, you do dance with the dark side don't you?"
—Lucian Dray

3/30

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Satele Shan, Hero of Alderaan

29

HIT POINTS 110

DEFENSE 19

ATTACK +13

DAMAGE 20

Special Abilities

Unique [Counts as a character named Satele Shan]

Melee Attack

Dominant Maneuver [Ignores lower cost enemies while moving]

Sakan [This character ignores Rigged Detonators. When this character is in a square with low objects, enemies automatically fail saves against this character's attacks and abilities.]

Synergy +4 [+4 Attack while an ally whose name contains Soldier or Commando is within 6 squares]

Force Powers

Force 3. Force Renewal 1

Absorb Energy Mastery [Force 2: When hit by a nonmelee attack or an attack with a lightsaber, this character takes no damage with a save of 11. Remove damage from this character equal to the prevented damage.]

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

Force Push 4 [Force 4: replaces attacks: sight: 40 damage; push back target 4 squares if Huge or smaller]

4/30

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Darth Stryfe

37

HIT POINTS 110

DEFENSE 21

ATTACK +13

DAMAGE 20

Special Abilities

Unique. Melee Attack; Double Attack

Charging Assault +20 [Replaces turn: Can move up to double speed, then make an attack at +20 Damage against an adjacent enemy]

The High Ground [While this character is in low objects, he can make an attack of opportunity against enemies who move into or out of an adjacent square, and enemies hit by this attack of opportunity immediately end their move. Characters with abilities that ignore attacks of opportunity or characters while moving are subject to this ability.]

Sakan [This character ignores Rigged Detonators. When this character is in a square with low objects, enemies automatically fail saves against this character's attacks and abilities.]

Force Powers

Force 2. Force Renewal 2

Crushing Blow [Force 2: +10 Damage on all attacks this turn. Enemies damaged by this character's attacks get -2 Defense for the rest of the skirmish]

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]

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]

5/30

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Gloom Walker Recruit

7

HIT POINTS 20

DEFENSE 13

ATTACK +4

DAMAGE 10

Special Abilities

Trooper [Counts as a character named Sith Trooper]

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

Dive to Cover [If this character ends its turn adjacent to low objects or a square bordered by a closed door or wall, it can immediately move into that square]

Exclusive Loyalty [Not subject to commander effects of allies who are not Sith]

Synergy +4 [+4 Attack and +4 Defense while a Unique Sith ally is within 6 squares]

"It's a suicide mission!"
—Unidentified Gloom Walker

6/30

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Lucia, Gloom Walker Sniper

23

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20

Special Abilities

Unique. Trooper. Double Attack; Stealth

Comradery [A character named Dessel gains Careful Shot +4 and Master Shot]

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

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

Deadeye [On this character's turn, if she doesn't move, she gets +10 Damage]

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

"I can't drop nine targets that fast by myself, Sarge. Nobody can."

7/30

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Sith Battlelord

40

HIT POINTS 100

DEFENSE 19

ATTACK +10

DAMAGE 20

Special Abilities

Triple Attack

Absolute Devotion [Whenever this character would take damage, it may attempt a save of 6. On a success, a non-Unique living Sith follower within 6 squares may take the damage instead.]

Force-Attuned Armor [Whenever this character takes damage, it reduces the damage by 10 with a save of 11]

Pack Leader [Non-Unique living Sith followers gain Double Attack. You may not have more than one character with Pack Leader in your squad.]

Force Powers

Force 0

Painful Bond [Usable once per skirmish on this character's turn, this character gains the following commander effect for the rest of the skirmish: Non-Unique Sith followers get +10 Damage. At the end of this character's turn, non-Unique Sith followers without line of sight to this character take 10 damage.]

8/30

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Cham Syndulla



26

HIT POINTS 80

DEFENSE 17

ATTACK +9

DAMAGE 20

Special Abilities

Unique. Twi'lek

Affinity [May be in a Rebel squad]

Assassin [+4 Attack and +10 Damage against living enemies]

Hand Signals [Twi'lek allies are not affected by enemy abilities that suppress commander effects while they have line of sight to this character]

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]

Perimeter Watch [This character gains **Double Attack** while in low objects or in a square bordered by a wall or closed door]

Commander Effect

Twi'lek allies without a Force Rating gain **Assassin**.

"I'm not a terrorist, but a freedom fighter."



STAR WARS



9/30
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Coruscant Underworld Police Officer



13

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 20

Special Abilities

Crowd Fighting [This character gets +2 Attack for every adjacent character other than its target]

Grenades 20 [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save II]

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

Sonic Stunner [Replaces attacks: range 6; living target and each living character adjacent to that target are considered activated this round; save II negates. Huge and larger characters ignore this special ability.]

With mechanical eyes, it's unclear if they were droids, humanoids, or something in between.



10/30
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Royal Naboo Guard



18

HIT POINTS 50

DEFENSE 16

ATTACK +6

DAMAGE 10

Special Abilities

Royal Naboo Security Forces

Synergy +2 [+2 Attack and +2 Defense while an ally with Royal Naboo Security Forces is within 6 squares]

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

Wall Climber Specialist [This character gains **Speed 8** if it begins its move adjacent to a wall. It ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square it occupies and a square it is moving into are adjacent to a wall.]

The Trade Federation did not anticipate further opposition from the Royal Naboo Guard.



11/30
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Neimoidians at Central Control Computer



34

HIT POINTS 160

DEFENSE 12

ATTACK +1

DAMAGE 10

Special Abilities

Central Control [When this character is defeated, each Droid ally takes 10 damage]

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

Emplacement [Cannot move or be moved. Set up anywhere on your half of the battle map.]

Fire Control [Non-Unique Droid allies get +4 Attack]

Rapport [Non-Unique Droids cost 1 less when in a squad with this character]

Commander Effect

Droid and Savage characters are subject to this effect:

Non-Fringe followers within line of sight gain **Twin Attack**.

"Central control computers were an outgrowth of the hierarchical structure of Neimoidian society. And we all saw what happened at the Battle of Naboo."
—Lieutenant Commander Orson Krennic



HUGE BASE



12/30
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Riff Tamson



28

HIT POINTS 80

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities

Unique. Melee Attack; Mobile Attack

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

Explosive Knives 40 [On this character's turn, if he damages an enemy with an attack and is not adjacent to that enemy at the end of the turn, that enemy takes 40 damage; save II for 20 damage instead]

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

Rolling Evade [When hit by an attack from a nonadjacent enemy, with a save of II, this character takes no damage and may immediately move up to 2 squares without provoking attacks of opportunity]

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

Terrain Mastery [+2 Attack, +10 Damage and +2 to save rolls while in difficult terrain. Ignores enemy characters when moving into or out of difficult terrain.]



13/30
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Alexsandr Kallus



31

HIT POINTS 90

DEFENSE 17

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Ghost Crew

Bo-rifle [Replaces attacks: Make 2 attacks against the same adjacent enemy; these count as melee attacks. On a hit, living target is considered activated this round; save II]

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

Dive to Cover [If this character ends its turn adjacent to low objects or a square bordered by a closed door or wall, it can immediately move into that square]

Espionage [This character has **Disruptive** (Suppresses enemy commander effects within 6 squares) until he makes an attack]

Rapport [A character whose name contains Zeb Orrelios costs 6 less when in the same squad as this character]

Synergy +4 [An ally named Zeb Orrelios and allied commanders with Ghost Crew get +4 Attack while within 6 squares of this character]

Commander Effect

An ally named Zeb Orrelios gains **Dive to Cover**.

Allies whose names contain Zeb Orrelios or Phoenix Squadron within 6 squares get +10 Damage against nonadjacent enemies.



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Rebel Battlefront Commando



24

HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 20

Special Abilities

SpecForce

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

Grenades 30 [Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save II]

Perimeter Watch [This character gains **Double Attack** while in low objects or in a square bordered by a wall or closed door]

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

Shields I [When this character takes damage, it reduces the damage dealt by 10 with a save of II]

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

"They've already lost, they just don't know it."



15/30
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BB-9E



10

HIT POINTS 50

DEFENSE 16

ATTACK +0

DAMAGE 0

Special Abilities

Unique. Droid. First Order

Electric Grid [Usable once per turn on his turn: Enemies within 4 squares and in a square bordered by a wall, closed door, or adjacent to low objects take 10 damage; save II]

It's a Trap! [Enemies with Stealth within 6 squares lose Stealth]

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]

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

Wheel Form [This character can move up to 18 squares if he does not attack]

BB-9E served aboard Supreme Leader Snoke's personal flagship, the *Supremacy*.



SMALL BASE



16/30
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Eli Vanto



27

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique

Clear Strategy [+4 Attack, +4 Defense, and +10 Damage while this character occupies a square without terrain, and which is not bordered by a wall or closed door]

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

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

Rapport [Costs 10 less when in a squad with a character named Thrawn, Chiss Emissary]

Situational Awareness [After two enemies without line of sight to each other exchange positions, both take 20 damage]

Commander Effect

If a character named Thrawn, Chiss Emissary is in your squad, for the rest of the skirmish, this character gains the following Commander Effect: Chiss allies gain **Clear Strategy**.

17/30

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Elite Storm Commando



24

HIT POINTS 60

DEFENSE 19

ATTACK +8

DAMAGE 10

Special Abilities

Double Attack: Greater Mobile Attack

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

Opportunist [+4 Attack and +10 Damage against an enemy who has activated this round]

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

Storm Commando [Counts as a character named Storm Commando]

"They're elite soldiers responsible for carrying out special operations against the rebellion."
—Luke Skywalker

18/30

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Occupier TX-225 Assault Tank



55

HIT POINTS 120

DEFENSE 19

ATTACK +13

DAMAGE 30

Special Abilities

Double Attack: Greater Mobile Attack: Rigid

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.]

Dual Weapon Use [Replaces attacks: Make an attack, then use another special ability that replaces attacks]

Huge Walker [Ignores Medium or smaller characters while moving]

Immutable [Not subject to allied commander effects, special abilities, or Force powers]

Missiles 40 [Replaces attacks: sight; 40 damage to target and to each character adjacent to that target; save 1]

Mobile Shield [Adjacent allies gain **Advantageous Cover** (+8 Defense from cover instead of +4)]

Mounted Weapon [Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character]

Remarkable Power [Damage from this character's attacks and special abilities cannot be prevented or redirected]

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

HUGE BASE

19/30

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Black Squadron Pilot



15

HIT POINTS 40

DEFENSE 15

ATTACK +6

DAMAGE 10

Special Abilities

Pilot: Resistance

Escape Maneuver [At the start of its turn, this character may be placed in a low objects square within 4 squares. It may still make its regular movement this turn]

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

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

"Look at you guys, looking good, looking tough!"
—Poe Dameron

20/30

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Danni Quee



20

HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 20

Special Abilities

Unique. Double Attack

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]

Vangsense [Ignores Force Immunity of Yuuzhan Vong enemies]

Yammosk Jammer [The effects of Yuuzhan Vong War Coordinator are suppressed for enemies within line of sight]

Force Powers

Force 3

Force Sense [Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round]

Force Sense 3 [Force 3, usable only on this character's turn: Enemy characters lose Stealth and Cloaked for the rest of the round]

Danni Quee developed the technology to disrupt Yammosks, and her fledgling Force abilities let her detect Yuuzhan Vong spies in their midst.

21/30

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Octa Ramis



29

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Pilot. Melee Attack: Double Attack

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

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]

The High Ground [While this character is in low objects, she can make an attack of opportunity against enemies who move into or out of an adjacent square, and enemies hit by this attack of opportunity immediately end their move. Characters with abilities that ignore attacks of opportunity or characters while moving are subject to this ability.]

Unyielding [+4 Defense if an ally is within 6 squares]

Force Powers

Force 2: Force Renewal 1

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

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

Commander Effect

Unique New Republic pilot allies with a Force Rating gain **Unyielding**.

22/30

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Paige Tico, Resistance Gunner



15

HIT POINTS 50

DEFENSE 16

ATTACK +6

DAMAGE 10

Special Abilities

Unique. Pilot

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

Grenades 20 [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 1]

Gunner +20 [Can combine fire with adjacent allies who have Mounted Weapon, granting +20 Damage]

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

"She died the same way she lived... as a hero."
—Rose Tico

23/30

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Bane Malar, Bounty Hunter



39

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Black Sun. Hutt Cartel. Double Attack

Advantageous Attack [+10 Damage against an enemy who has not activated this round]

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

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

Glitterstim Addict [When this character uses Glitterstim, he only takes 10 damage, and may spend Force points during the same turn]

Force Powers

Force 4

Force Sense [Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round]

Mind Probe [Force 1: Once per round, before initiative is determined, if this character is adjacent to an enemy, add +5 to your roll]

Telekinesis [Force 2: When hit by an attack within 6 squares, this character takes no damage and cannot be targeted for the rest of this turn unless the attacker makes a save of 1]

"Control the mind, control the body."
—Darth Vader

24/30

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Dexter Jettster



12

HIT POINTS 50

DEFENSE 16

ATTACK +4

DAMAGE 10

Special Abilities

Unique. Melee Attack; Twin Attack

Advanced Warning (If this character has line of sight to an enemy, Unique allies gain **Relay Orders**)

Clamp (An enemy hit by this character's attack takes +10 Damage and cannot move this round; save II negates)

Relay Orders (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects)

Saber Dart (Replaces attacks: sight; ignore cover; 1 target enemy takes 20 damage and is poisoned; save II. Each time a poisoned character activates it takes 20 damage; save II negates and it is no longer poisoned)

Commander Effect

An ally whose name contains Obi-Wan gains **Saber Dart**.

"This baby belongs to them cloners. What you got here is a Kamino Saberdart."

25/30

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Kneesaa, Ewok Princess



2

HIT POINTS 10

DEFENSE 7

ATTACK +0

DAMAGE 10

Special Abilities

Unique. Melee Attack

Egalitarian (Does not count as Unique for the purposes of allies' abilities or commander effects but counts as non-Unique instead.)

Exclusive Loyalty (Not subject to commander effects of allies who are not Ewoks)

Swarm +1 [+1 Attack against a target for each allied Ewok adjacent to that target]

Although born a princess, she considered herself an equal to those in her tribe. A tribe to which she was fiercely loyal.

Designed by Tim Ballard (Timmer8123)
2018 Gen Con Champion

SMALL BASE

26/30

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Mother Talzin



31

HIT POINTS 90

DEFENSE 18

ATTACK +9

DAMAGE 10

Special Abilities

Unique. Nightsister. Melee Attack

Camaraderie (An ally whose name contains Maul gains **Nightbrother**)

Rapport (Nightsister characters cost 2 less when in the same squad as this character)

Force Powers

Force 2. Force Renewal I. 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)

Controls Shatter 2 (Force 2, usable on this character's turn. Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

Force Bubble (Force I. When this character takes damage, reduce the damage dealt by 20)

Commander Effect

Nightsister allies with line of sight to a Nightsister ally are immune to abilities whose names contain Lightning and gain **Cloaked** (If this character has cover, it cannot be targeted by nonadjacent enemies).

At the end of this character's turn, 1 Nightsister ally within 6 squares can make an immediate attack at +4 Attack and +10 Damage or use an ability that replaces attacks or turn.

27/30

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Porg



5

HIT POINTS 10

DEFENSE 8

ATTACK -

DAMAGE -

Special Abilities

Diminutive; Flight; Speed 4

Adorable (This character does not violate the requirements of Allegiance or commander effects which specify, "your squad contains only." Once per turn, before an ally rolls a save, you may consider 1 character with Adorable in your squad activated to get +2 to that save.)

Porg's Nest (Suppresses allied commander effects that alter the number of activations per phase. Usable once per round, at the end of an ally's turn when all characters in your squad are activated. If an opponent has at least 3 unactivated characters, add 2 Porgs to your squad, adjacent to this character and in or adjacent to low objects.)

"They're from Ahch-To. Luke called them porgs. They're adorable." —Rey

SMALL BASE

28/30

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Protectorate Starfighter Pilot



16

HIT POINTS 50

DEFENSE 15

ATTACK +7

DAMAGE 10

Special Abilities

Pilot. Mandalorian Protector

Advantageous Attack (+10 Damage against an enemy who has not activated this round)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

Unyielding (+4 Defense if an ally is within 6 squares)

"We are loyalists. we serve the true protectorate."

29/30

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Yorik-Et Squad Leader



25

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 10

Special Abilities

Pilot. Melee Attack; Force Immunity
Venduun Crab Armor II

Cognition Hood (This character ignores cover when targeting with a special ability that replaces attacks or turn)

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

Overload (Can use 2 abilities that replace attacks instead of 1 on its turn)

Plasma Eel (Replaces attacks: sight; 20 damage to target and to each character adjacent to that target; save II)

Commander Effect

At the start of the skirmish choose a Unique Yuuzhan Vong ally. That ally gains **Pilot**.

Unique Yuuzhan Vong pilot allies gain **Cognition Hood**.

Yuuzhan Vong pilot allies gain **Plasma Eel**.

Yuuzhan Vong pilots have a living connection with their crafts through a cognition hood.

30/30

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Sabine Wren, Rebel Freedom Fighter



34

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Ghost Crew. Mandalorian Protector
Double Attack; Flight

Affinity (May be in a Mandalorian squad)

Camaraderie (An ally whose name contains
Fenn Rau gains Double Attack)

Coordinated Strike (At the end of this character's turn,
if this character hit exactly one enemy with attacks this
turn, an ally within 6 squares whose name contains
Ezra Bridger may make an immediate attack against
that enemy if he can)

Darksaber (+20 Damage against adjacent enemies; this
counts as a melee attack with a lightsaber)

Mandalorian Vambrace (When this character is
damaged by an attack from an adjacent enemy, push
the attacker back 2 squares; save 11 negates)

Commander Effect

Your squad may include a character whose name
contains Ezra Bridger of any faction.

Mandalorian followers gain Flight.

"Ezra's out there somewhere,
and it's time to bring him home."



Black Krrsantan



41

HIT POINTS 120

DEFENSE 17

ATTACK +10

DAMAGE 30

Special Abilities

Unique. Wookiee. Hutt Cartel
Melee Attack; Double Attack

Bounty Hunter +4 (+4 Attack against Unique enemies)

Never Upset a Wookiee (If this character has less
than half Hit Points remaining, his attacks cannot be
prevented or redirected)

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

Rapport (Costs 6 less when in a squad with a
character whose name contains Jabba)

Throw Object (Replaces attacks; usable only if this
character is on or adjacent to low objects; range 6;
make 1 attack at +13 Attack and 40 Damage. This counts
as a nonmelee attack. Twin Attack cannot be used with
Throw Object.)

Twin Blaster 10 (Replaces attacks; sight: Make 2
attacks against 1 enemy at +7 Attack and 10 Damage.
These counts as nonmelee attacks.)

According to Baba Fett, Black Krrsantan
was one of Jabba's best bounty hunters.



Bossk, Ultimate Predator



52

HIT POINTS 110

DEFENSE 20

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Double Attack; Bounty Hunter +4
Opportunist

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

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

Rend +20 (If both of its attacks hit the same
adjacent enemy, this character's second attack
gets +20 Damage)

Ruthless (Critical hits from this character cannot
be prevented or redirected)

Stun Mortar (Replaces attacks; sight: living target
and each living character adjacent to that target
are considered activated this round; save 11 negates.
Huge and larger characters ignore this special ability)

Weapons Expert (Once per turn on his turn, this
character can use a special ability that replaces
attacks without replacing attacks)

"Res Luk Ra'au!"



Ketsu Onyo



22

HIT POINTS 60

DEFENSE 17

ATTACK +9

DAMAGE 10

Special Abilities

Unique. Mandalorian. Pilot
Double Attack; Flight; Stealth

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

Bounty Hunter +4 (+4 Attack against Unique
enemies)

Charging Fire +10 (Replaces turn: Can move up to
double speed, then make an attack at +10 Damage)

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

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)

"I got the best weapons, best ship,
and I'm feared across the galaxy."



Dao Stryver



41

HIT POINTS 80

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities

Unique. Double Attack; Flight; Greater Mobile Attack
Beskar'gam (When this character takes damage,
she reduces the damage dealt by 10 with a save of 11)

Electrified Net 16 (Replaces attacks; range 6;
20 damage to target (+20 damage against Droids)
and to each character adjacent to that target;
save 16. Ignores Shield abilities.)

Event Manipulator (Replaces attacks: Switch the
positions of an adjacent enemy and another character
adjacent to it (including this character))

Jedi Hatred (+10 Damage against enemies with
Force ratings)

Missiles 20 (Replaces attacks; sight: 20 damage to
target and to each character adjacent to that target;
save 11)

Weapons Expert (Once per turn on her turn, this
character can use a special ability that replaces
attacks without replacing attacks)

Dao Stryver manipulated Republic and Imperial
forces into a conflict with the Hex Droids
in order to assess their strength.



Gar Saxon



40

HIT POINTS 100

DEFENSE 19

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Flight; Twin Attack

Accurate Shot (Can attack an enemy with cover even
if it's not the nearest enemy)

Affinity (May be in an Imperial squad)

Beskar'gam (When this character takes damage,
he reduces the damage dealt by 10 with a save of 11)

Mobile Attack (Can move both before and after
attacking)

Rebel Hunter (+4 Attack and +10 Damage against
Rebel enemies)

Relay Orders (Each allied commander can count
distance from this character as well as from itself
for the purpose of commander effects)

Rival (Cannot be in a squad with any character
whose name contains Mandalorian Protector)

Commander Effect

Commando allies within 6 squares gain Mobile Attack
and ignore Stealth and Cloaked when targeting an
enemy with a special ability that replaces attacks.

Allies named Imperial Super Commando
gain Missiles 20 (Replaces attacks; sight: 20 damage
to target and to each character adjacent to that target;
save 11)

