

16

## Johun Othone

**HIT POINTS** 70

**DEFENSE** 18

**ATTACK** +9

**DAMAGE** 20

**Special Abilities**  
**Unique.** Army of Light. Melee Attack: Double Attack  
**Ambush** [This character can move and then make all his attacks against 1 enemy who has not activated this round]  
**Evade** [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11]  
**Force Powers**  
Force 4  
Force Push 2 [Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller]  
**Commander Effect**  
Army of Light allies within 6 squares gain **Evade**.  
At the start of the skirmish, after set-up, you may replace one Old Republic ally with a cost from 30 to 40 with an Old Republic character with a Force rating of equal or lesser cost.



*Farfalla told Othone to find certain other Jedi to join them in their journey to Tython, where they intended to defeat the Sith once and for all.*

1/30  
WWW.SWMGAMERS.COM

11

## Teethree (T3-M4)

**HIT POINTS** 30

**DEFENSE** 20

**ATTACK** +5

**DAMAGE** 10

**Special Abilities**  
**Unique.** Droid  
**Flamethrower 20** [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target]  
**Jolt** [An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.]  
**Micro-Vision** [+4 Attack against targets within 6 squares]  
**Override** [At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated]  
**Power Shield** [When hit by an attack while activated, this character takes no damage with a save of 11]  
**Targeting** [Until the end of the round, target enemy has -4 Defense]  
*Meeta Surik's fate, and that of the Ebon Hawk, depend upon T3-M4, a lone Astromech droid.*



**SMALL BASE**

2/30  
WWW.SWMGAMERS.COM

27

## Xamar, Covenant Consular


**HIT POINTS** 80

**DEFENSE** 18

**ATTACK** +10

**DAMAGE** 20

**Special Abilities**  
**Unique.** Covenant. Melee Attack: Double Attack  
**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.]  
**Farseeing** [A Unique character in your squad using Covenant Watch Circle also adds +1 to the initiative roll for each Unique Covenant ally within 6 squares of that character]  
**Lightsaber Wielder** [Counts as having a lightsaber]  
**Force Powers**  
Force 3. Force Renewal 1  
**Force Cloak** [Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked**]  
**Force Farseeing 2** [Force 2, replaces attacks: Move up to 2 allies with a Force rating and Melee Attack within 2 squares (up to 6 squares)]  
**Commander Effect**  
If this character has line of sight to an enemy at the start of a phase, you can choose to activate only 1 character in that phase. (This includes Droid and Savage characters.)  
*I can ssee the future, you know. I just had to quit looking at the wrong one.*



3/30  
WWW.SWMGAMERS.COM

50

## Darth Bane, Sith Master

**HIT POINTS** 130

**DEFENSE** 22

**ATTACK** +15

**DAMAGE** 20

**Special Abilities**  
**Unique.** Melee Attack: Double Attack; Twin Attack  
**Dun Mach Style Mastery** [On this character's turn, adjacent enemies get -4 to saves and cannot use special abilities or Force powers to attack him]  
**Irrepressible Force** [This character's Force powers cannot be cancelled]  
**Juyo Style Fighting** [This character gets +10 damage when he scores a hit on an attack roll of natural 18, 19, or 20]  
**Rule of Two** [When this character is defeated, after removing him from play you may place an ally whose name contains Darth in a square this character formerly occupied that ally gains all of this character's Force Powers for the rest of the skirmish]  
**Force Powers**  
Force 2. Force Renewal 2. Master of the Force 2  
**Lightsaber Assault** [Force 1, replaces attacks: Make 2 attacks]  
**Lightsaber Defense** [Force 1: When hit by an attack, this character takes no damage with a save of 11]  
**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.]  
**Commander Effect**  
An ally who counts as Zannah gains **Intuition** [Once per round, after initiative is determined, this character can immediately move up to her speed before any other character activates].



4/30  
WWW.SWMGAMERS.COM

27

## Githany, Sith Lord


**HIT POINTS** 100

**DEFENSE** 18

**ATTACK** +10

**DAMAGE** 20

**Special Abilities**  
**Unique.** Brotherhood of Darkness  
**Melee Attack: Twin Attack: Stealth**  
**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]  
**Lightwhip** [This character counts as having a lightsaber. This character's attacks and damage from her attacks cannot be prevented.]  
**Poisoned Kiss** [Replaces turn: touch: 40 damage to a living enemy; save 16. A successful save reduces the damage to 20. Enemies damaged by this ability are considered to be poisoned. Each time a poisoned character activates it takes 20 damage; save 11 negates and it is no longer poisoned.]  
**Stable Footing** [Not slowed by difficult terrain or low objects]  
**Force Powers**  
Force 2. Force Renewal 1  
**Force Lightning 1** [Force 1, replaces attacks: range 6; 20 damage]  
**Commander Effect**  
Brotherhood of Darkness allies gain **Stable Footing**.  
*"Betrayal is a far more effective weapon than the lightsaber."*



5/30  
WWW.SWMGAMERS.COM

8

## Sith Eternal Trooper

**HIT POINTS** 10

**DEFENSE** 16

**ATTACK** +4

**DAMAGE** 10

**Special Abilities**  
**Sith Eternal.** Greater Mobile Attack  
**Cunning Attack** [+4 Attack and +10 Damage against an enemy who has not activated this round]  
**Exclusive Loyalty** [Not subject to commander effects of allies who are not Sith]  
**Squad Member** [Counts as having the same name as any ally for purposes of special abilities whose names contain Squad. Gains abilities whose names contain Squad from allies within 6 squares.]  
*The Sith Eternal maintained a vast array of military power and groups who acted as enforcers.*



6/30  
WWW.SWMGAMERS.COM

11

## Sith Tyro

**HIT POINTS** 40

**DEFENSE** 14

**ATTACK** +2

**DAMAGE** 20

**Special Abilities**  
**Lost Tribe.** Melee Attack  
**Cunning Attack** [+4 Attack and +10 Damage against an enemy who has not activated this round]  
**Lying in Wait** [Before initiative is determined, special abilities and commander effects that modify initiative are suppressed for the player who took the last activation of the previous round]  
**Trainee** [While adjacent to a Lost Tribe ally with Melee Attack and a Force rating, this character uses the printed Attack and Defense ratings of itself or that ally, whichever are higher]  
**Force Powers**  
Force 1  
**Sith Rage** [Force 1: +10 Damage on all attacks this turn]  
*A Sith Tyro had to wait until they were chosen to become a formal apprentice.*



7/30  
WWW.SWMGAMERS.COM

24

## Clone Commander

**HIT POINTS** 60

**DEFENSE** 17

**ATTACK** +8

**DAMAGE** 20

**Special Abilities**  
**Order 66**  
**Double Attack** [On its turn, this character can make 1 extra attack instead of moving]  
**Hand Signals** [Allies with Order 66 are not affected by enemy abilities that suppress commander effects while they have line of sight to this character]  
**Commander Effect**  
If a non-Unique follower with Order 66 is within 6 squares of an allied Unique Republic commander with a Force rating, both get +4 Attack, gain **Triple Attack**, and lose **Twin Attack**.  
*"The generals command. We implement."  
—Clone trooper commander Bly*



8/30  
WWW.SWMGAMERS.COM

20

## Ima Gun-Di


**HIT POINTS** 70

**DEFENSE** 18

**ATTACK** +9

**DAMAGE** 20

**Special Abilities**  
**Unique.** Melee Attack  
**Impulsive Reprisal** [If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +10 Damage]  
**Noble Sacrifice** [When this character is defeated, 1 Republic ally may make an immediate attack]  
**Resolute** [An enemy who targets this character loses Suppressive Fire and Overwhelming Power for the rest of the turn]  
**Force Powers**  
Force 4  
**Lightsaber Defense** [Force 1: When hit by an attack, this character takes no damage with a save of 11]  
**Lightsaber Sweep** [Force 1, replaces attacks: Can attack each adjacent enemy once]  
**Commander Effect**  
Medium or smaller allies with a Force rating and without **Mettle** gain **Resolute**.  
*Ima Gun-Di's sacrifice at the battle of Ryloth allowed the Republic to win the battle.*



9/30  
WWW.SWMGAMERS.COM





## Meebur Gascon in M5-BZ

19

HIT POINTS 60

### Special Abilities

Unique. Melee Attack

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

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

Tactician +2 [Add +2 to the initiative roll except on a roll of 1]

DEFENSE 18

ATTACK +9

DAMAGE 20

### Commander Effect

Droids are subject to these effects:

Unique Droid followers within 6 squares get +4 Attack and +10 Damage.

During setup, choose up to 3 Droid allies. For the rest of the skirmish, each chosen ally gains one of the following abilities: each ally must gain a different ability: Flight [Ignores difficult terrain, enemy characters, low objects, and pits when moving]; Satchel Charge [Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]; Defuse Bomb [Enemies within 3 squares lose Self Destruct].



SMALL BASE



10/30

WWW.SWMGAMERS.COM



## Yoda, Master of the Order

55

HIT POINTS 140

### Special Abilities

Unique. Melee Attack. Double Attack

Greater Mobile Attack

Acrobatic [Ignores enemy characters when moving]

Agile [This character can move 2 extra squares at the end of his turn]

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]

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

### Force Powers

Force 3. Force Renewal 2: Master of the Force 2

Force Defense [Force 3: Cancel a Force power used by a character within 6 squares]

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

Lightsaber Reflect [Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes damage equal to the prevented damage; save 11]

Lightsaber Throw [Force 1: replaces attacks: Attack 1 enemy within 6 squares]

Commander Effect

Unique Republic allies with a lightsaber and without Double, Triple, Quadruple, or Twin Attack get +4 Attack and +10 Damage and gain Master of the Force 2.

"If so powerful you are, why leave?"



SMALL BASE



11/30

WWW.SWMGAMERS.COM



## Lux Bonteri

22

HIT POINTS 70

### Special Abilities

Unique. Partisan. Twin Attack

Affinity [May be in a Rebel squad]

Aggressive Negotiations [This character is considered to have Diplomat until he makes an attack or is targeted by an enemy character. Characters with Ambush, Backlash, or it's a Trap! can ignore this ability for the purpose of attacking this character.]

Camaraderie [Partisan allies gain Deactivator Holdout Pistol and Twin Attack]

Deactivator Holdout Pistol [Replaces attacks: Make 1 attack against a Droid enemy, ignoring cover; at +10 Attack for 20 Damage; you cannot use Twin Attack. An enemy hit by this attack is considered activated this round; save 16. Huge and larger characters ignore the nondamaging effect.]

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



12/30

WWW.SWMGAMERS.COM



## First Order Pilot on Treadspeeder

15

HIT POINTS 40

### Special Abilities

First Order. Speed 8

Barrel Through [As this character moves, place each Medium or smaller adjacent enemy in a legal space up to 2 squares from that enemy's current position. This turn, this character cannot change any enemy's position twice. This ability is usable only on this character's turn.]

Mobile Launch Platform [At the end of this character's turn, a transported ally named Jet Trooper may immediately return to the battle grid adjacent to this character, move up to its speed, and make a single attack]

Shields 1 [When this character takes damage, it reduces the damage dealt by 10 with a save of 11]

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

Treadspeeder [This character can transport 1 Medium allied Imperial or Sith Eternal trooper who ends their move adjacent to it. Remove that ally from the battle grid; they move simultaneously with this character, have cover, and are considered adjacent to it. They can make attacks, counting distance from this character. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, the transported ally is defeated; save 6.]

The 125-Z treadspeeder bike was designed to catapult First Order jet troopers into the air during First Order operations.



LARGE BASE



13/30

WWW.SWMGAMERS.COM



## Imperial Scanning Crew

15

HIT POINTS 40

### Special Abilities

Double Attack

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

Exclusive Loyalty [Not subject to commander effects of allies who do not count as Vader]

Sensors [This character and allies can ignore cover when targeting enemies within 6 squares of this character]

Synergy +6 [+6 Defense while an allied trooper is within 6 squares]



LARGE BASE



14/30

WWW.SWMGAMERS.COM



## Jet Trooper

13

HIT POINTS 30

### Special Abilities

First Order. Sith Eternal. Speed 8

Trooper [Counts as a character named Sith Trooper]

Dodge [When hit by a nonmelee attack, this character takes no damage with a save of 11]

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

Flight [Ignores difficult terrain, enemy characters, low objects, and pits when moving]

Rapport [Costs 2 less when in the same squad as a character whose name contains Treadspeeder]



15/30

WWW.SWMGAMERS.COM



## Knight of Ren

22

HIT POINTS 70

### Special Abilities

First Order. Melee Attack; Double Attack

Gang +2 [+2 Attack against a target for each other ally whose name contains Ren within 6 squares of that target]

Power Shield [When hit by an attack while activated, this character takes no damage with a save of 11]

Rapport [Costs 1 less when in the same squad as a character whose name contains Kylo Ren]

Unit Bodyguard [If an adjacent ally with the same name as this character or an adjacent commander would take damage from an attack, this character can take the damage instead]

Force Powers

Force 2

"You are clumsy, untrained. You use the dark side like a hammer."

— Luke Skywalker to the Knights of Ren



16/30

WWW.SWMGAMERS.COM



## Wilhuff Tarkin

27

HIT POINTS 70

### Special Abilities

Unique. Cunning Attack +20

Doctrine of Fear [Enemy characters within 6 squares get -4 Attack]

Rapport [A character whose name contains Darth Vader costs 10 less when in the same squad as this character]

Rival [Cannot be in the same squad as a character who counts as Thrawn]

Vader's Leash [An ally whose name contains Darth Vader gains Greater Mobile Attack and Force Renewal 2 for the rest of the skirmish]

You May Fire When Ready [Once per turn, 1 ally whose name contains Imperial Navy or Death may combine fire without becoming activated. If it does combine fire on an attack, the attack cannot be prevented or redirected.]

Commander Effect

At the end of this character's turn, 1 non-Fringe ally within 6 squares can immediately move up to its Speed.

Allies whose names contain Imperial Navy, Death, or Darth Vader gain Rolling Evade and Cunning Attack

"Governor Tarkin, I should have expected to find you holding Vader's leash. I recognized your foul stench when I was brought on board."

— Princess Leia



17/30

WWW.SWMGAMERS.COM



## Black Sun Gladiator Droid

47

HIT POINTS 150

### Special Abilities

Droid. Twin Attack

Beam Cannon [Replaces turn: Make 4 attacks ignoring cover; at -10 Damage; you cannot use Twin Attack]

Elite Beam Weapon [Replaces turn: Make 1 attack at +13 Attack and 40 Damage; you cannot use Twin Attack; allies cannot combine fire this turn, and this attack cannot be prevented or redirected]

Shatter Beam [Replaces attacks: sight; designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed]

Stingbeam [+10 Damage against adjacent enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.]

Underworld Servant [This character is subject to commander effects of Black Sun commanders and characters whose names contain Xizor]

"However, I remain a gracious host to leave you in the company of my gladiator droid. I hope you find it as entertaining as I have."

— Prince Xizor



18/30

WWW.SWMGAMERS.COM





## Dug Thug

21

HIT POINTS 70

DEFENSE 15

ATTACK +7

DAMAGE 10

### Special Abilities

Hutt Cartel. Twin Attack

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

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

**Quick Reaction** [+6 Attack when making attacks of opportunity]

**Rapport** [Costs 1 less when in the same squad as a character with Crime Lord or whose name contains Jabba]

**Wall Climber** [This character 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]

"Motivating Dugs to fight is not difficult, for at the core of their beings are knots of unfocused rage. That is why they will always be defeated."  
—Darth Vader



19/30

WWW.SWMGAMERS.COM



## Jabba Desilijic Tiure

43

HIT POINTS 180

DEFENSE 14

ATTACK +7

DAMAGE 20

### Special Abilities

Unique. Hutt Cartel. Melee Attack. Speed 2

**Hired Gun** [At the start of the skirmish, choose 1 ally with Bounty Hunter. That ally gains Hutt Cartel for the rest of the skirmish.]

**Fringe Reinforcements 20** [During setup, after seeing your opponent's squad, you can add up to 20 points of Fringe characters to your squad]

**Lookout** [Replaces attacks: Move 1 Medium or smaller Hutt Cartel ally within 6 squares adjacent to this character]

**Tight Security** [During the first phase of each round, if an opponent chooses to go first, enemies with line of sight to characters in your squad cannot change position]

### Commander Effect

If all allies are Fringe or Hutt Cartel, this character gains the following commander effects:

Hutt Cartel allies get +4 Attack and +10 Damage.

Hutt Cartel allies with Bounty Hunter gain **Bodyguard**.

At the end of this character's turn, 1 non-Unique Hutt Cartel ally within 6 squares and 1 Unique Hutt Cartel ally within 6 squares may each make an immediate attack. Those allies may not use **Twin Attack** this turn.



LARGE BASE



"There will be no bargain, young Jedi. I shall enjoy watching you die."

20/30

WWW.SWMGAMERS.COM



## Talia, Nightsister Hunter

21

HIT POINTS 60

DEFENSE 16

ATTACK +8

DAMAGE 10

### Special Abilities

Unique. Melee Attack. Twin Attack. Stealth. Camaraderie [An ally who counts as Asajj Ventress gains Nightsister Hunter]

**Invisibility Potion** [At the end of her turn, you may remove this character and 1 adjacent Nightsister Hunter ally from the battle grid. Both characters return to the battle grid immediately before your next phase within 4 squares of the space previously occupied by this character.]

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

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

**Water of Life** [Replaces attacks: this character takes 10 damage, and you may remove 30 damage from an adjacent living character. That character does not provoke attacks of opportunity this phase.]

### Force Powers

Force 3

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

### Commander Effect

Nightsister allies gain **Opportunist**.



21/30

WWW.SWMGAMERS.COM



## Teek

8

HIT POINTS 20

DEFENSE 12

ATTACK +2

DAMAGE 10

### Special Abilities

Unique. Ewok. Musician. Melee Attack

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

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

**Exclusive Loyalty** [Not subject to commander effects of allies who are not Ewoks or Musicians]

**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]

**Speed 12** [Can move up to 12 squares and attack, or 24 squares without attacking]

Designed by Lillian Parker  
2019 Gen Con Champion



SMALL BASE



22/30

WWW.SWMGAMERS.COM



## The Crimson Corsair (Sidon Ithano)

26

HIT POINTS 70

DEFENSE 17

ATTACK +11

DAMAGE 20

### Special Abilities

Unique. Pirate. Resistance. Evade

**Book of Hondo** [Allies whose names contain Hondo or Nym gain Pirate for the rest of the skirmish]

**Camaraderie** [Pirate allies with Grenades special abilities gain **Grenade Launcher**]

**Grenade Launcher** [Grenades special abilities on this character have range 12]

**Grenades 20** [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11]

**Rapport** [Characters whose names contain Quiggold or Nym cost 10 less when in the same squad as this character]

### Commander Effect

Pirate allies within 6 squares get +2 Attack and +10 Damage.

While this character has an allied Unique Pirate commander, Pirate characters in your squad (including this character) gain **Evade** and **Double Attack** and lose **Twin Attack**.

"Lower ye shields and come about!"



23/30

WWW.SWMGAMERS.COM



## Warbird Gang Pirate

14

HIT POINTS 40

DEFENSE 16

ATTACK +6

DAMAGE 20

### Special Abilities

**Bravado** +10 [+4 Attack and +10 Damage against an adjacent enemy with a higher point cost]

**Grenades 20** [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11]

**Thwart** [Adjacent enemies who damage this character during their turn may not attack other characters for the rest of their turn unless they make a save of 11]

"Warbirds, retreat!  
We've done enough damage for the day."  
—Captain Kragan



24/30

WWW.SWMGAMERS.COM



## Death Watch Armorer

11

HIT POINTS 30

DEFENSE 16

ATTACK +6

DAMAGE 10

### Special Abilities

Death Watch

**Armorsmith** [Allied Death Watch commanders with Beskar'gam gain **Beskar Gauntlet**]

**Beskar'gam** [When this character takes damage, it reduces the damage dealt by 10 with a save of 11]

**Beskar Gauntlet** [Whenever this character rolls 16 or better on a save using Beskar'gam against an adjacent enemy with a lightsaber, that enemy may not attack for the rest of the turn]

### Commander Effect

Death Watch allies without a Force Rating gain **Beskar'gam**.

Verd ori'shya beskar'gam

A warrior is more than his armor.



25/30

WWW.SWMGAMERS.COM



## Death Watch Strike Leader

20

HIT POINTS 50

DEFENSE 17

ATTACK +11

DAMAGE 10

### Special Abilities

Death Watch. Twin Attack

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

**Death Watch Formation Support** [Allied Death Watch commanders gain **Coordinated Movement**]

**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]

### Commander Effect

While your squad contains only Death Watch characters, allies gain **Twin Attack**.

"No, Mandalore must rise by itself."  
—Ursa Wren



26/30

WWW.SWMGAMERS.COM



## Mandalorian Guardsman

4

HIT POINTS 10

DEFENSE 14

ATTACK +4

DAMAGE 10

### Special Abilities

Melee Attack

**Combined Attack** [Usable while unactivated: When, on an ally's turn, the ally attacks an enemy, this character may immediately move up to double speed as long as it ends its move adjacent to that enemy. If this character is considered adjacent to that enemy, this character is considered activated, and the ally gets +4 Attack against that enemy this turn (this ability stacks).]



27/30

WWW.SWMGAMERS.COM



67

## The Mandalorian (Din Djarin) and The Child

**Special Abilities**  
 Unique. Twin Attack: Bounty Hunter +6; Evade Beskar'gam [When this character takes damage, it reduces the damage dealt by 10 with a save of 1].  
 Cable Grab [Usable at the beginning of this character's turn only if it doesn't move this turn; place this character in a square within line of sight and 10 squares that is bordered by a wall or closed door].  
 Flamethrower 20 [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target].  
 Independent Outfit [Also counts as a Fringe character for the purpose of commander effects].  
 Survival Expert +2 [-2 to this character's save rolls].  
 Tribe Intervention [The first time this character's Hit Points are reduced to half or less, up to 3 Mandalorian allies may immediately move up to double their Speed without provoking attacks of opportunity, and an ally within 6 squares may make an immediate attack].  
 Whistling Birds [Usable once per skirmish; replaces attacks: 30 damage to each enemy within 3 squares].

**Force Powers**  
 Force 4  
 Counter Push I [Force 1, usable only when this character takes damage: range 6; 10 damage; push back target 1 square if huge or smaller].  
 Environment Manipulation [Force 4, replaces attacks: Once per skirmish, name an ability that deals damage. For the rest of the skirmish, when this character takes damage from that ability, at the end of that turn it removes damage equal to the damage taken].

28/30  
WWW.SWMGAMERS.COM

29

## Charat Kraal, Wing Commander

**Special Abilities**  
 Unique. Pilot. Melee Attack: Mobile Attack: Speed 8  
 Camaraderie [Unique Yuuzhan Vong pilot allies gain Death Dealer].  
 Death-Dealer [Once per turn, each enemy that takes damage from one of this character's abilities takes 10 additional unpreventable damage].  
 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].  
 Independent [Your squad may not contain more than one character named York-Et Squad Leader].  
 Plasma Eel [Replaces attacks: sight: 20 damage to target and to each character adjacent to that target; save 1].  
 Squad Maneuver [This character gains Evade while 3 allies with the same name as this character are within 6 squares].  
 Vondum Crab Armor II [When this character takes damage, he can reduce the damage dealt by 10 with a save of 1].

**Commander Effect**  
 Yuuzhan Vong pilot allies gain Squad Maneuver and Speed 8.  
 This character and allied Yuuzhan Vong pilots are treated as having the same name as each other, only for purposes of special abilities whose name contains Squad.

29/30  
WWW.SWMGAMERS.COM

12

## Shamed Pilot

**Special Abilities**  
 Pilot. Melee Attack: Force Immunity  
 Firejelly [Replaces attacks: Designate 1 door within 3 squares as open; it remains open for the rest of the skirmish and cannot be closed].  
 Low Caste [Cannot be added to a squad via any character's Reinforcements or Reserves abilities. This character's cost cannot be reduced].  
 Shamed One [This character ignores special abilities from Yuuzhan Vong allies that alter its printed Attack or Damage rating].  
 Thud Bug [Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect].  
 Thwart [Adjacent enemies who damage this character during their turn may not attack other characters for the rest of their turn unless they make a save of 11].

30/30  
WWW.SWMGAMERS.COM

30

## Ben Solo, Redeemed

**Special Abilities**  
 Unique. Resistance. Pilot  
 Melee Attack: Double Attack  
 Force Bond [An ally whose name contains Rey gains Telekinesis].  
 Han's Echo [At the end of General Leia Organa's turn if this character and an ally become adjacent, one of them may immediately use Force Heal or activate if unactivated, without counting toward the number of activations this phase].

**Force Powers**  
 Force 3. Force Renewal I  
 Essence of Life [Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of 11. On a success, that ally has 10 Hit Points instead of being defeated].  
 Force Heal 30 [Force 2, replaces attacks: touch; remove 30 damage from a living character].  
 Lightsaber Assault [Force 1, replaces attacks: Make 2 attacks].  
 Telekinesis [Force 2: When hit by an attack, this character takes no damage and cannot be targeted for the rest of this turn unless the attacker makes a save of 11].

1/6  
WWW.SWMGAMERS.COM

14

## Luke Skywalker, Jedi Spirit

**Special Abilities**  
 Unique. Resistance. Speed 4  
 Allegiance [If your squad contained only Resistance characters immediately before the first activation of the skirmish, this character gains Levitation I (Force 1, replaces attacks: Move 1 Small or Medium ally within 6 squares to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity).]  
 Light Spirit [Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains Force Renewal I and Mettle while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save 11. This effect replaces that enemy's attacks].

**Force Powers**  
 Force 1. Force Renewal I

**Commander Effect**  
 An ally whose name contains Rey can spend this character's Force points once per turn and her own Force points once per turn.

2/6  
WWW.SWMGAMERS.COM

46

## Rey Skywalker

**Special Abilities**  
 Unique. Resistance. Melee Attack  
 Double Attack: Cunning Attack: Parry  
 Acrobatic [Ignores enemy characters when moving].  
 Force Dyad [During setup, choose an ally or enemy who counts as Ben Solo. Once per turn, this character and the chosen character may use a Force power from the other as if it was their own.].

**Force Powers**  
 Force 2. Force Renewal I  
 Burst Lightning [Force 1: Usable only on this character's turn; range 6; 10 damage].  
 Force Reflect [Force 2: If this character would take damage from an enemy's Force power, with a save of 11 this character takes no damage, ignores all effects of the Force power, and instead the enemy takes damage equal to the prevented damage].  
 Lightsaber Blitz [Spend up to 2 Force points, usable once per turn on this character's turn: instead of moving, this character can make 1 cumulative extra attack per Force point spent. This character can only attack adjacent enemies this turn].  
 Lightsaber Deflect [Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11].

3/6  
WWW.SWMGAMERS.COM

39

## Sith Eternal Emperor

**Special Abilities**  
 Unique. [Counts as Palpatine]. Sith Eternal. Speed 1  
 Affinity [First Order characters may be in your squad regardless of faction].  
 Central Placement [Set up on your half of the battle map within four squares of the center].  
 Siphon Power [When this character defeats an enemy using Drain Life 5, you may replace him with a character of equal or lesser cost who counts as Palpatine, regardless of faction. Any "at the start of the skirmish" instances are immediately resolved. The chosen replacement gains this character's commander effect and Force Storm 4.].

**Force Powers**  
 Force 4. Force Renewal 2. Master of the Force 2  
 Drain Life 5 [Force 5, replaces attacks: range 6; 50 damage to target living enemy and to each living enemy adjacent to target; save 16. Remove damage from this character equal to the damage dealt].  
 Force Storm 4 [Force 4, replaces attacks: 40 Damage to all characters within 3 squares].  
 Sith Battle Manipulation [Force 3, usable on this character's turn: Choose 1 target character within line of sight. Move target and all characters within 6 squares of that target up to 3 squares. This movement does not provoke attacks of opportunity. This character cannot be moved by this Force power.].

**Commander Effect**  
 This character's and allies' Force powers with a range listed increase the range by 2 squares.

4/6  
WWW.SWMGAMERS.COM

40

## General Pryde

**Special Abilities**  
 Unique. First Order  
 Assassin [+4 Attack and +10 Damage against living enemies].  
 Borrowed Weapon [While adjacent to a trooper ally, this character uses the printed Attack and Damage ratings of itself or that ally, whichever are higher].  
 Prideful [While this character has a higher printed cost than any other character in your squad, this character, First Order allies and Sith trooper allies with a Damage value greater than 0 get +4 Attack and +10 Damage until this character is defeated].  
 Rapport [Costs 8 less when in the same squad as a character who counts as Palpatine].  
 Rival [Cannot be in a squad with any character with Blaster Upgrade or any non-Sith commander unless it counts as First Order or Palpatine].  
 Steadfast [Enemies ignore cover when targeting the nearest trooper. An enemy cannot target a character in your squad (including this character) if the line of sight passes through a square occupied by an allied First Order trooper or Sith trooper.].

**Commander Effect**  
 Whenever a trooper ally within line of sight is defeated, after removing it from play you may place 1 adjacent First Order trooper or Sith trooper ally in the square the defeated ally formerly occupied.  
 First Order trooper and Sith trooper allies gain 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].

5/6  
WWW.SWMGAMERS.COM

38

## Supreme Leader Kylo Ren

**Special Abilities**  
 Unique. First Order. Melee Attack  
 Double Attack: Greater Mobile Attack  
 Camaraderie [Allies whose names contain Knight of Ren gain Greater Mobile Attack].  
 Dark Armor 2 [Whenever this character takes damage, make 2 saves, each needing 11; each success reduces the damage dealt by 10. Attacks with lightsabers ignore this special ability.].  
 Lightsaber Duelist [+4 Defense when attacked by an adjacent enemy with a Force rating].

**Force Powers**  
 Force 3. Force Renewal 1. Master of the Force 2  
 Force Pull 2 [Force 2, replaces attacks: range 6; Move target Large or smaller enemy adjacent to this character. Make an immediate attack against that enemy.].  
 Sith Rage [Force 1: +10 Damage on all attacks this turn].  
 Telekinesis [Force 2: When hit by an attack, this character takes no damage and cannot be targeted for the rest of this turn unless the attacker makes a save of 11].

**Commander Effect**  
 Allies whose names contain Knight of Ren also count as trooper followers for purposes of commander effects from First Order allies.  
 Commander effects of First Order allies normally limited to 6 squares have unlimited range.

6/6  
WWW.SWMGAMERS.COM