

Raskta Lsu 60

HIT POINTS 120

DEFENSE 22

ATTACK +15

DAMAGE 20

Special Abilities
 Unique. Army of Light. Melee Attack; Triple Attack
 Greater Mobile Attack

Versatile Duelist [At the start of this character's turn, choose a special ability whose name contains Style from an ally within 6 squares. This character gains the chosen special ability until the start of her next turn.]

Force Powers
 Force 5
Lightsaber Defense [Force 1: When hit by an attack, this character takes no damage with a save of 11]
Lightsaber Protection 2 [Force 2: This turn, when this character would take over 10 damage, reduce the damage to 10. The reduced damage cannot be prevented or redirected.]

Commander Effect
 Unique Old Republic allies with a lightsaber gain Greater Mobile Attack.

Raskta Lsu was a Jedi Weapons Master during the New Sith Wars, who focused on mastering lightsaber combat to the exclusion of all other applications of the Force.

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Revanchist Jedi Master 29

HIT POINTS 90

DEFENSE 19

ATTACK +12

DAMAGE 20

Special Abilities
 Jedi Crusader. Melee Attack; Triple Attack
 Backlash [This character can move and then make all of its attacks against 1 enemy who has already activated this round]

Soldier [Counts as a character named Old Republic Soldier]

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

Rapport [Jedi Crusader allies cost 1 less when in the same squad as this character]

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]
Force Grip 2 [Force 2: replaces attacks: sight, 20 damage]
Lightsaber Defense [Force 1: When hit by an attack, this character takes no damage with a save of 11]

"We began with nothing but a leader and a purpose. Now, we have an army." —Ferroh

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SIS Spy 18

HIT POINTS 50

DEFENSE 16

ATTACK +7

DAMAGE 10

Special Abilities
 Stealth

Soldier [Counts as a character named Old Republic Soldier]

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

Infiltrate [Once per skirmish, at the beginning of this character's turn, you may choose one enemy commander effect. This character is now subject to that commander effect regardless of restrictions. This effect lasts until the end of the round.]

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

Conflict prompted the Galactic Senate to shift the small-scale decryption agency to a full-fledged information and espionage bureau.

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Lady Olaris Rhea 29

HIT POINTS 90

DEFENSE 19

ATTACK +10

DAMAGE 20

Special Abilities
 Unique. Lost Tribe. Melee Attack; Twin Attack
 Force Bond [An ally whose name contains Vestara gains Force Renewal 1]
 Jedi Hatred [-10 Damage against enemies with Force ratings]
 Synergy +4 [+4 Attack and +4 Defense while an allied character whose name contains Vestara is within 6 squares]

Force Powers
 Force 3. Force Renewal 1
Foresee The Future [Force 1: Once per round, before initiative is determined, if this character has line of sight to an enemy, your opponent rolls one additional die for initiative and must choose the lowest roll]
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
 Whenever this character or a Lost Tribe ally within 6 squares defeats an enemy, it may immediately move 4 squares. This move does not provoke attacks of opportunity or prevent the use of extra attacks.

*"We kill the Skywalkers and..."
 "...we steal their vessel. How hard can it be?"
 —Vestara Khai and Lady Rhea*

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Naga Sadow, Sith Lord 58

HIT POINTS 130

DEFENSE 21

ATTACK +14

DAMAGE 20

Special Abilities
 Unique. Melee Attack; Double Attack; Stealth

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

Rapport [Characters whose names contain Massassi or Sith Meditation Sphere cost 5 less when in the same squad as this character]

Virulent Poison +20 [+20 Damage to living enemy; save 16]

Force Powers
 Force 3. Force Renewal 1: Master of the Force 2
Master Illusion [Force 2: When hit by an attack, this character takes no damage unless the attacker makes a save of 16]
Sith Alchemy 3 [Force 3: replaces attacks: Target living Medium or smaller enemy with 30 Hit Points or less remaining within 6 squares is defeated. You can immediately add a character whose name contains Massassi to your squad. The new character sets up in the square that enemy formerly occupied.]
Sith Battle Meditation [Force 2: replaces attacks: Until the start of this character's next turn, this character gains the following Force ability: Sith allies with Melee Attack get +4 Attack and gain Extra Attack]

Commander Effect
 Savage characters are subject to these effects:
 Allies whose names contain Massassi or Sith Meditation Sphere gain **Charging Assault** [Replaces turn: Can move up to double speed, then make an attack against an adjacent enemy] and **Stealth**.

Sith characters in your squad with Melee Attack and Stealth (including this character) and who have cover cannot be targeted by nonadjacent enemies.

"I fight for the future... and the future is now!"

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Sith Eternal Lance Corporal 15

HIT POINTS 40

DEFENSE 17

ATTACK +8

DAMAGE 20

Special Abilities
 Sith Eternal

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

Squad Breach [While 3 allies with the same name as this character are within 6 squares you may designate 1 adjacent closed door as open; it remains open for the rest of the skirmish and cannot be closed. Other characters adjacent to that door take 30 damage; save 11 to reduce the damage to 10.]

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.]

Trooper [Counts as a character named Sith Trooper]

Sith Eternal squads were configured in three triads, which consisted of a Sith trooper lance corporal leading two corporals.

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Governor Sio Bibble 12

HIT POINTS 50

DEFENSE 15

ATTACK +0

DAMAGE 0

Special Abilities
 Unique

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

Pacifism [Replaces attacks: range 6; target enemy cannot attack this round; save 11]

Commander Effect
 Once per round, after initiative is determined, 1 ally whose name contains Amidala within line of sight and up to 2 non-Unique Republic allies within line of sight may immediately move up to 3 squares.

"It's hard to believe that after four trials in the Supreme Court, Nute Gunray is still the viceroy of the Trade Federation. I feel that the senate is powerless to prevent this crisis from getting any further."

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Naboo Security Captain 20

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 10

Special Abilities
 Royal Naboo Security Forces

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]

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

Commander Effect
 Allies whose names contain Naboo or Royal Handmaiden gain **Dive to Cover** and **Ambush** [This character can move and then make all its attacks against 1 enemy who has not activated this round].

The Naboo Security Forces, comprised of three divisions, were in the service of the Naboo monarchy.

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Sabé

12

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 10

**Special Abilities**

Unique. Royal Handmaiden. Double Attack

Aggressive Negotiations [This character is considered to have Diplomacy until she 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.]

Padmé's Decoy [Whenever a small or medium ally within 6 squares whose name contains Padmé or Amidala is targeted, this character may switch positions with that character. This character becomes the target instead.]

Padmé's Double [This character counts as a character whose name contains Padmé or Amidala for the purposes of special abilities whose names contain Padmé or Amidala]

Synergy [An ally whose name contains Padmé or Amidala gets +4 Attack while within 6 squares of this character]

Commander Effect

If this character is at full Hit Points, non-Unique Republic allies gain **Mobile Attack**.

"Viceroy! Your occupation here has ended."
—Sabé, as Queen Amidala



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AAT-1 Hover Tank

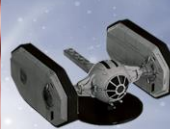
40

HIT POINTS 140

DEFENSE 14

ATTACK +8

DAMAGE 30



HUGE BASE

Special Abilities

Droid [Immune to critical hits; not subject to commander effects]

Rigid [Can't squeeze]

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

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

Light Blaster Cannons [Replaces attacks: Make 2 attacks at +10 Attack for 10 Damage. Cannot gain abilities while making these attacks.]

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

Siege Weapon [Replaces attacks: Choose a square within line of sight and 12 squares; 30 damage to characters in or adjacent to that square; save II reduces the damage to 10. All doors bordering that square are then designated as open; they remain open for the rest of the skirmish and cannot be closed.]

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

"A fearsome sight on any battlefield, the AAT is one of the Trade Federation's most formidable weapons."
—Captain Panaka



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Daultay Dofine

15

HIT POINTS 40

DEFENSE 14

ATTACK +1

DAMAGE 10

**Special Abilities**

Unique. Melee Attack

Droid Coordinator [Non-Unique Droid allies gain Speed 8]

Haor Chall Collaborator [Huge Separatist Droid allies gain **Splash 20** (If this character's attack hits, all characters adjacent to the target take 20 damage; save II. If the attack misses, the target and all adjacent characters take 20 damage; save II.)]

Commander Effect

At the start of the skirmish, after set-up, you may replace this character with a Separatist character of equal or lesser value, or a character named Darth Sidious Hologram regardless of faction.

Daultay Dofine was the cunning yet cowardly Neimoidian captain of the Trade Federation's Droid Control Ship during the Invasion of Naboo.



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Tol Skorr

30

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

**Special Abilities**

Unique. Melee Attack; Double Attack; Greater Mobile Attack

Camaraderie [An ally named Sora Bulq gains **Greater Mobile Attack**]

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

Shii-Cho Style [+4 Attack and +4 Defense when 3 or more enemies are within 6 squares]

Force Powers

Force 4

Force Choke 2 [Force 2, replaces attacks; range 6; Move target Large or smaller enemy adjacent to this character. That enemy takes 20 damage.]

Indiscriminate Rage [Force I: +2 Attack and +10 Damage until the end of this character's turn. At the end of that turn, make a save of II. If the save fails, this character gains **Savage**.]

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

"I could make you afraid in so many ways, little bug, if I chose."



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Rogue One Corporal

21

HIT POINTS 50

DEFENSE 15

ATTACK +8

DAMAGE 20

**Special Abilities**

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

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

Weapons Expert [Once per turn on its turn, this character can use a special ability that replaces attacks without replacing attacks]

Commander Effect

Rogue One characters in your squad with **Stealth** (including this character) and who have cover cannot be targeted by nonadjacent enemies.

Rogue One allies gain **Weapons Expert**.

"You say you need to get the data tape off-world? Fine. We protect you like we protect the tape."
—Corporal Stordan Tanc



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SpecForce Officer

17

HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 10

**Special Abilities**

Speed 8

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

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

Specialization [SpecForce allies gain **Speed 8**. Ignore this ability if any ally counts as having the same name as another ally.]

Commander Effect

If this character has line of sight to an enemy at the start of a phase, you can activate up to 3 SpecForce characters in that phase.

The Alliance Special Forces boasted some of the finest military officers in the galaxy.



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Wes Janson

22

HIT POINTS 70

DEFENSE 17

ATTACK +9

DAMAGE 20

**Special Abilities**

Unique. Pilot. Double Attack; Mobile Attack

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

Affinity [May be in a New Republic squad]

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

Synergy +2 [Wraith Squadron followers within 6 squares get +2 Defense]

Wraith Squadron [If a character whose name contains Wedge or Kell Tainer is in the same squad, this character gains **Charging Assault** +10]

"This is Major Wes Janson, and if you're not aware of his exploits, I'm sure he'll be delighted to give you the whole story."
—Wedge Antilles



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Death Squad Commander

22

HIT POINTS 40

DEFENSE 14

ATTACK +10

DAMAGE 10

**Special Abilities**

Death Star Trooper. Imperial Navy Trooper

Coordinated Command [Allies whose names contain Death Star gain **Relay Orders**]

Death Squad [Allies named Death Star Trooper count as named Imperial Navy Trooper for purposes of special abilities]

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

Rapport 10 [Costs 10 less in the same squad as a character named Wilhuff Tarkin]

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

Commander Effect

Allies whose names contain Death Star gain **Scatter** [When an ally within 6 squares with the same name as this character is defeated, this character may move up to 2 squares without provoking attacks of opportunity.]

Ultimately, Death Star troopers owed their loyalty to the Imperial Navy and Tarkin himself as opposed to stormtroopers, who were loyal to Emperor Palpatine.



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Ganner Krieg

31

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20



Special Abilities

Unique. Imperial Knight. Melee Attack: Twin Attack

Allegiance (If your squad contained an ally named Antares Draco immediately before the first activation of the skirmish, Unique Imperial Knight allies gain Twin Attack)

Coordinated Movement (At the end of this character's turn, 1 Imperial Knight ally may immediately move up to 2 squares)

Cortosis Gauntlet 18 (Whenever this character rolls 18 or better on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish)

Synergy +2 (+2 Attack and +2 Defense for each ally whose name contains Antares Draco or Azlyn Rae within 6 squares)

Force Powers

Force 2. Force Renewal I

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

Knight Speed (Force 1: This character can move 4 extra squares on his turn as part of his move)

"Remember, we are Imperial Knights. There are none better."



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Turr Phennir

27

HIT POINTS 70

DEFENSE 17

ATTACK +11

DAMAGE 10



Special Abilities

Unique. 181st Pilot. Twin Attack: Evade

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Squad Discipline (Ignores enemy abilities that suppress commander effects while 3 allies with the same name as this character are within 6 squares)

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.)

Willing to Serve (Counts as a follower for purposes of allied commander effects)

Commander Effect

Non-unique 181st followers within 6 squares gain **Wingman** (Whenever a Unique pilot ally with the same base size within 6 squares is targeted or attacked, with a save 11 this character may switch positions with that character and this character becomes the target instead).

Pilot allies within 6 squares gain **Opportunist** and **Squad Movement** (+2 Speed while 3 allies with the same name as this character are within 6 squares).

"Another day, another chance to kill Rebels."



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Jedi Supervisor

10

HIT POINTS 40

DEFENSE 16

ATTACK +5

DAMAGE 10



Special Abilities

Galactic Alliance

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

Commander Effect

At the start of the skirmish, choose 1 New Republic ally with a lightsaber. That ally gains **Galactic Alliance** while within line of sight of this character.

"You could move to Mustafar and jump into a volcano instead." —Jaina Solo to her Jedi supervisor.



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Praxeum Student

11

HIT POINTS 20

DEFENSE 14

ATTACK +2

DAMAGE 20



Special Abilities

Melee Attack

Force Powers

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.)

"I told you Ben wouldn't hurt us. He's not a murderer." —Tai



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Valin Horn

22

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20



Special Abilities

Unique. Musician. Melee Attack: Double Attack

Empathy (Allies with Savage within 6 squares lose Savage)

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

Force Powers

Force 3

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

Savage Force Dominate (Force 1, replace attacks: sight: target character with Savage takes an immediate turn under your control, which does not count as an activation for the round; save 16. The target character cannot move this turn.)

"But Valin? Valin's only eleven!"
"Twelve! I can help." "This is insane."
—Anakin Solo and Valin Horn



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Formbi, Chiss Aristocrat

24

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 10



Special Abilities

Unique. Double Attack: Stealth

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

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

Disciplined Leader (This character's commander effect cannot be suppressed)

Inside Information (Replaces attacks: If this character has line of sight to an enemy at the start of his turn, 10 damage to any 1 enemy in an opponent's starting zone; save 16)

Commander Effect

Chiss allies within 6 squares gain **Double Attack**.

"No one would expect you to know one Chiss from another."
Aristocrat Chaf'orm bintrano (Formbi), to Luke Skywalker



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Haxion Brood Commando

29

HIT POINTS 80

DEFENSE 17

ATTACK +8

DAMAGE 20



Special Abilities

Double Attack; Bounty Hunter +4

Cyborg (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)

Flash Grenade (Replaces attacks: range 6; target enemy and each adjacent enemy get -4 Attack until the end of the round; save 11)

Impact Wave (At the end of this character's turn, it may immediately push back adjacent Huge or smaller characters to 3 squares away)

Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)

Quick Strike (+10 Damage against adjacent enemies if this character has moved on its turn)

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

Augmented with smuggled droid parts, they are unwavering combatants who combine superior skills with a deadly arsenal.



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Mudhorn

41

HIT POINTS 140

DEFENSE 18

ATTACK +11

DAMAGE 30



HUGE BASE

Special Abilities

Melee Attack; Speed 8

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

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.)

Damage Reduction 20 (Whenever this character takes damage from a nonadjacent enemy, reduce the damage dealt by 20. Attacks with lightsabers ignore this special ability.)

Huge Walker (Ignores Medium or smaller characters while moving)

Weak Spots 10 (This character's Damage Reduction is reduced to 10 against attacks from adjacent enemies)

"What caused this damage?" "A mudhorn."
—The Armorer and Mando



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Montross

54

HIT POINTS 110

DEFENSE 20

ATTACK +11

DAMAGE 20



Special Abilities

Unique, Double Attack: Greater Mobile Attack
Assassin (+4 Attack and +10 Damage against living enemies)

Beskar'gam 6 (When this character takes damage, he reduces the damage dealt by 10 with a save of 6)

Bounty Hunter +2 (+2 Attack against Unique enemies)

Flight (Ignores difficult terrain, enemy characters, low objects and pits when moving)

Improved Missiles 20 (Replaces attacks, sight: 20 damage to target and to each character adjacent to that target: save 16)

Independent Outfit (Also counts as a fringe character for the purpose of commander effects)

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

Rival (Cannot be in a squad that contains any Death Watch character or any character whose name contains Jango Fett)

"May the best man win."
"I am the best. Always was."
"We'll see about that..."
—Montross and Jango Fett



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Neo-Crusader Veteran

27

HIT POINTS 50

DEFENSE 17

ATTACK +11

DAMAGE 20



Special Abilities

Neo-Crusader

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

Battlefield Experience (Replaces turn: This character and Neo-Crusader allies within 6 squares get +4 Attack and +4 Defense until the end of this character's next turn.)

Rapport (Characters named Te Ani'la Mand'alor, Canderous Ordo, or Cassus Fett cost 4 less when in the same squad as this character)

Single-Shot Blaster (This character cannot gain Twin Attack)

Triple Attack (On its turn, this character can make 2 extra attacks instead of moving)

"As long as one Mandalorian lives, we will survive."
—Canderous Ordo to Meetra Surik



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Tarre Vizla

56

HIT POINTS 140

DEFENSE 22

ATTACK +15

DAMAGE 20



Special Abilities

Unique, Melee Attack: Triple Attack

Beskar'gam 6 (When this character takes damage, he reduces the damage dealt by 10 with a save of 6)

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

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

Force Powers

Force 3, Force Renewal I: Master of the Force 2

Knight Speed (Force I: This character can move 4 extra squares on his turn as part of his move)

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

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)

Commander Effect

Allies with Melee Attack within 6 squares get +4 Defense against attacks from farther than 6 squares.

"The Darksaber was created over a thousand years ago by Tarre Vizla, the first Mandalorian ever inducted into the Jedi Order. Those wielding his blade rule all of Mandalore."
—Kanan Jarrus and Fenn Rau



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Domain Jamaane Shaper

16

HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 10



Special Abilities

Yuuzhan Vong Warrior: Melee Attack

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

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)

Vonduun Crab Armor 16 (When this character takes damage, it can reduce the damage dealt by 10 with a save of 16)

Vonduun Crab Shaper (Allies within 6 squares with Vonduun Crab Armor get +4 Defense against nonadjacent enemies)

Domain Jamaane was unique as one of the few Domains which was not confined to a single caste. They had many proficient Shapers and Priests, and numerous Warriors.



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Nagme, Master Shaper

22

HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 20



Special Abilities

Unique, Melee 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)

Master Shaper (Choose one Yuuzhan Vong ally, that character gets +4 Attack and +10 Damage and gains Demolish for the rest of the skirmish)

Rapport (A character named Commander Tsalok costs 8 less when in the same squad as this character)

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.)

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.))

Commander Effect

If this character or an ally whose name contains Tsalok is adjacent to an enemy, add +4 to your initiative roll.

An ally whose name contains Tsalok gains Ambush (This character can move and then make all his attacks against 1 enemy who has not activated this round)

"She was always a butcher."—Nina Galfridan



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Shimrra Jamaane

51

HIT POINTS 140

DEFENSE 19

ATTACK +12

DAMAGE 20



Special Abilities

Unique, Melee Attack: Triple Attack

Doctrine of Fear (Enemy characters within 6 squares get -4 Attack)

Rapport (Characters named Yuuzhan Vong Slayer cost 5 less when in a squad with this character)

Synergy +2 (Allied characters named Yuuzhan Vong Slayer get +2 Attack while within 6 squares)

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

Vonduun Crab Armor 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

Commander Effect

While this character has line of sight to an ally whose name contains Onimi, Yuuzhan Vong characters in your squad (including this character) gain Greater Mobile Attack.

"We shall teach the New Republic the glory of the gods."



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Moff Gideon

47

Special Abilities

Unique, Pilot, Double Attack

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

Chain of Command [Characters in your squad are not subject to commander effects of allies with a lower cost]

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

Forward Commander [+1 Attack and +1 Defense for each trooper ally within 6 squares]

Report [Characters whose name contain Dark Trooper or Death Trooper cost 3 less when in the same squad as this character]

Reasonable Negotiations [Suppresses enemy and allied special abilities that modify initiative]

Commander Effect

Droids are subject to these effects:

Non-Unique allies lose Twin Attack.

Imperial allies who cost 10 or more gain **Ambush**, **Double Attack**, **Careful Shot** [On this character's turn, if it doesn't move, it gets +4 Attack], and **Deadeye** [On this character's turn, if it doesn't move, it gets +10 Damage] while within 6 squares of an allied Imperial commander.

At the end of this character's turn, 1 trooper ally may move up to double speed so long as it ends adjacent to this character and closer to an enemy than it started.

"You have something I want."

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Cara Dune

31

Special Abilities

Unique, Mando's Ally, Double Attack; Greater Mobile Attack

Blast Cannon [+10 Damage against targets within 6 squares]

Bounty Hunter +2 [+2 Attack against Unique enemies]

Close Quarters Fighting [+4 Attack against adjacent enemies]

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

Solitary +4 [+4 Defense if no allies are within 6 squares]

"Unless you want to go another round, one of us is going to have to leave, and I was here first."

2/6

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Greef Karga

30

Special Abilities

Unique, Mando's Ally, Double Attack; Bounty Hunter +2; Mobile Attack

Bounty Puck [At the end of this character's turn, choose 1 adjacent Bounty Hunter ally. Until the end of this character's next turn or until this character is defeated, the ally gains **Programmed Target** (After setup, choose any 1 enemy. This character gets +4 Attack and **Accurate Shot** against the chosen enemy.) Any "after setup" instances are immediately resolved.]

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

Guild Boss [Adjacent Bounty Hunter allies gain **Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)]

Guild Reserves 30 [If you roll exactly 11 for initiative, you can add up to 30 points of characters with Bounty Hunter to your squad immediately before your first activation of the round]

Tracking Fob [At the end of this character's turn, 1 adjacent Bounty Hunter ally without Greater Mobile Attack may move up to 6 squares towards an enemy chosen by **Programmed Target**. This round, the ally may not move more than its Speed on its turn.]

Commander Effect

Droids are subject to this effect:

Whenever a Bounty Hunter ally defeats an enemy chosen by **Programmed Target**, both this character and that ally each remove 10 damage.

"I celebrate your success, because it is my success as well."

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The Armorer

26

Special Abilities

Unique, Child of the Watch, Mando's Ally; Melee Attack; Double Attack; Greater Mobile Attack

Armorsmith [Mandalorian followers gain **Beskar'gam** (When this character takes damage, it reduces the damage dealt by 10 with a save of 11)]

Beskar'gam 6 [When this character takes damage, she reduces the damage dealt by 10 with a save of 6]

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

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

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

Commander Effect

At the start of the skirmish, choose 1 Mandalorian ally. The chosen ally gains **Flight** [Ignores difficult terrain, enemy characters, low objects, and pits when moving] for the rest of the skirmish.

"Our secrecy is our survival. Our survival is our strength."

6/6

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IG-11

32

Special Abilities

Unique, Droid, Mando's Ally; Bounty Hunter +4; Double Attack

Cutting Torch [On this character's turn, if it doesn't move, it can designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]

Pinpoint Attacks [Replaces turn: can move up to double speed, then choose up to three lower-cost targets within 6 squares, ignoring cover. Attack each target once.]

Nurse Droid [While within 6 squares of an ally whose name contains Djarin, this character gains **Heal** 30 (Replaces attacks: touch; remove 30 damage from a living character)]

Self-Destruct Sequence 30 [Replaces attacks: 30 damage to each adjacent character, then remove this character from play]

"Manufacturers' protocol dictates I cannot be captured. I must self-destruct."

4/6

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Kuiil

14

Special Abilities

Unique, Mando's Ally, Ugnaught; Melee Attack

Droid Mark [When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains **Draw Fire**]

Mechanic 30 [Replaces attacks: touch; deal 30 damage to a nonliving character. An allied nonliving character can instead remove 30 damage from itself]

Pathfinder [Allies are not slowed by difficult terrain within 6 squares of this character]

Reprogram [Replaces attacks: touch; target enemy droid joins this character's squad, save 11. Each time the reprogrammed character would activate, it must first attempt a save of 11; on a failure, that character takes 10 damage, remains unactivated, rejoins the original squad, and is no longer reprogrammed.]

Commander Effect

Droids are subject to this effect:

An allied Droid that this character has removed damage from or targeted with **Reprogram** gains **Bodyguard** while adjacent to this character.

"I have spoken."

5/6

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