



## Crusader General

24

HIT POINTS 80

DEFENSE 20

ATTACK +10

DAMAGE 20

### Special Abilities

Jedi Crusader. Melee Attack: Double Attack  
Ataru Style [+4 Attack if exactly 1 enemy is within 6 squares]

Force Bond [Jedi Crusader allies gain Reckless Assault]

Synergy +2 [Jedi Crusader allies get +2 Attack and +2 Defense while within 6 squares of this character]

### Force Powers

Force 4

Reckless Assault [Force 1. replaces turn. Can move up to speed and make all of its attacks. This move does not provoke attacks of opportunity. Take 20 unpreventable damage for every missed attack this turn.]

Lightsaber Defense [Force 1: When hit by an attack, this character takes no damage with a save of 10]

### Commander Effect

Old Republic allies with a Force rating, a lightsaber, and a printed Attack rating of 10 or less get +4 Attack.

Jedi Crusaders assisted the Galactic Republic in the war against the Mandalorians.



1/30

WWW.SWGMGAMERS.COM



## General Vaklu, Defender of Onderon

27

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

Unique. Double Attack: Greater Mobile Attack

Affinity [May be in a Sith squad]

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

Stifling Attack [On this character's turn, adjacent enemies cannot use special abilities that respond to his attacks]

### Commander Effect

At the start of the skirmish, choose 1 Unique ally with a lightsaber. That ally gains Stifling Attack for the rest of the skirmish.

Allies without a Force rating gain Crowd Fighting.

During the Mandalorian occupation, Vaklu was able to rally his people by leading an underground resistance movement, and greatly helped in driving the Mandalorians from Onderon.



2/30

WWW.SWGMGAMERS.COM



## Gnost-Dural, Jedi Master

25

HIT POINTS 110

DEFENSE 19

ATTACK +10

DAMAGE 20

### Special Abilities

Unique. Melee Attack  
Djem So Style [Whenever this character is hit by a melee attack, make a save of 10. On a success, this character can make an immediate attack against that attacker.]

Jedi Archivist [Before setup, after seeing your opponent's squad, you may choose one enemy commander effect. While the enemy is in play, and the chosen commander effect is not suppressed, this character gains the commander effect, and any faction specific effects become Old Republic specific effects.]

Juyo Style Fighting [This character gets +10 Damage when he scores a hit on an attack roll of natural 18, 19, or 20]

Quick Learner [At the end of this character's turn, if he has line of sight to an enemy, he may use Jedi Archivist, resolving start of skirmish effects and replacing its prior effect]

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

### Force Powers

Force 2. Force Renewal 1

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

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 10]

### Commander Effect

Each commander in your squad (including this character) increases the range of its commander effects by 2 squares.

While this character does not have a commander effect from Jedi Archivist, Old Republic allies get +2 Attack.

Designed by Trevor Payton (thereisno) 2020 Gen Con Champion



3/30

WWW.SWGMGAMERS.COM



## Green Jedi Soldier

19

HIT POINTS 60

DEFENSE 17

ATTACK +7

DAMAGE 20

### Special Abilities

Melee Attack: Stealth

Soldier [Counts as a character named Old Republic Soldier]

Affinity [May be in a squad with a character whose name contains Corran Horn]

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

Blaster 10 [Replaces attacks: sight, +4 Attack for 10 Damage. This counts as a nonmelee attack.]

Lightsaber Wielder [Counts as having a lightsaber]

Synergy +4 [+4 Attack and +4 Defense while an ally whose name contains Corran Horn is within 6 squares]

### Force Powers

Force 3

Burst Run [Force 1. replaces attacks: Move up to speed, as this character moves, each enemy within 2 squares takes 10 damage. This ability cannot be used on any enemy twice this turn.]

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]



4/30

WWW.SWGMGAMERS.COM



## Ithorian Crusader

22

HIT POINTS 50

DEFENSE 19

ATTACK +2

DAMAGE 10

### Special Abilities

Jedi Crusader. Melee Attack

Diplomat [If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent]

Lightsaber Wielder [Counts as having a lightsaber]

Veiled Intentions [Adjacent enemies with a lightsaber may ignore the targeting and attacking restrictions of Diplomat for the purpose of attacking this character]

War Throat [Replaces attacks: 10 damage to each character within 6 squares]

### 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]

Many Ithorians that were Force-sensitive went on to serve in the Jedi Order, as the Jedi Code valued nature that the Ithorians so cherished



5/30

WWW.SWGMGAMERS.COM



## Darth Angral

54

HIT POINTS 130

DEFENSE 21

ATTACK +14

DAMAGE 20

### Special Abilities

Unique. Melee Attack: Twin Attack

Rapport [A character named Darth Malgus. The False Emperor costs 10 less in a squad with this character]

Wounding Attack [Whenever this character's attack hits, +10 Damage on his next attack this turn]

### Force Powers

Force 2. Force Renewal 2

Crippling Strike [Force 2. Replaces turn: Make 1 attack against an adjacent enemy. This attack roll counts as a natural 20, and damage from this attack cannot be prevented or redirected.]

Force Lightning 2 [Force 2. replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target]

Lightning Shield [Force 1: usable when this character would take damage. This turn, when this character would take damage, reduce the damage to 20. The reduced damage cannot be prevented or redirected. This turn, when this character is damaged by a non-adjacent enemy, that enemy takes 10 unpreventable damage.]

"This is our moment. Channel your fury. Destroy our enemies!"



6/30

WWW.SWGMGAMERS.COM



## Gavar Khai

39

HIT POINTS 110

DEFENSE 20

ATTACK +11

DAMAGE 20

### Special Abilities

Unique. Lost Tribe

Melee Attack: Double Attack: Evade

Force Bond [An ally named Vestara Khai gains Lightsaber Block]

Stifling Attack [On this character's turn, adjacent enemies cannot use special abilities that respond to his attacks]

### Force Powers

Force 2. Force Renewal 1

Force Lightning 2 [Force 2. replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target]

Lightsaber Block [Force 1: When hit by a melee attack, this character takes no damage with a save of 10]

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

Sith Rage [Force 1: +10 Damage on all attacks this turn]

### Commander Effect

If all Unique allies have Lost Tribe, Unique allies gain Stifling Attack and Lost Tribe allies within 6 squares gain Evade.

"You will choose which emotions you will feel and when. They will become weapons, just like a lightsaber, and you will be their wielder." —Gavar Khai, to his daughter, Vestara



7/30

WWW.SWGMGAMERS.COM



## Commander Rex and Ahsoka Tano

70

HIT POINTS 130

DEFENSE 20

ATTACK +13

DAMAGE 20

### Special Abilities

Unique. 501st. Melee Attack: Twin Attack  
Acrobatic [Ignores enemy characters when moving]

Blaster 20 [Replaces attacks: sight, +12 Attack for 20 Damage. This counts as a nonmelee attack.]

Camaraderie [A Medium ally with Melee Attack whose name contains Anakin gains 501st]

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

Rival [Cannot be in an Imperial squad]

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

Singular Focus [Cannot gain abilities from allies]

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

### Force Powers

Force 2. Force Renewal 1

Counter Push 2 [Force 2. usable only when this character takes damage; range 6; 20 damage; push back target 2 squares if Huge or smaller]

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.]

### Commander Effect

501st allies gain Commander Hunter and Greater Mobile Attack

An ally whose name contains Anakin Skywalker, Jedi gains Force Renewal 1, Acrobatic and Shien Style.



8/30

WWW.SWGMGAMERS.COM



## Darth Tyrannus, Dark Lord of the Sith

57

HIT POINTS 130

DEFENSE 20

ATTACK +12

DAMAGE 20

### Special Abilities

Unique [Counts as Count Dooku]

Melee Attack: Triple Attack: Stealth

Buile [+4 Attack against unactivated enemies]

Intimidation [Living non-Unique enemies within 6 squares get -2 Attack and -2 Defense. Living allies within 6 squares get +2 Attack and +2 Defense.]

Jedi Hunter [+4 Attack and +10 Damage against enemies with a Force rating]

Lightsaber Trainer [At the start of the skirmish, after setup, choose an ally with a Force rating and a lightsaber who costs less than this character. Also choose Shii-Cho Style, Makashi Style, Soresu Style, Ataru Style, Djem So Style, or Niman Style. For the rest of the skirmish, the chosen ally gains the chosen special ability.]

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

### Force Powers

Force 3. Force Renewal 1; 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]

Leaping Assault [Force 2. replaces turn: Move this character to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity. After moving, this character may still make all of his attacks this turn.]

### Commander Effect

Allies with a Force rating gain Buile.

Non-Unique allies with a Force rating gain Ambush [This character can move and then make all its attacks against 1 enemy who has not activated this round].



9/30

WWW.SWGMGAMERS.COM







## Geonosian Trooper

6

HIT POINTS 10

DEFENSE 14

ATTACK +2

DAMAGE 10

### Special Abilities

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

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

**Single Shot Blaster** [This character cannot gain Twin Attack]

**Sonic Attack** [An enemy attacked by this character cannot use Force powers for the rest of that turn]

**Sonic Bolt** [Replaces attacks: range 6; unactivated target enemy is considered activated at the end of the next phase. Huge and larger characters ignore this special ability.]

**Synergy +2** [+2 Attack while a Geonosian ally whose name contains Soldier is within 6 squares]

*The lower warrior sub-caste was bred for simple defense and security.*



10/30

WWW.SWMGAMERS.COM



## Sun Fac, Chief Lieutenant

18

HIT POINTS 40

DEFENSE 16

ATTACK +4

DAMAGE 10

### Special Abilities

**Unique.** Geonosian. Flight; Stealth  
**Binary Translator** [This character and Geonosian allies also count as Droids for the purpose of allied Geonosians' commander effects and abilities]

**Clan Leader** [Unique Geonosian allies gain **Sonic Stunner** and **Sonic Upgrade**]

**Sonic Attack** [An enemy attacked by this character cannot use Force powers for the rest of that turn]  
**Sonic Stunner** [Replaces attacks: range 6; 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.]

**Sonic Upgrade** [When targeted by this character's abilities that contain the word **Sonic**, enemies cannot use Force powers for the rest of that turn]

**Synergy +2** [Geonosian soldier and trooper allies get +2 Attack and +2 Defense while within 6 squares of this character]

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

### Commander Effect

Geonosian allies whose names do not contain Drone gain **Stealth**.

If this character has line of sight to an enemy, add +4 to the initiative roll.



11/30

WWW.SWMGAMERS.COM



## Dashade Partisan

28

HIT POINTS 70

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

**Breach** [Replaces attacks: 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 3D damage; save 11 to reduce the damage to 1D.]

**Double Claw Attack** [On its turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies]

**Elite Beam Weapon** [Replaces turn: Make 1 attack at +13 Attack and 4D Damage; you cannot use Twin Attack. allies cannot combine fire this turn, and this attack cannot be prevented or redirected]

**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]

**Heat Signature Dissipation** [If this character did not move on its turn; until the end of the round, it gains **Cloaked** [If this character has cover, it cannot be targeted by nonadjacent enemies]]

**Rend +10** [If both of its attacks hit the same adjacent enemy, this character's second attack gets +10 damage]

*We are not insurgents. We are Partisans. We are a rebellion*



12/30

WWW.SWMGAMERS.COM



## Bhindi Drayson, Wraith Squadron Counter Tech Expert

33

HIT POINTS 60

DEFENSE 17

ATTACK +9

DAMAGE 20

### Special Abilities

**Unique.** Pilot. Stealth

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

**Camaraderie** [Wraith Squadron allies gain **Relay Orders** and **Impact Dispersion Armor**]

**Counter Tech** [When this character is forced to roll a save by an enemy's ability or commander effect, optional +2 to the save]

**Impact Dispersion Armor** [Whenever this character takes more than 2D damage, immediately reduce the damage to 2D. The reduced damage cannot be prevented or redirected. Damage from Force Powers, non-melee attacks and attacks from lightsabers ignore this ability.]

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

### Commander Effect

Wraith Squadron allies within 6 gain **Counter Tech**.

Usable once per round on an enemy's turn: When an enemy fails a save, one Wraith Squadron ally with line of sight to this character may make an immediate attack or use a special ability that replaces attacks against that enemy if it can.



13/30

WWW.SWMGAMERS.COM



## Lando Calrissian, Resistance Recruiter

28

HIT POINTS 70

DEFENSE 17

ATTACK +8

DAMAGE 20

### Special Abilities

**Unique.** Resistance

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

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

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

**Specialization** [Pilot followers with a lower point cost gain **Resistance**. Ignore this ability if any ally counts as having the same name as another ally.]

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



14/30

WWW.SWMGAMERS.COM



## New Republic Defense Force Lieutenant

20

HIT POINTS 60

DEFENSE 18

ATTACK +9

DAMAGE 20

### Special Abilities

**Galactic Alliance.** Trooper. Double Attack

**Camaraderie** [Allies named Kenneth Hamner, Kir Kanos, and Mirth Sinn gain **Trooper** and **Willing to Serve**]

**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]

**Rapport** [Characters named Mirth Sinn or Kenneth Hamner cost 5 less when in the same squad as this character]

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

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

### Commander Effect

New Republic trooper and scout allies get +2 Attack and gain **Dive to Cover**.

Unique trooper and scout allies gain **Relay Orders**.

*"It is modern, streamlined, high-tech, unbeaten in any conflict since Endor. It has liberated the galaxy from the worst tyranny in known history, and is capable of handling any threat that the New Republic could imagine." —Admiral Gial Ackbar about the New Republic Defense Force upon his retirement as Supreme Commander, 25 ABY.*



15/30

WWW.SWMGAMERS.COM



## Wedge Antilles, Wraith Squadron Founder

37

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20

### Special Abilities

**Unique.** Commando. Pilot. Double Attack

**Greater Mobile Attack**

**Camaraderie** [An ally named Danni Quee gains **Pilot** and **Wraith Squadron** (If a character whose name contains Wedge or Kell Tainer is in the same squad, this character gains **Charging Assault** +1D)]

**Charging Assault** +1D [Replaces turn: Can move up to double speed, then make an attack at +1D Damage against an adjacent enemy]

**Rapport** [Wraith Squadron allies cost 1 less when in a squad with this character]

**Single-Shot Blaster** [This character cannot gain Twin Attack]

### Commander Effect

If every ally is a Pilot or Commando, this character gains the following commander effects:

Pilot allies gain **Greater Mobile Attack**.

Commando allies get +2 Attack.

While they are within 3 squares of a Unique Wraith Squadron ally, Wraith Squadron characters in your squad (including this character) gain **Cloaked** [If this character has cover, it cannot be targeted by nonadjacent enemies].



16/30

WWW.SWMGAMERS.COM



## Wraith Squadron Recruit

6

HIT POINTS 10

DEFENSE 15

ATTACK +2

DAMAGE 10

### Special Abilities

**Pilot.** Melee Attack

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

**Fixed Cost** [This character's cost cannot be reduced or increased]

**Manual Override** [At the end of its 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 it is defeated]

**Singular Focus** [Cannot gain abilities from allies]



17/30

WWW.SWMGAMERS.COM



## Benthic, Partisan Lieutenant

19

HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 10

### Special Abilities

**Unique.** Cloud-Rider. Partisan. Pirate. Double Attack

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

**Camaraderie** [An ally named Saw Gerrera gains **Partisan**, **Ambush** and **Quick Strike**]

**Defensive Stance** +2 [+2 Defense while activated]

**Quick Strike** [+1D Damage against adjacent enemies if this character has moved on his turn]

**Rapport** [A character named Saw Gerrera costs 2 less when in the same squad as this character]

**Tenacious** [Enemies cannot use **Opportunistic**, **Deceptive**, **Devious**, or **Backlash** against this character]

### Commander Effect

Allied Partisans gain **Independent Outfit** [Also counts as a Fringe character for the purpose of commander effects] for the rest of the skirmish.

Allied Partisan commanders and Pirate commanders gain **Defensive Stance** +2.

*You asked the Partisans to join you. Do not be surprised when they act like the Partisans. —Benthic, to Luke Skywalker*



18/30

WWW.SWMGAMERS.COM





## Central Isopter Cultist

6

HIT POINTS 20

DEFENSE 15

ATTACK 0

DAMAGE 0

### Special Abilities

Melee Attack; Stealth

**Exclusive Loyalty** (Not subject to commander effects of allies who have a Force rating)

**Singular Focus** (Cannot gain abilities from allies)

**Force Heresy** (Only usable if there is at least one unactivated enemy; after an enemy within 6 squares has made a successful save to avoid or reduce damage from an attack, the enemy takes damage equal to half of the damage prevented (rounded down), with a minimum of 10 damage, up to a maximum of 30 damage. This damage cannot be prevented or redirected. Force Heresy can only be used on one turn per phase and up to twice during that turn.)

*Following the attack from the Death Star, members of the Central Isopter Cult built a temple at the edge of the large crater, as a place of worship. They believed the destruction of Jedha City had been a blessing.*



19/30  
WWW.SWMGAMERS.COM



## Dashade Pirate

35

HIT POINTS 70

DEFENSE 18

ATTACK +7

DAMAGE 20

### Special Abilities

Pirate. Force Immunity

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

**Covert Tech** (If all Unique allies are Pirate allies, then this character gains **Shatter Beam** (Replaces attacks; sight; designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed))

**Double Claw Attack** (On its turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

**Heat Signature Dissipation** (If this character did not move on its turn; until the end of the round, it gains **Cloaked** (If this character has cover, it cannot be targeted by nonadjacent enemies))

**Rapport** (Costs 5 less when in the same squad as a character whose name contains Arvo Norstag)

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

**Sonic Bolt** (Replaces attacks; range 6; unactivated target enemy is considered activated at the end of the next phase. Huge and larger characters ignore this special ability.)

**Synergy +4** (+4 Attack while an allied Pirate commander is within 6 squares)

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



20/30  
WWW.SWMGAMERS.COM



## Hunt Saboteur

14

HIT POINTS 40

DEFENSE 16

ATTACK +3

DAMAGE 10

### Special Abilities

Pilot. Speed 8

**Agile** (This character can move 2 extra squares at the end of its turn)

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

**Hunt Sabotage** (Enemies cannot benefit from abilities whose names contain Hunter or Assassin while attacking this character or allies within 6 squares of this character)

### Commander Effect

After setup, choose an ally. When the chosen ally is attacked by an enemy that has an ability whose name contains Hunter or Assassin, the ally gains **Evoke** for the rest of the turn.

*A hunt saboteur was a professional that disrupted the work of bounty hunters. A saboteur would intercept a bounty, agreeing, for a fee, to ferry the sentient safely out of the range of their pursuer.*



21/30  
WWW.SWMGAMERS.COM



## Hylobon Enforcer

16

HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 20

### Special Abilities

Crimson Dawn

**Percussion Blaster** (Once per turn, an unactivated enemy hit by this character's attack is considered activated at the end of the next phase. Huge and larger characters ignore this special ability.)

**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)



*The Hylobon Enforcers were the personal guards of Dryden Vos, public leader of the Crimson Dawn crime syndicate.*



22/30  
WWW.SWMGAMERS.COM



## Nightsister Spirit

12

HIT POINTS -

DEFENSE -

ATTACK -

DAMAGE -

### Special Abilities

**Descendant of Dathomir** (Nightsister allies within 3 squares gain **Ethereal Spike** (Replaces attacks; range 3; 10 damage to target enemy. This damage may not be prevented or redirected.))

**Displacement** (Enemy characters may end their move in this character's space. If an enemy character ends their movement in this character's space, place this character in a legal space within 2 squares; if no legal space is available this character is defeated.)

**Nightsister Spirit** (Ignores all terrain. Cannot open doors. Cannot attack or be damaged, and does not count as adjacent or as a legal target. Not subject to commander effects. Does not provide cover. This character can move through enemy characters, and enemy characters can move through it. Does not count as an ally for allied commander effects or abilities. This character is defeated if it activates when no Nightsister ally not named Nightsister Spirit is within 2 squares.)

**Singular Focus** (Cannot gain abilities from allies)

### Force Powers

Force 2

**Force Blast** (Force 1, replaces attacks; range 6; 20 damage; save 11)

*Old Daka called forth the spirits of the Nightsisters to fight against the Separatist invasion.*



23/30  
WWW.SWMGAMERS.COM



## Pirate Breachman

5

HIT POINTS 10

DEFENSE 15

ATTACK +3

DAMAGE 10

### Special Abilities

**Armored Spacesuit** (Immune to critical hits)

**Breach** (Replaces attacks; 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.)

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

**Singular Focus** (Cannot gain abilities from allies)

*Some pirate gangs operated as two groups: the boarding group and the attack group. The attack group would disable the ship and its weapons, and the boarding group would breach the ship's hull to steal or plunder whatever they could find.*



24/30  
WWW.SWMGAMERS.COM



## Dred Priest

17

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 10

### Special Abilities

Unique. Death Watch

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

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

**Mobile Attack** (Can move both before and after attacking)

**Synergy +2** (This character gets +2 Attack and +2 Defense while an allied character named Isabet Reau is within 6 squares)

### Commander Effect

Death Watch allies gain **Mobile Attack**.

*"The strong survive, the weak die. That's the way the galaxy works. The day we forgot that, we became everyone's lackey"*



25/30  
WWW.SWMGAMERS.COM



## Kex, Neo-Crusader Quartermaster

20

HIT POINTS 60

DEFENSE 17

ATTACK +9

DAMAGE 20

### Special Abilities

Unique. Neo-Crusader. Double Attack

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

**Call For Support** (If all Unique allies are Neo-Crusader allies, at the end of this character's turn you may move a Unique ally within 6 squares up to 6 squares)

**Camaderie** (Neo-Crusader and non-Unique Mandalorian allies gain **Destabilizing Attack**)

**Destabilizing Attack** (Suppresses enemies' Shields abilities when attacking)

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

**Kyber Dart** (Replaces turn; range 6; 20 damage to target living enemy)

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

*"You still holding a grudge?"  
"You still breathing?"  
—Meetra Surik and Kex*



26/30  
WWW.SWMGAMERS.COM



## Neo-Crusader Sergeant

20

HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 20

### Special Abilities

Neo-Crusader. Double Attack; Flight

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

**Communications Supplies** (Replaces turn; Choose 1 adjacent ally to gain **Relay Orders**)

**Defensive Plates** (If this character does not move, until the end of its next turn, it gains **Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.))

**Hand Signals** (Neo-Crusader allies are not affected by enemy abilities that suppress commander effects while they have line of sight to this character)

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

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

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

### Commander Effect

Neo-Crusader allies gain **Defensive Plates**.



27/30  
WWW.SWMGAMERS.COM





## Ruusaan Skirata

17

HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 10

### Special Abilities

Unique. Clan Skirata. Twin Attack: Stealth

**Camaraderie** [Clan Skirata allies gain Defensive Stance +2, and Protective +10]

**Defensive Stance** +2 [+2 Defense while activated]

**Devious** [+4 Attack against activated enemies]

**Protective** +10 [+10 Damage while a wounded ally with Clan Skirata is within 6 squares]

**Rapport** [Characters named Kal Skirata, Etain Iur-Mukan or Bardan Jusik cost 8 less when in the same squad as this character]

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

*Ruusaan was captured during the Clone Wars, but Clan Skirata members, including Ex-Clone Commando Fi, Ex-ARC Troopers Spar and Sull, and Ex-Jedi Bardan Jusik disguised themselves to free her. After the battle, Ruusaan along with most of her father's clan moved to Mandalore.*



28/30

WWW.SWGMGAMERS.COM



## Kunra, Shamed Lieutenant

35

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

Unique. Shamed One. Shamed Warrior  
Melee Attack: Twin Attack

**Camaraderie** [An ally named Vua Rapuung gains Shamed Warrior]

**Vondun Crab Armor** 6 [When this character takes damage, he can reduce the damage dealt by 10 with a save of 6]

### Commander Effect

If all allies have Shamed One or Yun-Shuno Devotion immediately before the first initiative roll, this character gains the following commander effect: Allied pilots and allies whose names contain Warrior get +4 Attack and +10 Damage.

*Kunra was a former warrior who rose to become Yu Shaa's second in command.*



29/30

WWW.SWGMGAMERS.COM



## Supreme Commander Sla Tsun

23

HIT POINTS 60

DEFENSE 16

ATTACK +6

DAMAGE 10

### Special Abilities

Unique. Pilot. Melee Attack: Force Immunity

**Coordinated Movement** [At the end of this character's turn, 1 Unique Yuuzhan Vong ally can immediately move up to two squares]

**Forward Commander** [+1 Attack and +1 Defense for each Unique Yuuzhan Vong ally within 6 squares]

**Trigger Defeat** [Once per turn, whenever a character activates, moves into a square, spends a Force point, or targets a character, this character may immediately attempt a save of 11. On a success, this character is defeated.]

### Commander Effect

At the end of this character's turn, one Unique Yuuzhan Vong ally within 6 squares can immediately use an ability that replaces attacks.

When defeated, this character may immediately move up to his speed without provoking attacks of opportunity, then make one attack at +4 Attack and +10 Damage. Damage from this attack cannot be prevented or redirected. An enemy hit by this attack is pushed back 1 square if Medium or smaller.

*During the Battle of Yuuzhan'tar, Warmaster Nas Choka ordered Supreme Commander Tsun and Supreme Commander Tivik to drive their mistakes into Zanama Sekot.*



30/30

WWW.SWGMGAMERS.COM



## Darth Wyyrlok III, Emperor's Ward

33

HIT POINTS 100

DEFENSE 19

ATTACK +12

DAMAGE 20

### Special Abilities

Unique. One Sith. Melee Attack: Double Attack

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

**Booming Voice** [Allies' commander effects normally limited to 6 squares have unlimited range]

**Camaraderie** [Allies named Darth Krayt, Darth Nihil and Darth Talon gain Ambush]

**Consolidate Force** [Whenever a Unique Sith ally is defeated, this character gains 1 Force point]

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

**Rapport** [Characters named Darth Krayt, Darth Nihil and Darth Talon cost 15 less when in the same squad as this character]

**Rival** [Cannot be in a squad with any Unique living character unless it is One Sith or has Melee Attack]

### Force Powers

**Force 2: Force Renewal** 1: 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 Shutter** 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 Cloak** [Force 2, replaces turn: For the rest of the skirmish, this character gains Cloaked]

### Commander Effect

For the rest of the skirmish, an ally named Darth Krayt gains Presumed Dead [The first time this character's Hit Points are reduced to half or less, he may immediately return to his squad's setup area with his original Hit Points].

For the rest of the skirmish, Unique One Sith allies gain Consolidate Force and Controls Shutter 2



1/6

WWW.SWGMGAMERS.COM



## Lorn Pavan

16

HIT POINTS 60

DEFENSE 16

ATTACK +7

DAMAGE 10

### Special Abilities

Unique. Stealth

**Affinity** [A character named I-5YQ may be in your squad regardless of faction]

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

**Impulsive Jedi Hunter** [If a Unique allied character is defeated, for the remainder of the skirmish this character has Jedi Hunter]

**Information Broker** [If this character has line of sight to an enemy, you may activate 1 or 2 characters on the first phase of the round, as long as one of them is this character or an ally whose name contains Pavan or I-5YQ]

### Commander Effect

Droids are subject to this effect: An ally named I-5YQ is subject to commander effects.

*"Your father... He died a hero's death, Jax."  
—I-5YQ, to Jax Pavan, Lorn Pavan's son.*



2/6

WWW.SWGMGAMERS.COM



## Red Hand Syndicate Spy

9

HIT POINTS 30

DEFENSE 12

ATTACK +2

DAMAGE 10

### Special Abilities

**Defuse Bomb** [Enemies within 3 squares lose Self Destruct]

**Independent Outfit** [Also counts as a Fringe character for the purpose of commander effects]

**Infrared Vision** [Non-Unique enemies within 6 squares lose Cloaked]

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

**Single-Shot Blaster** [This character cannot gain Twin Attack]

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

**Synergy** +4 [Allies named Red Hand Syndicate Thug get +4 Defense while within 6 squares of this character]

*The Red Hand Syndicate trained their spies in many different skills integral to espionage.*



3/6

WWW.SWGMGAMERS.COM



## Garik "Face" Loran, Wraith Squadron Intrusion Lead

35

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

### Special Abilities

Unique. Commando. Galactic Alliance. Pilot  
Double Attack

**Camaraderie** [Wraith Squadron allies gain Commando]

**Presumed Dead** [The first time this character's Hit Points are reduced to half or less, he may immediately return to his squad's setup area with his original Hit Points]

**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]

**Wraith's Decoy** [Whenever an Unique Wraith Squadron ally within 6 squares is targeted, this character can switch places with that character. This character becomes the target instead.]

### Commander Effect

At the end of this character's turn, 2 Wraith Squadron allies within 3 squares may immediately move up to half their speed.

*"Face is one of our intrusion experts, proficient in makeup, speaks several languages other than Basic—" "Don't forget, master actor."  
—Wedge Antilles and Garik Loran*



4/6

WWW.SWGMGAMERS.COM



## Arvo Norstag, Pirate King

30

HIT POINTS 90

DEFENSE 18

ATTACK +12

DAMAGE 20

### Special Abilities

Unique. Pirate. Stealth

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

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

**Camaraderie** [Allied Unique Pirates and Pirate commanders gain Relay Orders]

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

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

**Loyalist's Code** [Immediately before the first initiative, all non-Pirate allies are defeated]

**Rapport** [Allied commanders and Unique Pirate allies cost 5 less in a squad with this character]

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

**Tenacious** [Enemies cannot use Opportunist, Deceptive, Devious, or Backlash against this character]

### Commander Effect

Allied Pirate commanders gain **Willing to Serve** [Counts as a follower for purposes of allied commander effects].

For the rest of the skirmish, allies with Slave ignore the movement requirements of Savage and are subject to commander effects.

At the start of their turn, Pirate allies may move up to 2 spaces. This does not count as movement for their turn.



5/6

WWW.SWGMGAMERS.COM



## Isabet Reau

17

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 10

### Special Abilities

Unique. Death Watch. Flight

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

**Synergy** +2 [+2 Attack and +2 Defense while an allied character named Ored Priest is within 6 squares]

**Thorium Charge** [Replaces Attacks: Designate 1 door within 6 squares as open; it remains open for the rest of the skirmish and cannot be closed]

### Commander Effect

Your squad may contain characters named Spaarti Clone Trooper Demolitionist.

Spaarti Clone Trooper Demolitionists gain **Death Watch** for the rest of the skirmish.

*Isabet Reau believed that the old days of Mandalore could be restored through the Death Watch.*



6/6

WWW.SWGMGAMERS.COM