



Army of Light Jedi Slicer

20

HIT POINTS 60

Special Abilities

Melee Attack

DEFENSE 17

Mettle [If this character spends 1 Force point to reroll, add +4 to the result]

ATTACK +7

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

DAMAGE 20

Force Powers

Force 3

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

Without the Force to assist them, Jedi slicers mostly developed their skills through unassisted training and the years of hard work.



1/30

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Frontline Trooper

21

HIT POINTS 90

Special Abilities

Soldier [Counts as a character named Old Republic Soldier]

DEFENSE 19

Affinity [May be in a Rebel or New Republic squad]

ATTACK +8

Draw Fire [If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 1]

DAMAGE 20

Noble Sacrifice [When this character is defeated, 1 trooper or soldier ally may make an immediate attack]



2/30

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"Sometimes being a good soldier means doing what you think is right." —Faro Argus



Spy of the One Sith

31

HIT POINTS 80

Special Abilities

Twin Attack: Backlash

Allegiance [If all Unique allies had One Sith immediately before the first activation of the skirmish, this character gains **Interference** (Non-Unique enemies within 6 squares are not affected by commander effects; their commander effects suppressed)]

DEFENSE 17

Deadly Attack [Scores a critical hit on an attack roll of natural 19 or 20]

ATTACK +9

Devious [+4 Attack against activated enemies]

DAMAGE 20

Tracking [At the start of this character's turn, this character or an ally within 4 squares may move up to 4 squares toward the highest-cost enemy]

Force Powers

Force 1

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



3/30

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Jor Torlin, a spy of the One Sith, sabotaged a meeting between the Galactic Alliance and Fel's Empire, preventing an alliance and causing them to turn on each other.



Militiagung Trooper Recruit

4

HIT POINTS 10

Special Abilities

Gungan, Melee Attack

DEFENSE 14

Clumsy [-4 to this character's save rolls]

ATTACK +3

You Probably Don't Recognize Me [This character counts as a legal target for allies' abilities that replace attacks]

DAMAGE 10



4/30

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Ya-hoo, who's da new guy?



Frenk Bounty Hunter

20

HIT POINTS 50

Special Abilities

Melee Attack; Triple Attack

DEFENSE 15

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

ATTACK +7

Momentum [If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies]

DAMAGE 10

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]



5/30

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During the Clone Wars, some Frenks found work as bounty hunters.



Nimbus Guard

16

HIT POINTS 50

Special Abilities

Double Attack; Mobile Attack

DEFENSE 16

Camaraderie [Allies whose names contain Nimbus gain Flak Shield]

ATTACK +6

Flak Shield [Whenever this character takes damage, it reduces the damage dealt by 10 with a save of 6. Attacks from adjacent enemies ignore this ability.]

DAMAGE 10

Flux Density +10 [+10 Damage if one or more Droid characters combine fire with this character]



6/30

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Nimbus commandos served as the elite guards of the Jabiimi Separatist leader Alto Stratus.



R3 Astromech Droid

10

HIT POINTS 50

Special Abilities

Droid, Melee Attack

DEFENSE 15

Electric Shock +10 [+10 Damage against adjacent Droid enemies]

ATTACK +3

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

DAMAGE 0

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

Repair 10 [Replaces attacks: touch; remove 10 damage from 1 Droid character]



SMALL BASE



07/30

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"Report, Agent R3." —General Grievous



General Jan Dodonna

17

HIT POINTS 70

Special Abilities

Unique, Stealth

DEFENSE 15

Affinity [May be in a New Republic squad]

ATTACK +6

Tactician +4 [Add +4 to the initiative roll except on a roll of 1]

DAMAGE 10

Commander Effect

If this character has line of sight to an enemy at the beginning of a phase, you can choose to activate 1 additional character in that phase. (This includes Droid and Savage characters.)



8/30

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This day has been a long time coming. Hopefully we can finally deal a blow to the Empire and show the rest of the galaxy what we're capable of.



Gigoran Partisan Insurgent

18

HIT POINTS 60

Special Abilities

Evade

DEFENSE 17

Indiscriminate [When this character attacks an adjacent enemy, it ignores enemy abilities and commander effects that prevent targeting and attacking. These attacks cannot be redirected.]

ATTACK +9

Splash 10 [If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.]

DAMAGE 20

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



9/30

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Gigorans were often enslaved and exploited for their strength.



Rebel Officer with Atgar P-Tower

16

HIT POINTS 80

Special Abilities

Double Attack

DEFENSE 11

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

ATTACK +8

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

DAMAGE 30

Splash 10 [If this character's attack hits, all characters adjacent to the target take 10 damage; save II. If the attack misses, the target and all adjacent characters take 10 damage; save II.]

Long-Range Vision [+4 Attack against targets farther than 6 squares away]

Commander Effect

Non-Unique trooper and non-Unique Rebel allies within 6 squares gain **Long-Range Vision**.

"When the P-Tower gets ready to fire, you can feel the charge, hear the hum, see the dish light up... It's a moment of hope. And then the blast just bounces off an AT-AT and you realize that the situation is hopeless..."

—Lak Sivrak



10/30

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LARGE BASE



Joak Quiller

18

HIT POINTS 50

Special Abilities

Unique. Pilot. Trooper. Speed 8

DEFENSE 17

Camaraderie [Allies with Independent Outfit gain Speed 8]

ATTACK +8

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

DAMAGE 20

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]

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

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

Those engines have been upgraded probably six ways from Imperial Center, and odds are everything else beneath the plating has, too.



11/30

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Saberan Marcross

25

HIT POINTS 60

Special Abilities

Unique. Trooper. Twin Attack. Stealth

DEFENSE 17

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

ATTACK +8

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]

DAMAGE 20

Synergy +2 [Imperial allies with Independent Outfit get +2 Attack while within 6 squares of this character]

"Hey, I was just thinking, we're the good guys, right? That's what they told us during the brainwashing."

"Orientation, Brightwater!"

—Karla Brightwater and Saberan Marcross



12/30

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The Client

25

HIT POINTS 70

Special Abilities

Unique. Stealth

DEFENSE 16

High Caste [Cannot be added to a squad, be removed from a squad, or change squads after squads have been revealed to opponents]

ATTACK +6

Spring the Trap [Replaces attacks: a trooper or lower-cost Bounty Hunter ally within line of sight may attack each enemy within 4 squares of this character once, ignoring cover. The ally loses Twin Attack for these attacks. This character takes 20 damage.]

DAMAGE 0

Tracking [At the start of this character's turn, this character or an ally within 4 squares may move up to 4 squares toward the highest-cost enemy]

Commander Effect

Allied troopers and lower-cost allied Bounty Hunters get +4 Attack and +10 Damage against Bounty Hunters.

Adjacent allied troopers gain **Bodyguard** [If an adjacent ally would take damage from an attack, this character can take the damage instead].

Bounty Hunting is a complicated profession.



13/30

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Bazel Warv, Jedi Knight

18

HIT POINTS 70

Special Abilities

Unique. Melee Attack

DEFENSE 18

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

ATTACK +10

Rapport [Costs 7 less when in a squad with a character whose name contains Allana]

Ultimate Sacrifice [Replaces turn or when this character is defeated: remove this character from play, he is defeated: 20 damage to target enemy, ignoring cover; this damage cannot be prevented or redirected]

DAMAGE 30

Force Powers

Force 3

Force Phase [Force I: This turn, this character can move through walls]

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

Allana called her protector Barv. He sacrificed himself by dragging a Sith into the repeating fire of the Millennium Falcon's quad lasers. He continued fighting even when he had only one arm, and he took at least seven Sith with him when he died.



14/30

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Bela and Krasov Hara, Barabel Jedi Knights

38

HIT POINTS 110

Special Abilities

Unique. Pilot. Melee Attack. Double Attack

DEFENSE 19

Extra Effort [At the start of this character's turn, it may immediately use an ability that replaces attacks without replacing attacks]

ATTACK +13

Grenades 40 [Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save II]

DAMAGE 30

Rolling Attacks [On its turn, each time this character defeats an adjacent enemy by making an attack, it can immediately move 2 squares and then make 1 attack against another adjacent enemy at +4 Attack without provoking an attack of opportunity]

Force Powers

Force 3

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

Surprise Move [Force I: Once per round, after initiative is determined, this character can immediately move up to its Speed before any other character activates]

"I need some Jedi in my squadron. I need some Barabel Jedi."

—Kyp Durron



15/30

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Jarek Yeager

19

HIT POINTS 60

Special Abilities

Unique. Resistance. Pilot. Twin Attack

DEFENSE 17

Affinity [May be in a Rebel squad]

ATTACK +9

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

DAMAGE 10

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

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

"Yeager represents the old school. Yeager was a pilot for the Rebellion. Now he's just trying to live his life, as mainly, a mechanic on this installation in the middle of nowhere. And he, unfortunately, keeps getting pulled back into the action. He's the father figure of Team Fireball. Meet Team Fireball featurette



16/30

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Luke Skywalker, Rescuer

45

HIT POINTS 110

Special Abilities

Unique. Melee Attack. Double Attack

DEFENSE 21

Twin Attack; Backlash

Droid Hunter [+4 Attack and +10 Damage against Droid enemies]

ATTACK +14

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]

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

DAMAGE 20

Force Powers

Force 3. Force Renewal I; Master of the Force 2

Force Grip I [Force I, replaces attacks: sight, 10 damage]

Force Push 2 [Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller]

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

Commander Effect

At the end of this character's turn, an ally whose name contains Grogu can move up to his Speed toward this character.

"Are you a Jedi?" —Din Djarin to Luke
"I am" —Luke to Din Djarin



17/30

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Plasma-Jet Mole Miner

30

HIT POINTS 110

Special Abilities

Speed 8. Flight. Twin Attack

DEFENSE 14

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

ATTACK +6

Devious [+4 Attack against activated enemies]

DAMAGE 30

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 II to reduce the damage to 10.]

Burning Attacks [Characters (including this character) damaged by this character are considered to be burning. Each time a burning character activates, it must attempt a save of II. On a failure, that character takes 10 damage. On a success, that character is no longer burning.]

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

"Fifty-one of my best reconditioned mole miners [taken]"

—Lando Calrissian



18/30

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Besalisk Smuggler

10

HIT POINTS 30

Special Abilities

Clumsy [-4 to this character's save rolls]

DEFENSE 13

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

ATTACK +6

Grenades 10 [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1]

DAMAGE 10



Smugglers would stow all kinds of illegal merchandise into forbidden areas, breaking any law that stood in their way



19/30

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Fennec Shand

32

HIT POINTS 80

Special Abilities

Unique. Mando's Ally. Evade; Double Attack
Bounty Hunter +4 [+4 Attack against Unique enemies]

DEFENSE 18

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

ATTACK +8

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

DAMAGE 20

Grenades 30 [Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save 1]

Sniper [Other characters do not provide cover against this character's attack]

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

"Fennec Shand is an elite mercenary. She made her name killing for all the top crime syndicates, including the Hutts. If you go after her, you won't make it past sunrise."
—Din Djarin



20/30

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Grogu, The Child

15

HIT POINTS 50

Special Abilities

Unique. Mando's Ally. Melee Attack; Speed 4

DEFENSE 18

Distraction [Suppresses adjacent enemy commander effects]

ATTACK -

Lightside [Cannot be in a Sith, Imperial, Separatist, Yuuzhan Vong, or Fringe-only squad]

DAMAGE -

The Bounty [Replaces attacks: If it is in line of sight, move an ally with Mando's Ally, any Bounty Hunter character, or any Imperial character up to 2 squares toward this character]

The Rescue [If a character named Din Djarin is in your squad, a character named Luke Skywalker, Rescuer may be in your squad and gains Mando's Ally for the rest of the skirmish]

Force Powers

Force 3

Counter Grip [Force 1, usable when an enemy in line of sight damages this character or an ally within 3 squares; 10 damage to that enemy]



SMALL BASE

"You're very special, kid. We're gonna find the place you belong and they're gonna take real good care of you."
—Din Djarin



21/30

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Hanharr

30

HIT POINTS 110

Special Abilities

Unique. Wookiee. Double Attack
Greater Mobile Attack

DEFENSE 17

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

ATTACK +11

Camaraderie [A living ally whose name contains Kreia gains Greater Mobile Attack and Death Strike]

DAMAGE 20

Death Strike [+10 Damage against an enemy that is adjacent to an allied character]

Duel [When an enemy targets with a nonmelee attack outside of its turn, this character does not count as a legal target or the nearest enemy]

Rapport [A character named Kreia costs 8 less when in the same squad as this character]

Ruthless [Critical hits from this character cannot be prevented or redirected]



Run. Prey. Or fight me, here. I can feel the rage of this planet pouring through me. Yet it is nothing compared to the hate I have for you.



22/30

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Kragan Gorr, Warbird Captain

35

HIT POINTS 90

Special Abilities

Unique. Pirate. Double Attack

DEFENSE 18

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

ATTACK +11

Distraction [Suppresses adjacent enemy commander effects]

DAMAGE 20

Commander Effect

Droids are subject to these effects:

Non-Unique Pirate allies gain Backlash.

Allies whose names contain Warbird or B2 Super Battle Droid gain Advanced Shields 1 [When this character takes damage, it reduces the damage dealt by 10 with a save of 6]



23/30

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Migs Mayfeld

22

HIT POINTS 70

Special Abilities

Unique. Mando's Ally. Double Attack

DEFENSE 16

Dodge [When hit by a nonmelee attack, this character takes no damage with a save of 10]

ATTACK +8

Gregarious [+4 Attack if an ally is within 6 squares]

DAMAGE 20

Imperial Hatred [+10 Damage against Imperial enemies]

Sniper [Other characters do not provide cover against this character's attack]



"Hand me that cyczer rifle."
—Mayfeld, to Din Djarin



24/30

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Nightbrother Warrior

19

HIT POINTS 50

Special Abilities

Melee Attack; Double Attack

DEFENSE 14

Nightbrother [Counts as a character whose name contains Nightsister]

ATTACK +8

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

DAMAGE 10

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

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



Brothers! Stand against him! He shakes in fear.



25/30

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The Son

49

HIT POINTS 140

Special Abilities

Unique. Melee Attack; Double Attack

DEFENSE 21

Darkside [Cannot be in an Old Republic, Republic, Rebel, New Republic, or Fringe-only squad]

ATTACK +14

Shapeshifter [If this character does not have line of sight to an enemy at the end of his turn, he can't be targeted by nonadjacent enemies until the start of his next turn]

DAMAGE 30

Force Powers

Force 3. Force Renewal 1; Master of the Force 3

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

Force Phase [Force 1; This turn, this character can move through walls]

Gargoyle Form [Force 2; Replaces turn: This character moves up to 6 squares. At the end of the move, if this character passed through the square of a Medium or smaller ally, that ally may move up to 6 squares if it ends its move adjacent to this character. During this move, both characters gain Flight.]

The future by its nature can be changed. Join me and together we will destroy this Emperor you see in your visions.



26/30

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Zillo Beast

45

HIT POINTS 110

Special Abilities

Density Projector [Ignores effects that force movement]

DEFENSE 24

Giant Step [Ignores terrain and other characters while moving. May end its move in squares occupied by Huge or smaller characters by displacing them. Place displaced characters in legal squares adjacent to this character. Characters displaced by this ability take 10 unpreventable damage.]

ATTACK -

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

DAMAGE -

Indestructible Hide [+8 Defense. Enemies with Mounted Weapon and adjacent enemies who do not move this turn ignore this ability.]

Towering [This character never has cover. Enemies can combine fire against this character even without line of sight]



The Zillo Beast's foot was large enough to crush Anakin's Jedi starfighter.



27/30

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Death Watch Airborne Trooper

15

HIT POINTS 40

DEFENSE 15

ATTACK +9

DAMAGE 10

Special Abilities

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

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

Rapport (Characters named Death Watch Raider cost 3 less when in the same squad as this character)

Synergy (+4 Attack and +4 Defense while an ally whose name contains Maul is within 6 squares)

Airborne Troopers were Death Watch warriors that specialized in the use of airborne tactics.



28/30

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Din Djarin

41

HIT POINTS 100

DEFENSE 19

ATTACK +12

DAMAGE 20

Special Abilities

Unique. Mando's Ally. **Pilot.** **Triple Attack.** **Evade**

Battle Ready (After setup, Mando's Ally characters in your squad (including this character) may move up to double speed immediately before the first activation)

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

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

Mission: Infiltration (If no Unique characters in your squad are on your half of the battle map, Unique allies with Mando's Ally gain 1 **Twin Attack** for the rest of the skirmish)

Whistling Birds (Usable once per skirmish, replaces attacks: 30 damage to each enemy within 3 squares)

Commander Effect

Droids are subject to these effects:
Your squad may include characters with Mando's Ally of any faction.

If all Unique allies have Mando's Ally, Unique characters in your squad (including this character) get +4 Defense.

*"Help me rescue the Child and you can have whatever you want. He is my only priority."
—Din Djarin to Bo-Katan Kryze*



29/30

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Koska Reeves

20

HIT POINTS 70

DEFENSE 17

ATTACK +12

DAMAGE 20

Special Abilities

Unique. Mando's Ally. **Melee Attack.** **Flight**

Camaraderie (A Mandalorian ally whose name contains Bo-Katan gains Mando's Ally)

Twin Blaster 10 (Replaces attacks: sight: make 2 attacks against 1 target at +8 Attack and 10 Damage. These count as nonmelee attacks.)

Wrestle (After this character damages a Medium or smaller enemy with a melee attack on her turn, you may move that enemy into any square adjacent to it)

"You'll be talking through the window of a bacta tank."



30/30

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Crosshair

25

HIT POINTS 70

DEFENSE 17

ATTACK +13

DAMAGE 20

Special Abilities

Unique. Bad Batch. **Order 66.** **Accurate Shot**

Affinity (May be in an Imperial squad with a character whose name contains Tarkin)

Allegiance (If all Unique characters in your squad had Bad Batch immediately before the first activation of the skirmish, this character gains **Miracle Shot** (Replaces turn, usable once per skirmish: 20 damage to each enemy within 6 squares))

Careful Shot +6 (On this character's turn, if he doesn't move, he gets +6 Attack)

Deadeye +20 (On this character's turn, if he doesn't move, he gets +20 Damage)

Indiscriminate (When this character attacks an adjacent enemy, he ignores enemy abilities and commander effects that prevent targeting and attacking. These attacks cannot be redirected.)

Good soldiers follow orders.



1/6

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Echo

23

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Bad Batch. **Cyborg.** **Double Attack**

Allegiance (If all Unique characters in your squad had Bad Batch immediately before the first activation of the skirmish, this character gains **Disruptive** (Suppresses enemy commander effects within 6 squares))

Battle Brothers (Medium allies whose names contain Cody or Rex do not violate the requirements of Allegiance or Call for Support, and Bad Batch characters in your squad count as Order 66 for the purposes of their commander effects)

Call for Support (If all Unique allies are Bad Batch allies, at the end of this character's turn you may move a Unique ally within 6 squares up to 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)

Noble Sacrifice (When this character is defeated, 1 Bad Batch ally may make an immediate attack)

*"You are more machine than man.
Percentage-wise, at least."
"Lucky me." —Tech and Echo*



2/6

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Hunter

35

HIT POINTS 80

DEFENSE 18

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Bad Batch

Twin Attack. **Cunning Attack.** **Evade**

Allegiance (If all Unique characters in your squad had Bad Batch immediately before the first activation of the skirmish, this character gains **Coordinated Strike** (At the end of this character's turn, if this character hit exactly one enemy with attacks this turn, an ally within 6 squares may make an immediate attack against that enemy if it can))

Gauntlet Knife +10 (+10 Damage to 1 adjacent target; this counts as a melee attack)

Mission: Acquisition (After setup, choose a low objects square that is at least 5 squares away from your half of the battle grid. The first time a Bad Batch character in your squad ends its move in that square, one of its Bad Batch allies takes an immediate turn, which does not count as one of your activations this phase.)

Tracking (At the start of this character's turn, this character or an ally within 4 squares may move up to 4 squares toward the highest-cost enemy)

Commander Effect

Bad Batch allies get +10 Damage and gain **Evade**.

Bad Batch! Plan 82, "Shockwave!"



3/6

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Omega

14

HIT POINTS 60

DEFENSE 14

ATTACK +7

DAMAGE 10

Special Abilities

Unique. Bad Batch. **Stealth**

Intuition (Once per round, after initiative is determined, this character can immediately move up to her speed before any other character activates)

Plasma Bolt -2 (Enemy characters get -2 to save rolls to prevent damage from this character's attacks)

Traps (Enemy characters within 6 squares get -4 Defense)



SMALL BASE



4/6

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Tech

24

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Bad Batch. **Double Attack**

Allegiance (If all Unique characters in your squad had Bad Batch immediately before the first activation of the skirmish, this character gains **Synergy** (Bad Batch allies get +4 Attack and +4 Defense while another Bad Batch ally is within 6 squares))

Manual Override (At the end of his turn, this character can designate 1 adjacent door as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

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

Understanding you does not mean that I agree with you.



5/6

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Wrecker

36

HIT POINTS 130

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Bad Batch. **Double Attack**

Allegiance (If all Unique characters in your squad had Bad Batch immediately before the first activation of the skirmish, this character gains **Impulsive Reprisal** (If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +10 Damage))

Defuse Bomb (Enemies within 3 squares lose Self Destruct)

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

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

I like to blow things up because I like to blow things up!



6/6

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