

Sarro Xaj

40

Special Abilities
Unique. Army of Light. Melee Attack. Double Attack

Synergy (Unique Army of Light allies get +4 Attack while another Unique Army of Light ally is within 6 squares)

Jar'kai Style (On his turn, if this character's first attack hits, he can make 1 extra attack)

Niman Style Mastery (+4 Attack and +4 Defense while this character has more than half Hit Points remaining)



Force Powers
Force 4

Brutal Strike (Force 1, usable only on this character's turn: This character's attacks cannot be prevented and enemy characters attacked by this character cannot use special abilities or Force powers that respond to this character's attacks for the rest of the turn)

Lightsaber Protection I (Force I: This turn, when this character would take over 20 damage, reduce the damage to 20. The reduced damage cannot be prevented or redirected.)

Commander Effect
Unique Army of Light allies with a lightsaber gain Jar'kai Style.

Go, I can handle this one.


1/12
WWW.SWMGAMERS.COM

HIT POINTS 120

DEFENSE 20

ATTACK +11

DAMAGE 20



Clone Gunner Hawk on LAAT

42

Special Abilities
Unique. Order 66. Flight: Speed 10

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 of allies)

Exclusive Loyalty (Not subject to commander effects of allies)

Missiles 30 (Replaces attacks: sight: 30 damage to target and to each character adjacent to that target; save II)



Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)

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

Troop Transport (This character can transport up to 4 Medium Trooper allies that end their moves adjacent to it. Remove these allies from the battle grid; they move simultaneously with this character as though they had Flight, have cover, and are considered adjacent to it. They can make attacks, counting distance from this character and adding 1 square. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, all transported allies are also defeated; save II.)

Commander Effect
When an ally named Clone Trooper Gunner combines fire with this character, enemies get -4 to saves to prevent damage from the attack.

Hawk served as a Low Altitude Assault Transport (LAAT) gunship pilot.

[GARGANTUAN BASE]


2/12
WWW.SWMGAMERS.COM

HIT POINTS 160

DEFENSE 12

ATTACK +8

DAMAGE 20



Ben Kenobi, Hidden Protector

44

Special Abilities
Unique. Melee Attack: Double Attack

Greater Mobile Attack: Parry: Stealth

Affinity (May be in a Republic squad)

Blasters 10 (Replaces attacks: sight: +12 Attack for 10 Damage)

Protective +10 (-10 Damage while a wounded ally whose name contains Luke or Leia is within 6 squares)



Force Powers
Force 2. Force Renewal I: Master of the Force 2

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

Mind Probe (Force I: Once per round, before initiative is determined, if this character is adjacent to an enemy, add +6 to your roll)

Telekinetic Assault (Force 3, replaces attacks: range 6; 50 damage to target. Huge or smaller characters are considered activated this round; save II)

Ever watchful, this Jedi keeps a vigil protecting Luke Skywalker and his sister Princess Leia Organa.


3/12
WWW.SWMGAMERS.COM

HIT POINTS 120

DEFENSE 20

ATTACK +14

DAMAGE 20



Princess Leia, Hero of Endor

14

Special Abilities
Unique. Hero of Endor

Camaraderie (Rebel allies who count as Chewbacca, C-3PO, Han, Leia, Luke or R2-D2 gain Hero of Endor)

Coordinate (Hero of Endor allies get +2 to saves while within 6 squares of this character)



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

Synergy +2 (Hero of Endor and Ewok allies get +2 Attack while within 6 squares of this character)

Force Powers
Force 2

Commander Effect
At the end of this character's turn, up to two Hero of Endor allies may move up to their speed.

But these are my friends!


4/12
WWW.SWMGAMERS.COM

HIT POINTS 60

DEFENSE 15

ATTACK +7

DAMAGE 10



Senator Bail Organa

16

Special Abilities
Unique

Camaraderie (An ally named General Rahm Kota and allies with Affinity and a Lightsaber gain Independent Outfit)

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)

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

Protective +10 (+10 Damage while a wounded Rebel ally with a Force rating is within 6 squares)



Rapport (A character named Master Kota costs 10 less when in the same squad as this character.)

Synergy (Ghost Crew allies get +4 Attack while within 6 squares of this character)

Commander Effect
Allies with Independent Outfit and without a force rating gain Protective +10.

Once per turn, on his turn, if he has a Medium ally with a Force Rating within 6 squares, you may place that ally in a square adjacent to this character.

Senator Bail Organa secretly aided groups opposed to the Empire and protected former Jedi from being hunted down following Order 66.


5/12
WWW.SWMGAMERS.COM

HIT POINTS 50

DEFENSE 16

ATTACK +6

DAMAGE 10



Darth Vader, Emperor's Fist

35

Special Abilities
Unique. Melee Attack: Double Attack

Armored Spacesuit (Immune to critical hits)

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

Djem So Style (Whenever this character is hit by a melee attack, make a save of II. On a success, this character can make an immediate attack against that attacker.)

Fixed Cost (This character's cost cannot be reduced or increased)

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.)

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)

Force Powers
Force 5

Dominant Force Grab 2 (Force 2, replaces attacks: this character may move one lower-cost enemy within 4 squares up to 2 squares; 20 damage to that enemy if it ends this movement adjacent to a wall)



Force Grip I (Force I, replaces attacks: sight: 10 damage)

Telekinetic (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 II)

Commander Effect
During setup, choose an ability on an allied Inquisitor. Allied Inquisitors and this character gain the chosen ability for the rest of the skirmish.

Bounty Hunter, Jedi Hunter, and Rebel Hunter allies gain Coordinated Movement.

"Vader wants us all dead."
Leia Organa


6/12
WWW.SWMGAMERS.COM

HIT POINTS 130

DEFENSE 21

ATTACK +14

DAMAGE 20



Morgan Elsbeth, Imperial Magistrate

34

Special Abilities
Unique. Melee Attack: Double Attack

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

Beskar Staff (Enemies hit by this character's attacks automatically fail saves to reduce damage)



Determined (When hit by an attack while at half Hit Points or less, this character takes no damage with a save of II)

Disarm (If this character rolls a successful save of a natural 19 or 20 to avoid damage from an attack, the attacker cannot use Twin Attack for the rest of the round)

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

Commander Effect
Droids are subject to this effect:
Droid allies whose names contain Assassin and Medium Imperial allies whose names contain Scout gain Jedi Hatred +10.

*"She plundered worlds, destroying them in the process."
—Asoka Tano, to Din Djarin*


7/12
WWW.SWMGAMERS.COM

HIT POINTS 80

DEFENSE 19

ATTACK +12

DAMAGE 20



Third Sister (Reva)

35

Special Abilities
Unique. Inquisitor. Melee Attack: Double Attack: Ambush

Acrobatic (Ignores enemy characters when moving)

Force Attuned (Once per turn on her turn, this character may use a Force Power that replaces attacks or turn, without replacing attacks or turn)

Indiscriminate Reactions (Whenever this character takes damage from a nonadjacent attack, attempt a save of II. On a success, this character can make an immediate attack against an adjacent enemy, ignoring special abilities or commander effects that prevent targeting or attacking.)

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

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)



Commander Effect
Force 4

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

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

Mind Probe (Force I: Once per round, before initiative is determined, if this character is adjacent to an enemy, add +6 to your roll)

A former youngling who survived the Jedi purge orchestrated by Chancellor Palpatine, with the goal of exacting revenge on his enforcer, Darth Vader.


8/12
WWW.SWMGAMERS.COM

HIT POINTS 110

DEFENSE 19

ATTACK +12

DAMAGE 20



Drash

23

Special Abilities
Unique. Fett's Gotra

Twin Attack: Evade: Mobile Attack

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



Lookout (Replaces attacks: Move 1 Medium or smaller ally with Fett's Gotra within 6 squares adjacent to this character)

Mod Enhancement (After initiative is determined, choose either Speed 8, Survival Expert +2 (+2 to this character's save rolls), or Careful Shot +4 (On this character's turn, if she doesn't move, she gets +4 Attack). Characters in your squad with Mod Enhancement gain the chosen special ability until the end of the round. Mod Enhancement can be used only once per round.)

Rapport (Costs 1 less when in the same squad as a character whose name contains Fennec Shand)

Commander Effect
Allies with Mod Enhancement gain Evade.

A leader in the Mods street gang of Mos Espa, Drash worked for Boba Fett as he battled the Pyke Syndicate.

9/12
WWW.SWMGAMERS.COM

HIT POINTS 60

DEFENSE 17

ATTACK +9

DAMAGE 10



Garnac on Trandoshan Skiff

29

HIT POINTS 100

DEFENSE 19

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Flight. Sniper. Speed 12; Damage Reduction 20
Exclusive Loyalty [Not subject to commander effects of allies who are not Trandoshan]

Predictable Targets [Replaces attacks: Can attack a legal target and every legal target with the same name once]

Skip Tracer +4 [+4 Attack against non-Unique enemies]
Trandoshan Skiff [Transports up to 3 Trandoshan allies who end their move adjacent; Remove those allies from the battle grid; they move simultaneously with this character. have cover, and are considered adjacent to it. They can make attacks, counting distance from this character. A transported ally may return to the battle grid immediately before its activation or the first activation of the round. If this character is defeated, transported allies are also defeated; save 6.]

Twin Blaster 20 [Replaces attacks: sight; Make 2 attacks against 1 enemy at +11 Attack and 20 Damage]

Commander Effect

If all Unique allies are Trandoshan, this character gains the following commander effects:

Trandoshan allies lose Mercenary and gain **Skip Tracer +4** and **Twin Blaster 20** for the rest of the skirmish.

At the end of their turn, Trandoshan characters in your squad remove 10 damage and gain **Damage Reduction 20** until the end of the round.

The sun has risen. Let the hunt begin.

[LARGE BASE]

10/12

WWW.SWNGAMERS.COM



Lom Pyke

28

HIT POINTS 80

DEFENSE 18

ATTACK +8

DAMAGE 20

Special Abilities

Unique. Pyke Syndicate. Shadow Collective

Camaraderie [Pyke Syndicate allies gain Shadow Collective]

Crime Lord [Living allies get +2 Attack and +2 Defense if your squad contains only Fringe characters]

Syndicate Boss [Adjacent Pyke Syndicate allies gain Bodyguard]

Commander Effect

Pyke Syndicate allies within 6 squares gain **Double Attack**.

Shadow Collective allies gain **Stealth**.

Open the bank. We're here for a withdrawal.

11/12

WWW.SWNGAMERS.COM



Bralor

28

HIT POINTS 90

DEFENSE 19

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Neo-Crusader

Melee Attack: Triple Attack; Parry

Camaraderie [Allies who count as Canderous Ordo or Kelborn gain Neo-Crusader and Kyber Dart]

Kyber Dart [Replaces turn: range 6; 20 damage to target living enemy]

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

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

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

Only on the battlefield can you truly learn of someone.

12/12

WWW.SWNGAMERS.COM



Fel'n, Covenant Seer

32

HIT POINTS 100

DEFENSE 19

ATTACK +12

DAMAGE 30

Special Abilities

Unique. Melee Attack; Double Attack

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

Force Powers

Force 4

Overwhelming Force [Force 1: This character's attacks cannot be prevented or redirected this turn]

Force Awareness [Force 2: replaces attacks; For the rest of the skirmish, once per round, this character can immediately move up to his speed after an enemy changes position outside of its turn]

Lightning Assault [Force 1, usable on his turn: each enemy he moves adjacent to takes 10 damage once this turn]

"And whoever heard of a Feorin Jedi? But Fel'n is a natural." — Krynda Draay



1/42

WWW.SWNGAMERS.COM



GO-TO, Exchange Crime Lord

33

HIT POINTS 90

DEFENSE 18

ATTACK +8

DAMAGE 10

Special Abilities

Unique. Droid. Ebon Hawk. Exchange

Double Attack; Flight

Camaraderie [Non-Unique Droid and Bounty Hunter allies and non-Unique allies whose names contain Smuggler gain Exchange]

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

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

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

Rival [Cannot be in a squad with any Hutt Cartel character]

Synergy +2 [Exchange allies within 6 squares get +2 Attack and +2 Defense]

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

Commander Effect

Droids are subject to these effects:

This character and Droid allies are subject to commander effects of Old Republic allies.

Exchange allies without a Force rating within 6 squares gain Jedi Hunter and Tenacious.

You could say I'm something of a... patriot.



2/42

WWW.SWNGAMERS.COM



Revan, The Prodigal Knight

56

HIT POINTS 140

DEFENSE 22

ATTACK +15

DAMAGE 20

Special Abilities

Unique. Ebon Hawk. Melee Attack; Triple Attack

Faith in the Force [This character and allies with a lightsaber within 2 squares cannot be prevented from spending Force points or be forced to spend extra Force points. Their force powers cannot be cancelled or prevented from affecting characters.]

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]

Niman Style [+2 Attack and +2 Defense while this character has more than half Hit Points remaining]

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

Force Powers

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

Force Repulse 4 [Force 4, replaces attacks: 40 damage to all characters within 4 squares; push back Huge or smaller characters to 5 squares from this character]

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

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

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

Commander Effect

Droids are subject to this effect:

Ebon Hawk allies are considered Old Republic, get +4 Attack and +4 Defense, and gain Force Renewal 1.

Allies whose names contain Bastila Shan, Jolee Bindo or Juhani gain Force Attuned, Lightsaber Throw 2 and Master of the Force 2.

Designed by 2022 World Champion Joseph Devine (gandallthegreatestwizrd)



3/42

WWW.SWNGAMERS.COM



Revanchist Jedi Corporal

23

HIT POINTS 60

DEFENSE 17

ATTACK +9

DAMAGE 20

Special Abilities

Jedi Crusader. Melee Attack

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

Defensive Stance +2 [+2 Defense while activated]

Force Powers

Force 3

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

Knight Speed [Force 1: This character can move 4 extra squares on its turn as part of its move]

Commander Effect

Unique Jedi Crusader allies gain Coordinated Movement.

The Revanchists, also known as the Jedi Crusaders, were a renegade faction of the Jedi Order who assisted the Galactic Republic during the Mandalorian Wars.



4/42

WWW.SWNGAMERS.COM



D-O

12

HIT POINTS 40

DEFENSE 20

ATTACK —

DAMAGE —

Special Abilities

Unique. Droid. Resistance. Sith Eternal

Affinity [May be in a New Republic squad]

Adaptive Shields [Enemies without Melee Attack lose 1 win Attack while attacking this character or an adjacent ally]

Diminutive [This character does not provide cover or block movement]

Resolute [An enemy who targets this character loses Suppressive Fire and Overwhelming Power for the rest of the turn]

Taunt [If an enemy targets a Unique ally, this character may move up to his speed ignoring attacks of opportunity, and force that enemy to target him instead if it can]

"This droid has a ton of information about Exegol." — Finn



5/42

WWW.SWNGAMERS.COM



Darth Malak, Sith Lord

48

HIT POINTS 130

DEFENSE 20

ATTACK +14

DAMAGE 20

Special Abilities

Unique. Melee Attack; Double Attack; Ambush
Camaraderie [Allies who count as Revan or Bandon gain Disciplined Leader]

Determined [When hit by an attack while this character is at half Hit Points or less, this character takes no damage with a save of 11]

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

Lightsaber Duelist [+4 Defense when attacked by an adjacent enemy with a Force rating]

Rapport [A character named Darth Revan costs 30 less in a squad with this character]

Star Forge's Echo [Once per round, if this character or a Sith ally with Melee Attack changes position via the abilities or commander effects of an ally whose name contains Revan, it may immediately use a Force power which replaces 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]

Sith Lightning [Force 2, replaces attacks: range 6; 30 damage]

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

Commander Effect

Sith allies with a Force Rating are considered to be within range of allied commander effects.

Allies who count as Bandon, Bastila, or Revan gain Ambush and Determined.



6/42

WWW.SWNGAMERS.COM

Darth Vader of Coruscant 40

HIT POINTS 110

DEFENSE 20

ATTACK +12

DAMAGE 20



Special Abilities

Unique, Apprentice

Melee Attack: Double Attack; Ambush

Affinity (Non-Unique 501st characters may be in your squad regardless of faction)

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

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Rolling Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity)

Skip Tracer +4 (+4 Attack against non-Unique enemies)

Sith Reflexes (Once per turn, when damaged by an enemy, this character may immediately use a replaces attacks Force Power)

Force Powers

Force 2, Force Renewal 1

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

Force Grip 1 (Force 1, replaces attacks; sight; 10 damage)

Lightsaber Sweep (Force 1, replaces attacks; Can attack each adjacent enemy once)

"Every single Jedi, including your friend Obi-Wan, is now an enemy of the Republic. Do what must be done. Do not hesitate. Show no mercy." —Darth Sidious



7/42

WWW.SWGMAMERS.COM

Elite Sith Acolyte 30

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20



Special Abilities

Melee Attack, Triple Attack

Affinity (May be in a Separatist squad)

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

Force Powers

Force 3

Reckless Assault (Force 1, replaces turn. Can move up to its 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 1)

Commander Effect

Non-Unique Separatist or Sith allies without Twin Attack whose names contain Acolyte gain Triple Attack and Reckless Assault.

Elite Sith Acolytes forged the dark path with unwavering determination to claim the mantle of Sith.



8/42

WWW.SWGMAMERS.COM

Undercover Spy 15

HIT POINTS 50

DEFENSE 17

ATTACK +9

DAMAGE 10



Special Abilities

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

Deep Cover (Immediately before the first activation of the skirmish, an opponent may force this character to join their squad, placing it in their starting zone. While not in its original squad, this character is immune to defeat or damage from allies. If this character or an ally defeats a character, its original squad may reclaim it.)

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

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

Commander Effect

During setup, you may choose a character whose name contains Spy or Operative. That character gains Deceptive (+10 Damage against an enemy who has activated this round).

Infiltrating the ranks of the unsuspecting, the Sith Undercover Spy is a whisper of discord, a harbinger of chaos in service to the Sith's clandestine agenda.



9/42

WWW.SWGMAMERS.COM

Alderann Royal Guard 9

HIT POINTS 20

DEFENSE 15

ATTACK +5

DAMAGE 10



Special Abilities

Affinity (May be in a Rebel squad)

Royal Bodyguard (If a character whose name contains Organa or Leia is an adjacent ally and would take damage from an attack, this character can take the damage instead)

Synchronized Fire (Alderaan Troopers who combine fire with this character grant +6 Attack instead of +4)

Trooper (Counts as a character named Alderaan Trooper)

The Alderaan guard was a security force responsible for the protection of members of the House of Organa, the royal family of the planet Alderaan.



10/42

WWW.SWGMAMERS.COM

Goldenrod (C-3PO) 10

HIT POINTS 40

DEFENSE 15

ATTACK +4

DAMAGE 10



Special Abilities

Unique, Droid, Evade

Distraction (Suppresses adjacent enemy commander effects)

Shut Them All Down (When an ally whose name contains R2-D2 ends his turn adjacent to this character, you may cancel all abilities designating doors as temporarily open or closed)

Programming Change (If you roll exactly 2 for initiative, this character gains Furious Assault (Replaces turn: Can move up to double speed, then attack each legal target once) for the rest of the skirmish, and if the opponent is Separatist, this character joins the opponent's squad for the rest of skirmish)

Built from parts by a young Anakin Skywalker, this protocol droid was a skilled translator to those he served.



11/42

WWW.SWGMAMERS.COM

Master Dooku 44

HIT POINTS 130

DEFENSE 21

ATTACK +16

DAMAGE 20



Special Abilities

Unique, Melee Attack: Double Attack

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

Camaraderie (An ally whose name contains Qui-Gon Jinn gains Backlash)

Extra Effort (At the start of this character's turn, he may immediately use an ability that replaces attacks without replacing attacks)

Makashi Style Mastery (When hit by a melee attack, this character takes no damage with a save of 11. Shii-Choo, Soresu, Ataru, and Niman Style cannot be used against this character.)

Force Powers

Force 4, Force Renewal 1

Master of the Force 2

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

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

We serve the people of this Republic.



12/42

WWW.SWGMAMERS.COM

Republic Commando Cov 26

HIT POINTS 70

DEFENSE 17

ATTACK +10

DAMAGE 20



Special Abilities

Unique, Clan Skirata, Twin Attack, Stealth

Yayax Squad (Counts as a character with Order 66 for purposes of Commander Effects and cannot be in an Imperial squad)

Affinity (This character may be in a Mandalorian squad)

Difficult Target +2 (+2 Defense against nonadjacent enemies)

Mission: Rescue (During setup, after seeing your opponent's squad, choose a character that costs 17 points or less. If a Commando or Clan Skirata character in your squad ends its turn in an opponent's starting zone, you may add the chosen character to your squad, adjacent to the character and in the opponent's starting zone.)

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

Commander Effect

Commando allies gain Difficult Target +2.

Once per round, after initiative is determined, 1 Clan Skirata ally can immediately move up to 4 squares.



13/42

WWW.SWGMAMERS.COM

Senator Orin Free Taa 12

HIT POINTS 20

DEFENSE 15

ATTACK +0

DAMAGE 0



Special Abilities

Unique, Twi'lek

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)

Immediate Twi'lek Reserves 20 (If you roll exactly 1, 6, 11, or 16 for initiative, you can add up to 20 points of Twi'lek characters from any faction to your squad, adjacent to this character, immediately before your first activation of the round)

Speed 4 (Can move only 4 squares and attack, or 8 squares without attacking)

Commander Effect

Your squad may include non-Unique Twi'lek characters regardless of faction.

Twi'lek allies gain Evade.

The people have my promise that the clone army will leave once Rylath is free of those droids!



14/42

WWW.SWGMAMERS.COM

Gatekeeper Droid 6

HIT POINTS 30

DEFENSE 19

ATTACK +0

DAMAGE 0



Special Abilities

Droid

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

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)

Retractable Form (Usable when this character would take damage while unactivated; this character is considered activated and takes no damage this turn)

Synergy (+2 Defense while an ally whose name contains Gha Nachkt, Grievous, or Jabba is within 6 squares)

The TT-8L/Y7 gatekeeper droid was in use throughout the galaxy.



15/42

WWW.SWGMAMERS.COM



LM-432 Crab Droid

26

HIT POINTS 80

DEFENSE 18

ATTACK +8

DAMAGE 20



LARGE BASE

Special Abilities

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

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

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

Muckraker [Enemies within 6 squares may not target their enemies farther than 6 squares away from them]

Rapport [Unique Separatist commanders with a higher point cost than this character cost 5 less when in a squad with this character]

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

Weak Spots 0 [This character's Damage Reduction is reduced to 0 against attacks from adjacent enemies]

"Crab droids have a subpar targeting percentage, but deliver a profit of forty-eight thousand credits per unit. They might not win the war, but they could save the Techno Union's fiscal quarter."
—Techno Union risk-assessment report



16/42

WWW.SWGMGAMERS.COM



San Hill, Chairman

14

HIT POINTS 50

DEFENSE 14

ATTACK +4

DAMAGE 10



Special Abilities

Unique, Melee Attack

Coordinated Command [Allied Separatist commanders gain Relay Orders]

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 an ally who counts as Grievous. The chosen ally 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].

If your squad contains only Separatist characters, at the end of this character's turn, a Separatist ally with Melee Attack within 6 squares may move up to 12 squares without provoking attacks of opportunity.

"To die in a bacta tank does not befit a great warrior general such as yourself." —San Hill, to Grievous



17/42

WWW.SWGMGAMERS.COM



Super Tactical Droid

26

HIT POINTS 60

DEFENSE 14

ATTACK +2

DAMAGE 10



Special Abilities

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

Tactician +6 [Add +6 to the initiative roll except on a roll of 1]

Commander Effect

Droids are subject to these effects:

Once per round, after initiative is determined, 1 Medium Droid follower within 6 squares can make 1 immediate attack.

At the end of this character's turn, 1 non-Unique Large Droid follower within line of sight can make 1 immediate attack.

"I want those intruders found, before they ruin our plans."
—Unidentified Super Tactical Droid



18/42

WWW.SWGMGAMERS.COM



Cassian Andor, Rebel Spy

28

HIT POINTS 70

DEFENSE 16

ATTACK +9

DAMAGE 20



Special Abilities

Unique

Allegiance [If your squad contained Luthen immediately before the first activation of the skirmish, this character gains **Secret Agent** (Usable once per skirmish at the end of his turn: Until the end of the round, this character is not a legal target and does not count as the nearest enemy unless he makes an attack or deals damage)]

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

Final Shot [On this character's turn, if he doesn't move, he gets +30 Damage against enemies with 50 or fewer Hit Points remaining]

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.]

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

Recon [Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy]

Undermine [This character and characters within 6 squares cannot receive bonuses or penalties to their save rolls]

Everything I did,
I did for the Rebellion.



19/42

WWW.SWGMGAMERS.COM



Jyn Erso, Partisan Soldier

26

HIT POINTS 70

DEFENSE 18

ATTACK +8

DAMAGE 20



Special Abilities

Unique

Camaraderie [Allies whose names contain Saw Gerrera or Benthic gain **Stealth**]

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

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

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

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

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

"If I had known you'd let me join you on missions as soon as I beat up a boy, I'd have done it a long time ago."
—Jyn to Saw Gerrera



20/42

WWW.SWGMGAMERS.COM



Luthen Rael, Rebel Spy

22

HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 10



Special Abilities

Unique, Cloaked

Coordinated Command [Allied Rebel commanders gain Relay Orders]

Coordinated Movement [At the end of this character's turn, 1 ally whose name contains Spy or Operative may immediately move up to 2 squares]

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]

Protect the Network [Once per round, if a Rebel ally whose name contains Spy or Operative would be defeated by an enemy, you may immediately switch its position with a second Rebel ally whose name contains Spy or Operative: the first ally has 10 Hit Points instead of being defeated; remove the second ally from play and it is defeated. Then this character takes 10 unpreventable damage.]

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

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

Commander Effect

Rebel allies whose names contain Spy or Operative gain **Coordinated Movement**.

The time has come to force their hand.



21/42

WWW.SWGMGAMERS.COM



Rebel Operative

9

HIT POINTS 10

DEFENSE 12

ATTACK +6

DAMAGE 10



Special Abilities

Allegiance [If your squad contained an ally who counts as Luthen Rael or Vel Sartha immediately before the first activation of the skirmish, this character gains **Perimeter Watch** (This character gains **Double Attack** while in low objects or in a square bordered by a wall or closed door)]

Heroic Stand [When this character is defeated by an enemy while within 6 squares of an enemy, 1 ally whose name contains Spy or Operative may make an immediate 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]

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

"Wouldn't you rather give it all at once, to something real?"
—Luthen Rael, to Andor



22/42

WWW.SWGMGAMERS.COM



Imperial Field Commander

17

HIT POINTS 40

DEFENSE 16

ATTACK +6

DAMAGE 10



Special Abilities

Superior Targeting [Allies with Mounted Weapon within 6 squares get +4 Attack against enemies who do not have Mounted Weapon and ignore cover when targeting them]

Commander Effect

Imperial allies with Heavy Weapon gain **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.]

Imperial allies with Mounted Weapon gain **Speed 8** and **Splash 20**.

At the end of this character's turn, 1 Imperial ally within line of sight with Heavy Weapon or Mounted Weapon may move up to its speed.

"You have located the field commander?"

"Yes, Inquisitor."

—The Second Sister and a Purge Trooper



23/42

WWW.SWGMGAMERS.COM



Lumiya, Dark Lady of the Sith

33

HIT POINTS 100

DEFENSE 19

ATTACK +12

DAMAGE 20



Special Abilities

Unique, Cyborg, Trooper, Melee Attack

Double Attack; Opportunist; Stealth

Affinity [May be in a Sith squad]

Camaraderie [Allies named Carnor Jax or Kir Kanos gain Trooper]

Lightwhip [This character counts as having a lightsaber: This character's attacks and damage from her attacks cannot be prevented.]

Rapport [Allies named Carnor Jax or Kir Kanos cost 5 less when in the same squad as this character]

Force Powers

Force 2, Force Renewal 1

Force Farsight 1 [Force 1, replaces attacks: Move an ally with a Force rating and Melee Attack within 2 squares up to 6 squares]

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

Commander Effect

Non-Fringe Medium allies whose names contain Trooper or Guard gain **Double Attack** and **Opportunist**.

Allies whose names contain Shadow gain **Targeting Blaster** [Replaces attacks: Make 1 attack ignoring cover; you cannot use Twin Attack and allies cannot combine fire this turn]

There is this about being Sith. We strengthen ourselves through sacrifice.



24/42

WWW.SWGMGAMERS.COM



Purge Stormtrooper

17

HIT POINTS 40

DEFENSE 17

ATTACK +7

DAMAGE 10

Special Abilities

Order 66, Stormtrooper

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Lightsaber Resistance (+2 Defense when attacked by an adjacent enemy with a Force rating)

Rapport (Costs 2 less when in the same squad as a Unique Inquisitor character)

Squad Breach (While 3 allies with the same name as this character are within 6 squares, this character gains **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.))

Vibroblade (Replaces attacks: +6 Attack for 20 Damage against an adjacent target; this counts as a melee attack)

A Jedi?! This is what I've trained for!



25/42

WWW.SWMGAMERS.COM



Shadow Scout

9

HIT POINTS 20

DEFENSE 15

ATTACK +4

DAMAGE 10

Special Abilities

Shadow Stormtrooper, Storm Commando Stealth

Careful Shot +4 (On this character's turn, if it doesn't move, it gets +4 Attack)

Coordinated Movement (At the end of this character's turn, 1 ally whose name contains Commando or Shadow may immediately move up to 2 squares)

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

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

Shadow scout troopers (a.k.a. storm commandos) are trained for missions of deep infiltration.



26/42

WWW.SWMGAMERS.COM



Han Solo, Legendary Hero

35

HIT POINTS 90

DEFENSE 19

ATTACK +10

DAMAGE 20

Special Abilities

Unique, Pilot, Evade

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

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

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

Interference (Non-Unique enemies within 6 squares are not affected by commander effects; Non-Unique enemy commanders within 6 squares have their commander effects suppressed)

Reasonable Negotiations (Suppresses enemy and allied special abilities that modify initiative)

Sorry about the mess.



27/42

WWW.SWMGAMERS.COM



Galactic Alliance Void Jumper

26

HIT POINTS 70

DEFENSE 18

ATTACK +8

DAMAGE 20

Special Abilities

Twin Attack

Bravado +10 (+4 Attack and +10 Damage against an adjacent enemy with a higher point cost)

Mission: Infiltration (If no Galactic Alliance characters in your squad are on your half of the battle map, non-Unique Galactic Alliance allies gain **Twin Attack** for the rest of the skirmish)

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

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

Trooper (Counts as a character named Galactic Alliance Trooper)

"The last I saw of Tahiri and Saba and her Void Jumpers, they were chasing a dozen Sith deeper into the Temple." —Han Solo



28/42

WWW.SWMGAMERS.COM



Yuzzem Jedi Master

26

HIT POINTS 100

DEFENSE 19

ATTACK +11

DAMAGE 20

Special Abilities

Melee Attack

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

Rend +10 (If both of its attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)

Synergy (Allied New Republic commanders with a Force rating get +2 Attack and +2 Defense while within 6 squares of this character)

Force Powers

Force 2, Force Renewal I

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

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

Commander Effect

Whenever a character in your squad (including this character) uses **Lightsaber Deflect**, they may spend Force an additional time this turn, and they get +4 to the **Lightsaber Deflect** save.

Barrat'ki, a female Yuzzem Jedi Master, was nominated to join the Jedi High Council by Grand Master Kenan Hamur.



29/42

WWW.SWMGAMERS.COM



Cid (Ciddarin Scaleback)

20

HIT POINTS 50

DEFENSE 14

ATTACK +10

DAMAGE 10

Special Abilities

Unique, Bad Batch, Trandoshan

Camaraderie (Bad Batch allies gain **Stealth**)

Heal 20 (Replaces attacks: touch; remove 20 damage from a living character)

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

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

Each Bad Batch ally that ends its move within 6 squares of this character can move 2 extra squares at the end of its turn.

Don't worry. I'm good with secrets.



30/42

WWW.SWMGAMERS.COM



Gamorrean Gladiator

20

HIT POINTS 60

DEFENSE 17

ATTACK +8

DAMAGE 30

Special Abilities

Fett's Gotra, Melee Attack

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy)

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

Throw Enemy I (Replaces attacks: touch; 20 damage to 1 target Medium or smaller enemy without a Force rating, and push that enemy to 4 squares from this character; save 16)

Gamorreans were often used as gladiators due to their size and ferocity.



31/42

WWW.SWMGAMERS.COM



Killik Queen

27

HIT POINTS 80

DEFENSE 17

ATTACK +10

DAMAGE 10

Special Abilities

Killik, Melee Attack: Cloaked; Cunning Attack Camaraderie (Killik allies gain **Cunning Attack** and **Exclusive Loyalty**)

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

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

Join (A living character who activates within 6 squares of this character gains **Killik** for the rest of the skirmish; save 16. An enemy Killik damaged by this character joins your squad for the rest of the round; the enemy can avoid this effect with a save of 6. On a roll of a natural 1 it joins your squad for the rest of the skirmish instead.)

Pheromones (Cancel an attack from a living enemy within 6 squares that targets this character; the attacker can avoid this effect with a save of 11)

Rival (Cannot be in a squad with any non-living characters)

Swarm +2 (+2 Attack against a target for each allied Killik adjacent to that target)

Commander Effect

If an ally who counts as Lomi Plo is in your squad, Killik allies within 6 squares gain **Cloaked**.

If an ally who counts as Raynar Thul is in your squad, Killik allies within 6 squares gain **Force Renewal** I. Each Killik ally gains **Charging Assault** as long as it has this character within 6 squares.

"Bugs! Why did it have to be bugs?" —Han Solo



32/42

WWW.SWMGAMERS.COM



Mod

15

HIT POINTS 30

DEFENSE 15

ATTACK +6

DAMAGE 10

Special Abilities

Fett's Gotra

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

Cover Fire (Replaces attacks: make an attack against 1 enemy within 6 squares. If the enemy is hit, it cannot make attacks of opportunity this round.)

Mod Enhancement (After initiative is determined, choose either **Speed** 8, **Survival Expert** +2 (+2 to this character's save rolls), or **Careful Shot** +4 (On this character's turn, if it doesn't move, it gets +4 Attack). Characters in your squad with **Mod Enhancement** gain the chosen special ability until the end of the round. **Mod Enhancement** can be used only once per round.)

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

Cyborgs of Mos Espa modified their bodies with droid components.



33/42

WWW.SWMGAMERS.COM



Old Daka

26

HIT POINTS 70

DEFENSE 18

ATTACK +0

DAMAGE 0

Special Abilities

Unique. Nightsister

Camaraderie [Allies named Sith Witch gain Nightsister Disciplined. [This character and Nightsister allies within 6 squares are not affected by enemy abilities that suppress commander effects.]

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

Witches' Orb [Nightsisters in your squad cannot be prevented from being affected by Chant of Resurrection or spending Force points to reroll its saves.]

Force Powers

Force 2, Force Renewal 2

Chant of Resurrection [Force 2, replaces turn: For the rest of the skirmish, whenever a living Nightsister ally is defeated, with a save of 11, you can immediately add a non-living Nightsister to your squad.]

Magick Web [Force 2, replaces attacks: Adjacent living enemies take 20 damage, are considered activated, and cannot make attacks of opportunity this round; save 11.]

Commander Effect

If all living allies are Nightsisters, this character gains the following commander effects:

Nightsister allies within 6 squares may replace their turns to move up to double speed and make an attack against an adjacent enemy.

Nightsister allies can spend her Force points, but cannot combine them with their own. If her Force is spent to reroll, add +4 to the result.



Undead sisters rise from your sleep!

34/42

WWW.SWGMGAMERS.COM



Pit Droid

8

HIT POINTS 30

DEFENSE 15

ATTACK +0

DAMAGE 0

Special Abilities

Droid. Melee Attack

Magnetic Field [At the end of this character's turn, 1 adjacent Medium or smaller Droid ally may immediately move up to 2 squares.]

Magnetic Restraint Cable [Whenever a Large or larger enemy with Flight or Mounted Weapon becomes adjacent to this character, that enemy must end its movement and cannot move as long as it is adjacent to this character.]

Repair 20 [Replaces attacks: touch; remove 20 damage from 1 Droid character.]

Retractable Form [Usable when this character would take damage while unactivated: this character is considered activated and takes no damage this turn.]



SMALL BASE



These unremarkable small droids were built with the ability to pilot, and lift objects several times their diminutive size, but were merely used for droid or ship repair.

35/42

WWW.SWGMGAMERS.COM



Pyke Syndicate Sentinel

16

HIT POINTS 40

DEFENSE 17

ATTACK +7

DAMAGE 20

Special Abilities

Pyke Syndicate

Breath Mask [Not affected by abilities or Force powers whose name contains Poison.]

Devious [+4 Attack against activated enemies.]

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



"You are but one small piece moving in this mechanism which I have designed."
— Maul, to Marg Krim

36/42

WWW.SWGMGAMERS.COM



Security Patrol Droid

13

HIT POINTS 40

DEFENSE 18

ATTACK +0

DAMAGE 0

Special Abilities

Droid

Central Placement [Set up anywhere on your half of the battle map within four squares of the center.]

Perimeter Defense Alert [Replaces attacks: Choose 1 enemy within line of sight without Melee Attack, ignoring cover. Target loses Stealth and Cloaked until the beginning of this character's next turn.]

Shields 2 [When this character takes damage, make 2 saves, each needing 11; each success reduces the damage dealt by 10.]



This model security droid alerted Owen and Beru Lars to the arrival of Imperial Third Sister, Reva.

37/42

WWW.SWGMGAMERS.COM



Wittin

32

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique. Jawa. Hutt Cartel. Cloaked

Companion: Battle Droid on STAP [During setup, after seeing your opponent's squad, you may add a character named Battle Droid on STAP to your squad, regardless of restrictions.]

Gomjam Kisewa [Once per turn, if an enemy within 6 squares prevents or reduces damage from an attack by a Jawa or Droid character, the enemy takes 10 unpreventable damage at the end of that turn.]

Ion Gun +20 [+20 Damage against nonliving enemies.]

Rapport [Jawa characters cost 2 less when in the same squad as this character.]

Remote Control Unit [Replaces attacks: range 6; This character's Companion takes an immediate turn, which does not count as one of your 2 activations this phase, even if it has already been activated this round. Use this character's Attack rating on any attacks.]

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.]

Commander Effect

Jawa characters in your squad (including this character) are treated as having the same name as each other, only for the purposes of Scatter.

Jawa allies gain Scatter.

Designed by 2022 Gen Con Champion

Randy Barker (Randy)

38/42

WWW.SWGMGAMERS.COM



Paz Vizsla

34

HIT POINTS 110

DEFENSE 20

ATTACK +8

DAMAGE 20

Special Abilities

Unique. Child of the Watch. Mando's Ally Triple Attack

Flamethrower 20 [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target.]

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

Heavy Weapon [Can't attack and move in the same turn.]

Personal Combat Shield [Whenever this character takes damage, if the damage would be 30 or more, reduce the damage by 10.]

Rally +2 [On his turn, if this character misses an attack, he gets +2 Attack for the rest of the turn.]



"Go! There are too many!"
"No!"
"This is the Way."
— Paz Vizsla and Bo-Katan

39/42

WWW.SWGMGAMERS.COM



True Mandalorian Supercommando

30

HIT POINTS 80

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities

Twin Attack; Beskar'gam

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

Long Shot 10 [+4 Attack and +10 Damage when this character is at half Hit Points or less.]

Rival [Cannot be in a squad with any Death Watch characters.]

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

True Mandalorian [If a character whose name contains Jango Fett or Jaster Mereel is in the same squad, this character gains Flamethrower 20.]

"Mandalorians, open fire!"

And shoot the loudmouth first!" — Jango Fett

Designed by 2022 New Zealand National Champion Joseph Devine (gandalfthegreatestwizard)

40/42

WWW.SWGMGAMERS.COM



Mongei Shai

27

HIT POINTS 80

DEFENSE 18

ATTACK +9

DAMAGE 10

Special Abilities

Unique. Melee Attack; Twin Attack

Embrace of Pain [+1 Attack and +1 Defense for every 10 points of damage currently on this character.]

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.]

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.]

Noble Sacrifice [When this character is defeated, 1 ally whose name contains Shai may make an immediate attack.]

Vanduin Crab Armor II [When this character takes damage, he can reduce the damage dealt by 10 with a save of 11.]



Mongei Shai's death was a great honor to Domain Shai.

41/42

WWW.SWGMGAMERS.COM



Yuuzhan Vong Scout on Swoop Analog

16

HIT POINTS 50

DEFENSE 15

ATTACK +0

DAMAGE 0

Special Abilities

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

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.]

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

Razorbug [Replaces attacks: sight; 10 damage; save 11.]

Rival [Cannot be in a squad with any non-Yuuzhan Vong characters.]

Speed 10 [Can move up to 10 squares and attack, or 20 squares without attacking.]

Swoop analogs were the Yuuzhan Vong's equivalent of the swoop bikes used by the Galaxy.



LARGE BASE



42/42

WWW.SWGMGAMERS.COM