

Nomi Sunrider, Legacy of the Light Side

48

HIT POINTS 130

DEFENSE 20

ATTACK +14

DAMAGE 20

Special Abilities
Unique. Melee Attack: Triple Attack
Camaraderie [An ally named Master Than gains **Dominant Maneuver**]
Defender [When an ally with a Force rating and Melee Attack within 2 squares is hit by an attack from a nonadjacent enemy, this character prevents the damage with a save of 1]
Dominant Maneuver [Ignores lower cost enemies while moving]
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 canceled or prevented from affecting characters.]
Force Aura [Not affected by abilities whose names contain Lightning or Repulse]
Mettle [If this character spends 1 Force point to reroll, add +4 to the result]
Rapport [A character named Master Than costs 12 less when in the same squad as this character]
Force Powers
Force 3. Force Renewal I: Master of the Force 2 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 her attacks this turn.]
Lightsaber Defense [Force I: When hit by an attack, this character takes no damage with a save of 1]
Commander Effect
 This character and adjacent allies are considered within range of allied commander effects.

As long as there are Jedi Knights, there is hope. 1/12

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Kell Douru, Assassin of the One Sith

23

HIT POINTS 70

DEFENSE 18

ATTACK +4

DAMAGE 10

Special Abilities
Unique. One Sith
Allegiance [If all Unique allies were One Sith immediately before the first activation of the skirmish, this character gains **1win Attack**]
Assassin [+4 Attack and +10 damage against living enemies]
Jedi Hunter [+4 Attack and +10 Damage against enemies with Force ratings]
Leeching Attack [If this character deals damage with an attack, at the end of the turn he gains 1 Force point]
Proborescences [Replaces turn: Make an attack at +10 Damage against an adjacent living enemy. If this attack hits, that enemy is considered activated this round; save 1]
Vibroblade [Replaces attacks: +6 Attack for 20 Damage against an adjacent target; this counts as a melee attack]
Force Powers
Force 2
Force Cloak [Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked**]
Manipulate Fate [Force I: range 6; any 1 character rerolls its last save]
I am a ghost. 2/12

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Maul and Savage, Master and Apprentice

100

HIT POINTS 200

DEFENSE 22

ATTACK +15

DAMAGE 30

Special Abilities
Unique. Shadow Collective. Melee Attack
Quadruple Attack: Damage Reduction 10. Stable Footing
Affinity [This character may be in a Mandalorian squad]
Barrel Through [As this character moves, place each Medium or smaller adjacent enemy in a legal space up to 2 squares from that enemy's current position; This turn, this character cannot change any enemy's position twice. This ability is usable only on this character's turn.]
Camaraderie [Black Sun, Crimson Dawn, Death Watch, Hutt Cartel, Nightsister, and Pyke Syndicate allies gain **Shadow Collective**]
Deadly Attack [Scores a critical hit on an attack roll of natural 19 or 20]
Disciplined Warrior [This character cannot be affected by enemies with **Distract**]
Teamwork [At the end of this character's turn, it may immediately make an attack or use an ability that replaces attacks]
Unstoppable [Cannot be activated, moved, or prevented from moving or changing position by enemies]
Force Powers
Force 2. Force Renewal 2: Master of the Force 2 Force Push 4 [Force 4, replaces attacks: sight; 40 Damage; push back target 4 squares if Huge or smaller]
Force Repulse 2 [Force 2, replaces attacks: 20 damage to all characters within 2 squares; push back Huge or smaller characters to 3 squares from this character]
Lightsaber Defense [Force I: When hit by an attack, this character takes no damage with a save of 1]
Lightsaber Throw 4 [Force 4, replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make 2 attacks against the chosen enemy and 1 attack against each character adjacent to that enemy.]
Commander Effect
 Shadow Collective allies get +4 Attack and +10 Damage. Whenever a Shadow Collective ally ends its move within 6 squares, this character may immediately move up to 2 squares. 3/12

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Ky Narec, Jedi Master

37

HIT POINTS 110

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities
Unique. Melee Attack: Double Attack
Force Bond [An ally whose name contains Asajj gains **Leaping Assault**]
Master [Once during this character's turn: 1 adjacent ally whose name contains Apprentice or Padawan may move up to its speed]
Niman Style Mastery [+4 Attack and +4 Defense while this character has more than half Hit Points remaining]
Protective [+10 Damage while a wounded ally whose name contains Asajj is within 6 squares]
Force Powers
Force 5
Force Bubble [Force I: When this character takes damage, reduce the damage dealt by 20]
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
 Unique Republic followers with a Force rating get +2 Attack and +2 Defense.
You are strong with the Force, little one. 4/12

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Shaak Ti, Jedi Survivor

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HIT POINTS 130

DEFENSE 20

ATTACK +12

DAMAGE 20

Special Abilities
Unique. Melee Attack: Stealth
Camaraderie [An ally named Maris Brood gains **Swarm +2**]
Disciplined [This character and allies with **Swarm +2** within 6 squares are not affected by enemy abilities that suppress commander effects]
Jar'kai Style [On her turn, if this character's first attack hits, she can make 1 extra attack]
Makashi Style [When hit by a melee attack, this character takes no damage with a save of 11. Shii-Cho Style cannot be used against this character.]
Momentum [If this character has moved this turn, she gets +4 Attack and +10 Damage against adjacent enemies]
Rapport [A character named Maris Brood costs 15 less when in the same squad as this character]
Swarm +2 [+2 Attack against a target for each allied character with **Swarm** adjacent to that target]
Force Powers
Force 2. Force Renewal I: Master of the Force 2 Force Alter [Force I: range 6; any 1 enemy rerolls its last attack]
Force Leap [Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity]
Master Speed [Force I: This character can move 6 extra squares on her turn as part of her move]
Commander Effect
 Allies with **Swarm +2** gain **Momentum** and **Stealth**. Once during this character's turn: 1 adjacent ally with **Swarm +2** may move up to its speed. 5/12

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Han Solo, Honorable Scoundrel

37

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities
Unique. Hero of Endor. Double Attack; Evade
Boring Conversation Anyway [Once per round, after this character fails a save, he may immediately move his speed without provoking attacks of opportunity]
Camaraderie [Hero of Endor allies gain **Evade**]
Never Tell Me the Odds [Suppresses enemy special abilities that modify initiative]
Opportunist [+4 Attack and +10 Damage against an enemy who has activated this round]
Force Powers
Force I
Commander Effect
 A Medium ally who counts as Chewbacca loses **Savage**, and while wounded gains **Disruptive** [Suppresses enemy commander effects within 6 squares].
"I knew there was more to you than money!" —Princess Leia 6/12

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Luke Skywalker, Rebel Hero

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HIT POINTS 110

DEFENSE 21

ATTACK +13

DAMAGE 20

Special Abilities
Unique. Hero of Endor. Melee Attack: Double Attack
Greater Mobile Attack: Stealth
Camaraderie [Rebel allies who count as Chewbacca, C-3PO, Han, Leia, Luke or R2-D2 gain **Hero of Endor**]
Exclusive Loyalty [Not subject to commander effects of allies who are not Hero of Endor]
Hindering Presence [Adjacent enemies get -2 on saves to avoid damage from this character's allies]
Solitary +2 [+2 Defense if no allies are within 6 squares]
Force Powers
Force 3. Master of the Force 2
Lightsaber Defense [Force I: When hit by an attack, this character takes no damage with a save of 1]
Force Leap [Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity]
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
 Characters with **Light Spirit** are subject to these effects: At the start of the skirmish, after setup, you may add a character named Obi-Wan Kenobi, Jedi Spirit to your squad. Any "at the start of the skirmish" instances are immediately resolved.
 Once per round, after initiative is determined, you may place 1 ally with **Light Spirit** within line of sight in a square adjacent to this character. 7/12

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Azlyn Rae

22

HIT POINTS 70

DEFENSE 17

ATTACK +10

DAMAGE 20

Special Abilities
Unique. Imperial Knight. Pilot
Melee Attack: Double Attack: Relay Orders
Allegiance [If all Unique characters in your squad had **Imperial Knight** immediately before the first activation of the skirmish, **Imperial Knight** allies gain **Relay Orders**]
Coordinated Command [Imperial Knight allies gain **Relay Orders**]
Cortosis Gauntlet 18 [Whenever this character rolls 18 or better on a save when using **Lightsaber Block** against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish]
Synergy +2 [+2 Attack and +2 Defense for each ally whose name contains Antares Oraco or Ganner Krieg within 6 squares]
Force Powers
Force 3
Door Shatter I [Force I, replaces attacks: range 6; Designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed]
Lightsaber Block [Force I: When hit by a melee attack, this character takes no damage with a save of 1]
Let me go, Cade. Let the Force... take me. I'm not afraid 8/12

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Dedra Meero, ISB Supervisor

21

HIT POINTS 70

DEFENSE 16

ATTACK +5

DAMAGE 10

Special Abilities
Unique. ISB
Camaraderie [Allies whose names contain **Death Trooper** gain **Stormtrooper**]
Implicate [Replaces attacks: Choose 1 enemy within line of sight. The chosen character is considered to be Rebel until the end of the round for the purposes of Rebel Hunter.]
Rebel Hunter [+4 Attack and +10 Damage against Rebel enemies]
Allegiance [If all living allies in your squad were **Imperial** immediately before the first activation of the skirmish, allies whose names contain **Security** gain **Implicate**]
Commander Effect
 At the start of this character's turn, this character and allies whose names contain **Stormtrooper** within 3 squares may move up to 6 squares.
 Imperial trooper allies without a Force rating gain **Rebel Hunter** while within 6 squares of an ISB ally.
If someone there is talking, we need to be listening. 9/12

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Mara Jade, Galactic Hero

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HIT POINTS 100

DEFENSE 20

ATTACK +11

DAMAGE 20



Special Abilities

Unique. Pilot. Melee Attack; Triple Attack

Force Bond (An ally named Luke Skywalker, Galactic Hero gains **Force Cloak**)

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

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

Force Powers

Force 2, Force Renewal I

Force Cloak (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked**)

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

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

*As long as I'm fighting, I'm not dying.
And I'm not done fighting just yet.*



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Natasi Daala, Chief of State

30

HIT POINTS 80

DEFENSE 14

ATTACK +5

DAMAGE 20



Special Abilities

Unique. Galactic Alliance

Affinity (A character named Admiral Gilad Pellaeon may be in your squad regardless of Faction)

Camaraderie (An ally named Admiral Gilad Pellaeon gains **Galactic Alliance**)

Coordinated Command (Allied New Republic 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)

Rival (Cannot be in a squad with a character with a Force rating)

Independent (Your squad may not contain more than one other commander not named Admiral Gilad Pellaeon)

Commander Effect

Non-Unique. Mandalorian followers may be in your squad regardless of faction and gain **Galactic Alliance** for the rest of the skirmish.

Galactic Alliance allies within 6 squares get +4 Attack and +10 Damage.

Allies move 2 extra squares as part of their move.



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Supreme Overlord Yo'gand

47

HIT POINTS 130

DEFENSE 20

ATTACK +13

DAMAGE 10



Special Abilities

Unique. Melee Attack. Triple Attack

Greater Mobile Attack

Camaraderie (Unique Medium Yuuzhan Vong allies gain **Greater Mobile Attack** and **Ritual Scarring**)

Disciplined Warrior (This character cannot be affected by enemies with **Distract**)

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)

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

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

Ritual Scarring (This character ignores special abilities from allies that alter his printed Attack or Damage rating)

Rival (Cannot be in a squad with any character with **Scarification** or whose name contains **Priest**)

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

Yo'gand's Core (After setup, place 1 **Dovin Basal Keeper** in your squad anywhere on your half of the battle map. While within 6 squares of Yo'gand, it may replace its turn to be defeated and deal 60 damage to all characters within 3 squares; save 11. A successful save reduces the damage to 30.)

Commander Effect
Unique Yuuzhan Vong allies without **Twin Attack** gain **Quick Strike**.

Unique Yuuzhan Vong allies with a higher cost gain **Disciplined Warrior**.



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