

Belth Allusis, Jedi Master

55

HIT POINTS 140

DEFENSE 22

ATTACK +15

DAMAGE 20



Special Abilities

Unique, Melee Attack: Double Attack
Disciplined Leader [This character's commander effect cannot be suppressed]

Djem So Style [Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.]

Noble Sacrifice [When this character is defeated, 1 Dld Republic follower may make an immediate attack]

Force Powers

Force 5

Force Spirit 6 [If this character is defeated, immediately add 6 Force points to an allied character with a Force rating; that allied character can spend Force points one extra time per turn for the rest of the skirmish]

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

Lightsaber Precision [Force 1: +10 Damage on next attack]

Commander Effect

Non-Unique Dld Republic allies with a Force rating can make 1 immediate attack at +4 Attack when they are defeated.

4/60
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Covenant Consular

17

HIT POINTS 70

DEFENSE 18

ATTACK +8

DAMAGE 20



Special Abilities

Melee Attack [Can attack only adjacent enemies]

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

Force Powers

Force 4

Anticipation [Force 1: Reroll initiative once per round]

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

Surprise Move [Force 1: Once per round, after initiative is determined, this character can immediately move up to its speed before any other character activates]

Commander Effect

Once per round, after initiative is determined, 1 Covenant follower within 6 squares can immediately move up to its Speed before any other character activates.

2/60
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Covenant Hand

26

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20



Special Abilities

Melee Attack: Double Attack

Hand of the Covenant [This character can spend its own Force points once per turn and spend Force points from a character whose name contains Krynda Drayy once per turn]

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

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

Force Powers

Force 3

Dark Temptation [Force 1: +4 Attack and +20 Damage until the end of this character's turn. At the end of that turn, make a save of 11; if the save fails, this character joins the opponent's squad until the end of the skirmish.]

Lightsaber Assault [Force 1, replaces attacks: Make 2 attacks]

The Watchcircle needs protection and someone to handle...arrangements.

3/60
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Jedi Shadow

23

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20



Special Abilities

Covenant

Melee Attack: Double 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]

Force Powers

Force 3

Door Shatter 1 [Force 1, replaces attacks: range 6; Designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed]

Lightsaber Flurry [Force 1, replaces attacks: Make 4 attacks at -10 Damage]

Shadows did not hesitate in their duty and were willing to betray those that they considered evil.

4/60
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Master Vandar

60

HIT POINTS 130

DEFENSE 21

ATTACK +14

DAMAGE 20



SMALL BASE

Special Abilities

Unique, Melee Attack: Double Attack
Ataru Style Mastery [+4 Attack and 1 Twin Attack if exactly 1 enemy is within 6 squares]

Telekinetic Combat [This character may attack targets within 6 squares. This counts as an attack with a lightsaber and any attack against a nonadjacent target counts as a nonmelee attack.]

Force Powers

Force 3, Force Renewal 1; Master of the Force 2

Force Leap [Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity]

Force Suppression [Force 2, replaces attacks: For the rest of the skirmish, this character gains the following Force ability: Enemy characters within 6 squares must spend one extra Force point each time they spend Force points]

Jedi Mind Trick 2 [Force 2, usable only on this character's turn: range 2; target living enemy and 2 living enemies adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save 11]

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

5/60
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Mical, The Disciple

30

HIT POINTS 100

DEFENSE 18

ATTACK +12

DAMAGE 20



Special Abilities

Unique, Melee Attack: Double Attack

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

Heal 20 [Replaces attacks: touch: remove 20 damage from a living character]

Synergy +4 [+4 Attack and +4 Defense while an allied character named The Jedi Exile is within 6 squares]

Force Powers

Force 2, Force Renewal 1

Force Alter [Force 1: range 6; any 1 enemy rerolls its last attack]

Force Stun [Force 1, usable only on this character's turn: range 6; target living enemy is considered activated this round; save 11]

"Much has been forgotten in recent wars, and I fear that greater troubles shall stem from that loss of knowledge in the future."

6/60
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Nomi Sunrider, Head of the Jedi Order

60

HIT POINTS 140

DEFENSE 20

ATTACK +13

DAMAGE 20

Special Abilities

Unique, Melee Attack: Triple Attack
Jedi Reflexes [This character can make an attack of opportunity against an enemy character that moves into or out of an adjacent square. Characters with special abilities that ignore characters while moving are subject to this ability.]
Mettle [If this character spends 1 Force point to reroll, add +4 to the result.]

Force Powers

Force 2, Force Renewal I: Master of the Force 2
Force Light [Force 4, usable only on this character's turn: Until the end of the round, this character gains the following Force ability: Enemy characters within 6 squares cannot spend Force points or benefit from allied Force powers. Enemy Force abilities within 6 are suppressed.]
Force Pull 2 [Force 2, replace attacks; range 6: Move target large or smaller enemy adjacent to this character. Make an immediate attack against that enemy.]
Lightsaber Defense [Force I: When hit by an attack, this character takes no damage with a save of II]

Commander Effect

Allies: Force powers with a range listed increase the range by 2 squares.

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Old Republic Trooper

20

HIT POINTS 50

DEFENSE 18

ATTACK +8

DAMAGE 20

Special Abilities

Soldier [Counts as a character named Old Republic Soldier]
Close-Quarters Fighting [+4 Attack against adjacent enemies]
Grenades 20 [Replaces attacks; range 6; 20 damage to target and to each character adjacent to that target; save II]
Triple Attack [On its turn, this character can make 2 extra attacks instead of moving]

Whether storming a base or a battlefield, Old Republic troopers charge into the fight, blaster-rifle blazing, to clear a path for freedom and justice.

PHASE 8/60
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Darth Maladi

36

HIT POINTS 90

DEFENSE 19

ATTACK +12

DAMAGE 20

Special Abilities

Unique, Melee Attack: Twin Attack
Poison +10 [+10 Damage against living enemies; save II]
Stealth [If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.]
Torture I [When an adjacent living enemy takes damage from an attack by this character, it gets -1 Attack and -1 Defense for the rest of the skirmish. (This ability stacks.)]
Force Powers
Force 4
Burst Lightning [Force I, usable only on this character's turn; range 6; 10 damage]

"I was born on Devaron, child of a rare Devaronian Jedi. Lord Kratt killed my parents and I was taken and trained as a Sith."

PHASE 9/60
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Dessel

42

HIT POINTS 130

DEFENSE 19

ATTACK +10

DAMAGE 20

Special Abilities

Unique [Counts as Darth Bane]
Avoid Defeat [Whenever this character would be defeated, make 2 saves, each needing II; if both succeed, this character has 10 Hit Points instead of being defeated]
Blast Cannon [+10 Damage against targets within 6 squares]
Close-Quarters Fighting [+4 Attack against adjacent enemies]
Double Attack [On his turn, this character can make 1 extra attack instead of moving]
Intuition [Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates]
Sniper [Other characters do not provide cover against this character's attack]

Force Powers

Force 2, Force Renewal I
Blaster Barrage [Force I, replaces attacks: Can attack each legal target once]

Commander Effect

Gloom Walkers gain **Avoid Defeat** and may reroll a save once per turn.

PHASE 10/60
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The Huntress

38

HIT POINTS 80

DEFENSE 18

ATTACK +11

DAMAGE 10

Special Abilities

Unique [Counts as Darth Cognus]
Greater Mobile Attack: Twin Attack
Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of II]
Exploding Pistols [Replaces turn, usable only once per skirmish; sight: Choose 2 target enemies or the same enemy twice. The target and each character adjacent to that enemy take 20 damage and are considered activated this round; save II negates. Repeat for the other chosen target. For the rest of the skirmish, this character has **Melee Attack**.]
Parry [When hit by a melee attack, this character takes no damage with a save of II]
Poisoned Blade 10 [+10 Damage to 1 adjacent target; this counts as a melee attack. This attack deals an extra 10 Damage to a living enemy; save II.]

Force Powers

Force 3
Force Suppression [Force 2, replaces attacks: For the rest of the skirmish, this character gains the following Force ability: Enemy characters within 6 squares must spend one extra Force point each time they spend Force points.]

PHASE 11/60
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Marka Ragnos

76

HIT POINTS 150

DEFENSE 21

ATTACK +15

DAMAGE 20

Special Abilities

Unique, Melee Attack: Twin Attack
Affinity [Characters whose names contain Ragnos may be in your squad regardless of faction]
Melee Duelist [+4 Defense when attacked by an adjacent enemy]
Poison +10 [+10 Damage against living enemies; save II]
Force Powers
Force 2, Force Renewal I: Master of the Force 2
Force Essence [When this character is defeated, you may immediately set up a character named Marka Ragnos, Dark Force Spirit in the square this character formerly occupied. Any "at the start of the skirmish" instances are immediately resolved.]
Lightsaber Assault [Force I, replaces attacks: Make 2 attacks]
Lightsaber Defense [Force I: When hit by an attack, this character takes no damage with a save of II]
Sith Sorcery [Force 2, usable only on this character's turn: Enemy characters within 6 squares are considered activated this round; save II]

Commander Effect

At the end of this character's turn, you may activate 1 ally within 6 squares who has not yet activated this round. This does not count towards the number of activations this phase.

PHASE 12/60
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Sith Alchemist

18

HIT POINTS 50

DEFENSE 18

ATTACK +6

DAMAGE 20

Special Abilities

Melee Attack
Poison +10 (+10 Damage against living enemies; save II)
Synergy +2 (A character whose name contains Sith Mutant gets +2 Attack and +2 Defense while within 6 squares of this character.)

Force Powers

Force I, Force Renewal I
Sith Alchemy I (Force I, replaces attacks: Target living medium or small enemy with 10 Hit Points or less remaining within 6 squares is defeated. You can immediately add a character named Massassi Sith Mutant to your squad. The new character sets up in a square that enemy formerly occupied.)
Sith Weapon (Force I, replaces turn: Adjacent allies with Melee Attack and without a lightsaber get +10 Damage until the end of the skirmish.)



POWERS 13/60
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Eeth Koth

32

HIT POINTS 90

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities

Unique, Melee Attack: Double Attack
Embrace of Pain (+1 Attack and +1 Defense for every 10 points of damage currently on this character.)

Force Powers

Force 4
Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller.)
Lightsaber Assault (Force I, replaces attacks: Make 2 attacks.)
Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker.)

Common to Master Koth's species was the innate ability to endure great physical pain, a trait developed as a way to survive the harsh wilds of Iridonia.



POWERS 14/60
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Etain Tur-Mukan

27

HIT POINTS 90

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique, Melee Attack
Omega Squad (Counts as a character with Order 66 for the purposes of Commander Effects and cannot be in an Imperial squad.)
Affinity (May be in a Mandalorian squad.)
Force-Attuned Reflexes (This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving.)
Noble Sacrifice (When this character is defeated, I ally with Omega Squad may make an immediate attack.)
Protective +10 (+10 Damage while a wounded ally with Order 66 or Omega Squad is within 6 squares.)

Force Powers

Force 3
Jedi Mind Trick I (Force I, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save II.)

Commander Effects

Followers within 6 squares who combine fire grant an additional +4 Attack.



POWERS 15/60
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Foul Moudama

23

HIT POINTS 90

DEFENSE 18

ATTACK +9

DAMAGE 20

Special Abilities

Unique, Melee Attack: Double Attack
Master Lift (Replaces turn: touch; select 1 living adjacent Small or Medium ally. This character can move up to double speed and at the end of this character's move it may place the selected ally in any legal adjacent space. If this character is defeated during its move, the selected character is placed in the nearest legal space adjacent to where this character was defeated.)
Rend +10 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage.)

Force Powers

Force 3
Force Leap (Force I: This turn, this character can move through enemy characters without provoking attacks of opportunity.)
Lightsaber Defense (Force I: When hit by an attack, this character takes no damage with a save of II.)



POWERS 16/60
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Null ARC Trooper Captain Ordo

34

HIT POINTS 70

DEFENSE 19

ATTACK +11

DAMAGE 20

Special Abilities

Unique, Twin Attack
Beskar'gam (When this character takes damage, he reduces the damage dealt by 10 with a save of II.)
Master Slicer (Replaces attacks: This turn, this character can ignore doors while moving.)
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.)
Verpine Shatter Rifle (Replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make an attack against that enemy.)

Commander Effect

Followers whose names contain ARC Trooper gain **Twin Attack** and **Verpine Shatter Rifle**.

"I was trained to kill and destroy by any means possible." — Ordo Skirata



POWERS 17/60
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Republic Commando Atin

25

HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20

Special Abilities

Unique
Omega Squad (Counts as a character with Order 66 for the purposes of Commander Effects and cannot be in an Imperial squad.)
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy.)
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.)
Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save II.)
Repport (This character costs 1 less when in the same squad as a character with Omega Squad.)
Sniper (Other characters do not provide cover against this character's attack.)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets.)



POWERS 18/60
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Republic Commando Fi

25

HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20



Special Abilities

Unique

Omega Squad (Counts as a character with Order 66 for the purposes of Commander Effects and cannot be in an Imperial squad)
Advanced Door Gimmick (At the end of his turn, this character can designate 1 door that he can see as open; it remains open and cannot be closed until the end of this character's next turn, or until he is defeated)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Rapport (This character costs 1 less when in the same squad as a character with Omega Squad)
Stealth (If this character has cover, he 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)

"You're all mouth, Fi."
-Atin

22/60
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Ugnaught Jedi

19

HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 20



SMALL BASE

Special Abilities

Melee Attack (Can attack only adjacent enemies)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)
Force Powers
Force 3
Force Burst (Force 2, replaces turn: 10 damage to all other characters within 6 squares)
Lightsaber Precision (Force 1: +10 Damage on next attack)

"Really, an Ugnaught Jedi?"
"Yes, really?" - V-Set Design Team

20/60
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A-DSD Advanced Dwarf Spider Droid

21

HIT POINTS 60

DEFENSE 16

ATTACK +10

DAMAGE 30



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.)
Improved Missiles 20 (Replaces attacks: sight: 20 damage to target and to each character adjacent to that target; save 16)
Ion Shielding (Can ignore special abilities that affect only nonliving targets)
Self-Destruct 10 (When this character is defeated, each adjacent character take 10 damage)
Single-Shot Blaster (This character cannot gain Twin Attack)
Splash 10 (If this character's attack hits, all characters adjacent to the target takes 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)
Stable Footing (Not slowed by difficult terrain or low objects)

21/60
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Elite Commando Droid

25

HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 20



Special Abilities

Droid (Immune to critical hits; not subject to commander effects)
Melee Attack: Twin Attack
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)
Grenades 30 (Replaces attacks: range 6: 30 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)

"Well...at least they're not destroyer droids."
-Anakin Skywalker to Adi Gallia

22/60
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Nimbus Commando

22

HIT POINTS 50

DEFENSE 18

ATTACK +9

DAMAGE 20



The Nimbus Commandos were the elite guards of the Jabini Separatist leader Alto Stratus.

23/60
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Savage Oppress

42

HIT POINTS 110

DEFENSE 20

ATTACK +14

DAMAGE 30



Special Abilities

Unique: Nightbrother (Counts as a character whose name contains Nightsister)
Melee Attack: Twin Attack
Affinity (A character whose name contains Nightsister may be in your squad regardless of faction)
Loner (+4 Attack if no allies are within 6 squares)
Savage Force Renewal (While this character has Savage, he gains Force Renewal 1)
Force Powers
Force 3
Force Repulse 5 (Force 5, replaces turn: 50 damage to all characters within 5 squares; push back Huge or smaller characters to 6 squares from this character. Huge or smaller characters are considered activated this round; save 16.)
Indiscriminate Rage (Force 1: +2 Attack and +10 Damage until the end of this character's turn. At the end of that turn, make a save of 11. If the save fails, this character gains Savage.)
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 1)
Sith Grip 3 (Force 3, replaces attacks: sight: 30 damage to target and 1 adjacent character)

24/60
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Galen Marek



HIT POINTS 140

DEFENSE 20

ATTACK +14

DAMAGE 20

Special Abilities

Unique [Counts as a character whose name contains Vader's Apprentice]

Melee Attack: Double Attack: Twin Attack Affinity [May be in an Imperial squad]

Force Fury 19 [When this character damages a non-Unique character with a targeted Force power, roll a 20-sided die. On a roll of natural 19 or 20, that character is defeated.]

Rapport [Juno Eclipse costs 1 less when in the same squad as this character]

Force Powers

Force 2: Force Renewal 1
Door Shatter 1 [Force 1, replaces attacks: range 6; Designate 1 door as open; it remains open for the rest of the skirmish and cannot be closed.]

Force Lightning 2 [Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target.]

Force Pull 3 [Force 3, replaces turns: range 6; Move target large or smaller enemy adjacent to this character. Make an immediate attack against that enemy at +4 Attack and +10 Damage.]

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

25/60

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Jek Porkins



HIT POINTS 50

DEFENSE 14

ATTACK +8

DAMAGE 20

Special Abilities

Unique, Pilot, Speed 4

EMP Grenades [A nonliving character that is subject to this character's Grenades ability is considered activated this round; save 1]. Huge and larger characters ignore this effect.]

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

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

"So long, Ployp. You will be avenged!"
—Bigs Darklighter

26/60

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SpecForce Infiltrator



HIT POINTS 30

DEFENSE 17

ATTACK +8

DAMAGE 10

Special Abilities

Ambush [Can move and then make all its attacks against 1 enemy who has not activated this round]

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

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

Double Attack [On its turn, this character can make 1 extra attack instead of moving]

Master Slicer [Replaces attacks: This turn, this character can ignore doors while moving]

"Firepower is no replacement for surprise."

27/60

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SpecForce Vanguard



HIT POINTS 50

DEFENSE 17

ATTACK +5

DAMAGE 20

Special Abilities

Grenades 40 [Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save 1]

Mines 20 [An enemy that moves adjacent to this character takes 20 damage; save 1]

Missiles 20 [Replaces attacks: sight; 20 damage to target and to each character adjacent to that target; save 1]

"Surprise is no replacement for firepower."

28/60

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Bothan Saboteur



HIT POINTS 30

DEFENSE 16

ATTACK +4

DAMAGE 10

Special Abilities

Proximity Mines 20 [Replaces attacks: range 6; target enemy is mined until the end of its next turn. At the beginning of the mined character's next turn, the mined character and each character adjacent to that target take 20 damage; save 1 for 10 damage.]

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, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

"We know only what you now know: that a group of Bothans helped agents of Senator Palpatine gain access to the Caamas shield generators. We don't even know the clan involved, let alone the specific individuals." —Borsk Fey'lya

29/60

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Carnor Jax



HIT POINTS 130

DEFENSE 22

ATTACK +14

DAMAGE 20

Special Abilities

Unique, Melee Attack: Twin Attack
Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated this round]

Rival [This character cannot be in a squad that contains any character whose name contains Kir Kanos or Royal Guard]

Force Powers

Force 4
Anticipation [Force 1; Reroll initiative once per round]

Force Grip 3 [Force 3, replaces attacks: sight; 30 damage]

Commander Effect

Allies whose names contain Shadow Stormtrooper gain **Bodyguard** [If an adjacent ally would take damage from an attack, this character can take the damage instead.]

"The galaxy has changed—it's mine for the taking!"

30/60

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Grand Admiral Rulf Yage

16

HIT POINTS 50

DEFENSE 18

ATTACK +8

DAMAGE 10

Special Abilities

Unique, Pilot Affinity (May be in a Sith squad)
Cunning Attack +20 [+4 Attack and +20 Damage against an enemy who has not activated this round]
Internal Strife (On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish)

Commander Effect

Your squad may include non-Unique Imperial or Sith pilots and troopers. Allied pilots and troopers gain **Cunning Attack** [+4 Attack and +10 Damage against an enemy who has not activated this round].

"When I issue an order, Captain, I do not ask for excuses as to why my pilots failed to carry it out! Excuses are for weaklings!"

31/60
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Jerec

30

HIT POINTS 100

DEFENSE 20

ATTACK +12

DAMAGE 20

Special Abilities

Unique, Melee Attack: Double Attack Lightsaber Duelist [+4 Defense when attacked by an adjacent enemy with a Force rating]
Turn to the Dark Side (Replaces attacks: range 6; 20 damage to 1 target with a Force rating. The target can choose to negate this damage and instead make a save of 11; if the save fails, the target joins this character's squad until the end of the skirmish.)

Force Powers

Force 2, Force Renewal I
Force Blast 3 [Force 3, replace attacks: sight; 40 damage and push back target 2 squares; save 11 reduces the damage to 20]
Force Sense [Force 1, usable only on this character's turn: Enemy characters lose **Stealth** for the rest of the round]
Lightsaber Block [Force 1: When hit by a melee attack, this character takes no damage with a save of 11]

"Enslave them. Guarantee that they will do whatever I ask. Do that, and I will give you whole worlds to conquer."

32/60
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Jedi-Sith Clones

9

HIT POINTS 30

DEFENSE 13

ATTACK +8

DAMAGE 20

Special Abilities

Savage [This character must end its move next to an enemy if it can and does not benefit from commander effects]
Melee Attack [Can attack only adjacent enemies]

Force Powers

Force 3
Knight Speed [Force 1: This character can move 4 extra squares on its turn as part of its move]
Sith Rage [Force 1: +10 Damage on all attacks this turn]

The Jedi-Sith clones were created in a top-secret Imperial facility using the DNA of Emperor Palpatine and that of various Jedi, including Kam Solusar and possibly Mara Jade Skywalker, Lassin, and Lumiya

33/60
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Nightsister Mother

27

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Melee Attack: Double Attack Force-Attuned Reflexes [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]
Vongsense [Ignores Force Immunity of Yuuzhan Vong enemies]

Force Powers

Force 2, Force Renewal I
Force Lightning 2 [Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target]
Force Lightning 3 [Force 3, replaces turn: range 6; 40 damage to target and 2 characters adjacent to that target. Huge or smaller characters are considered activated this round; save 11.]

Commander Effect

Characters within 6 squares whose names contain Nightsister gain **Force Renewal I**.

34/60
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Corran Horn, Jedi Master

60

HIT POINTS 140

DEFENSE 21

ATTACK +14

DAMAGE 20

Special Abilities

Unique, Pilot
Melee Attack: Melee Reach 2: Triple Attack Jedi Reflexes [This character can make an attack of opportunity against an enemy character that moves into or out of an adjacent square. Characters with special abilities that ignore characters while moving are subject to this ability.]
Opportunist [+4 Attack and +10 Damage against an enemy who has activated this round]

Force Powers

Force 2, Force Renewal I
Absorb Energy [Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11. Remove damage from this character equal to the prevented damage.]
Force Absorb [Force 2: Cancel a Force power used by an adjacent character]
Jedi Mind Trick 2 [Force 2, usable only on this character's turn: range 2; target living enemy and 2 living enemies adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save 11]
Knight Speed [Force 1: This character can move 4 extra squares on his turn as part of his move]

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Galactic Alliance Special Guard

17

HIT POINTS 40

DEFENSE 17

ATTACK +8

DAMAGE 10

Special Abilities

Trooper [Counts as a character named Galactic Alliance Trooper]
Affinity (May be in a squad with Darth Caedus)
Backlash [This character can move and then make all its attacks against 1 enemy who has already activated this round]
Double Attack [On its turn, this character can make 1 extra attack instead of moving]
Opportunist [+4 Attack and +10 Damage against an enemy who has activated this round]

"It's an embarrassment for the Jedi Order to see the son and nephew of the Grand Master kicking down doors with the boys in black!" — Kyle Katarn

36/60
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Jaden Korr



HIT POINTS 100

DEFENSE 20

ATTACK +12

DAMAGE 20



Special Abilities

Unique. Melee Attack: Double Attack
Crowd Fighting [This character gets +2 Attack for each adjacent character other than his target]

Force Powers

Force 2. Force Renewal I
Force Grip 2 [Force 2, replaces attacks: sight; 20 damage]
Force Lightning 2 [Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target]
Force Push 5 [Force 5, replaces turn: range 6; 50 damage to target and to each character adjacent to that target, and push back target and each character adjacent to that target 5 squares if Huge or smaller. Huge or smaller characters and considered activated this round: save 16]
Knight Speed [Force 1. This character can move 4 extra squares on his turn as part of his move]

"There be dragons..."

HP 37/60

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Queen Mother Tenel Ka



HIT POINTS 100

DEFENSE 20

ATTACK +12

DAMAGE 20



Special Abilities

Unique. Melee Attack: Double Attack
Empathy [Allies with Savage within 6 squares lose Savage]

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

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

Rival [This character cannot be in a squad that contains any character whose name contains Xizor or Black Sun]

Force Powers

Force 4
Force Whirlwind [Force 2, replaces attacks: range 6; 20 damage to target and each character adjacent to that target; save 11]
Knight Speed [Force 1. This character can move 4 extra squares on her turn as part of her move]

Commander Effect

Non-Unique followers within 6 squares gain **Deadeye** [On this character's turn, if it doesn't move, it gets +10 Damage].

HP 38/60

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Baran Do Sage



HIT POINTS 30

DEFENSE 15

ATTACK +7

DAMAGE 20



Special Abilities

Melee Attack [Can attack only adjacent enemies]

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

Force Powers

Force 3

Force Barrier [Force 1, replaces turn: Until the start of this character's next turn, this character gains the following Force ability: When this character or an adjacent character is hit by an attack from an enemy that is not adjacent to either, that character takes no damage and the attacker takes damage equal to the prevented damage; the attacker can avoid this effect with a save of 11]
Force Whirlwind [Force 2, replaces attacks: range 6; 20 damage to target and each character adjacent to that target; save 11]

Sages used the Force to amplify their natural senses, allowing them to detect dangerous weather phenomena in advance, saving the lives of countless Kel Dors by warning of impending natural disasters.

HP 39/60

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Defel Pirate



HIT POINTS 10

DEFENSE 13

ATTACK +4

DAMAGE 10



Special Abilities

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

Self-Destruct 20 [When this character is defeated, each adjacent character takes 20 damage]

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

The existence of space means the existence of pirates.

HP 40/60

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Felucian Shaman



HIT POINTS 50

DEFENSE 16

ATTACK +8

DAMAGE 20



Special Abilities

Melee Attack [Can attack only adjacent enemies]

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

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

Swarm +2 [+2 Attack against a target for each allied character with Swarm adjacent to that target]

Force Powers

Force 1. Force Renewal I

Shaman Aura [Force 2, replaces turn: Until the start of this character's next turn, this character gains the following Force ability: Felucian followers within 6 squares cannot have their Hit Points reduced below 10; save 6. Allied Felucians remove 10 damage when they activate within 6 squares of this character.]

Commander Effect

Felucian followers gain **Swarm** +2 [+2 Attack against a target for each allied character with Swarm adjacent to that target].

HP 41/60

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Malakili, Rancor Keeper



HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 20



Special Abilities

Unique. Melee Attack

Empathy [Allies with Savage within 6 squares lose Savage]

Heal 20 [Replaces attacks: touch; remove 20 damage from a living character]

Mighty Swing [On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies]

Rapport [A character whose name contains Rancor costs 3 less when in the same squad as this character]

Commander Effect

Savage characters are subject to this effect:

Followers with Savage gain **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.] and **Overwhelming Power** [Damage from this character's attacks cannot be prevented or redirected].

HP 42/60

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Nightsister on Rancor



62

HIT POINTS 140

DEFENSE 20

ATTACK +13

DAMAGE 20

Special Abilities

Speed 8
Melee Attack: Melee Reach 2: Triple Attack Dismount (When this character is defeated, you can immediately add a character named Nightsister Sith Witch to your squad, regardless of faction; save II. The new character sets up in a square this character formerly occupied.)
Parry (When hit by a melee attack this character takes no damage with a save of II)
Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)
Regeneration 10 (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)

Force Powers

Force 4
Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)

"My rancor seeks flesh!"
—Che Ri, A Nightsister Witch

43/60

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HUGE BASE



Rohlan Dyr



24

HIT POINTS 70

DEFENSE 19

ATTACK +8

DAMAGE 10

Special Abilities

Unique, Mandalorian
Double Attack: Greater Mobile Attack
Beskar'gam (When this character takes damage, he reduces the damage dealt by 10 with a save of II)
Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated this round]
Loner [+4 Attack if no allies are within 6 squares]

"What are you, some kind of deserter? I didn't think your big warrior clans had deserters."
"We don't! We just have glorious dead—and the soon-to-be glorious dead. I'm one of the latter."
—Marr Hieroglyph and Rohlan Dyr

44/60

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Tyber Zann



31

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique
Bribery (During setup, after seeing your opponents squad, you may add up to 10 points of living Fringe characters to your squad. After setup, you may choose to select up to 10 points of your opponent's characters brought in through reinforcements instead of your original selection. These characters join your squad for the rest of the skirmish, gain **Zann Consortium**, and set up in your starting area.)
Cunning Attack +20 [+4 Attack and +20 Damage against an enemy who has not activated this round]
Merciless 20 [+20 Damage against enemies at half Hit Points or less]

Rival (This character cannot be in a squad that contains any character whose name contains Xizar or Black Sun)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

Zann Consortium allies gain **Merciless 10** [+10 Damage against enemies at half Hit Points or less].

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Zann Consortium Defiler



24

HIT POINTS 50

DEFENSE 18

ATTACK +8

DAMAGE 20

Special Abilities

Deadeye (On this character's turn, if it doesn't move, it gets +10 Damage)
Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)
Proximity Mines 40 (Replaces attacks: range 6; target enemy is mined until the end of its next turn. At the beginning of the mined character's next turn, the mined character and each character adjacent to that target take 40 damage, save II for 20 damage.)
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, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

"My skills are yours to command."

47/60

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Cassus Fett



37

HIT POINTS 70

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities

Unique, Twin Attack
Beskar'gam (When this character takes damage, he reduces the damage dealt by 10 with a save of II)
Coordinated Command (Allied Mandalorian commanders gain **Relay Orders**)
Never Tell Me the Odds (Suppresses enemy special abilities that modify initiative)
Repart (Costs 1 less when in the same squad as a character named Mandalore the Ultimate)
Relay Orders (Each allied commander can count distance from this character as well as from itself for the purpose of commander effects)
Synergy +4 (A character named Mandalore the Ultimate gets +4 Attack and +4 Defense while within 6 squares of this character)

Commander Effect

At the end of this character's turn, choose 1 non-Unique Mandalorian follower within 2 squares. Until the end of the round, that follower gains **Fire Support Mission** (Replaces turn: Choose 1 enemy within line of sight, ignoring cover. 60 damage to target enemy and every character within 2 squares; save 6. A successful save reduces the damage to 10.)

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Death Watch Mercenary



6

HIT POINTS 20

DEFENSE 14

ATTACK +5

DAMAGE 10



Special Abilities

Deceptive [+10 Damage against an enemy who has activated this round]
Mercenary [This character can move only if it cannot make an attack from its starting space]

*"They dressed themselves up as patriots wanting a return to the good old days of the Mando Empire. But it was just a cover for organized crime."
—Kal Skirata*

49/60
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Death Watch Saboteur



11

HIT POINTS 30

DEFENSE 14

ATTACK +6

DAMAGE 20



Special Abilities

Cloaked [If this character has cover, it cannot be targeted by nonadjacent enemies]
Internal Strife [On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish]
Satchel Charge [Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed]
Traps [Enemy characters within 6 squares get -4 Defense]

"Callava br'u chun dr'alshye'ran!"
50/60
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Demagol



27

HIT POINTS 80

DEFENSE 20

ATTACK +10

DAMAGE 10



Special Abilities

Unique
Force Ascetic [Cannot spend Force points to reroll or move faster]
Jedi Hunter [+4 Attack and +10 Damage against enemies with Force ratings]
Torture 2 [When an adjacent living enemy takes damage from an attack by this character, it gets -2 Attack and -2 Defense for the rest of the skirmish. (This ability stacks.)]
Virulent Paralyzing Poison [+20 Damage against adjacent living enemies and target is considered activated this round; save 16]

Force Powers

Force 4
Counter Push 2 [Force 2, usable only when this character takes damage; range 6; 20 damage; push back target 2 squares if Huge or smaller]

"Demagol" was a contraction of demar agol, meaning "to carve flesh." In later years, Sergeant Kal Skirata stated that the name Demagol could be translated as either "sculptor of flesh" or "butcher."

51/60
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Mandalorian Crusader



7

HIT POINTS 10

DEFENSE 14

ATTACK +5

DAMAGE 10



Special Abilities

Crack Shot [Whenever this character combines fire against a target within 6 squares, damage from the attack cannot be prevented or redirected]
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.]

The Mandalorian Crusaders were the first documented type of Mandalorians, thought to have been established by Mandalore the First in 7,000 BBY.

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Mandalorian Scientist



11

HIT POINTS 30

DEFENSE 14

ATTACK +5

DAMAGE 10



Special Abilities

Melee Attack [Can attack only adjacent enemies]
Blaster Upgrade [Allies within 6 squares with nonmelee attacks that deal exactly 10 damage gain **Twin Attack**]
Bloodthirsty [+10 Damage on melee attacks against enemies at half Hit Points or less]
Torture 1 [When an adjacent living enemy takes damage from an attack by this character, it gets -1 Attack and -1 Defense for the rest of the skirmish. (This ability stacks.)]

*"I have an endless supply of theories about Jedi abilities—yet I keep running out of Jedi."
—Demagol, Mandalore's Mad Scientist*

53/60
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Pre Vizsla



29

HIT POINTS 90

DEFENSE 18

ATTACK +12

DAMAGE 10



Special Abilities

Unique, Death Watch
Flight: Twin Attack
Darksaber [+20 Damage against adjacent enemies; this counts as a melee attack with a lightsaber]
Gregarious [+4 Attack if an ally is within 6 squares]
Parry [When hit by a melee attack, this character takes no damage with a save of 11]
Repport [A character whose name contains Death Watch costs 1 less when in the same squad as this character]

Commander Effect

Death Watch followers gain **Self Destruct 20** [When this character is defeated, each adjacent character takes 20 damage].

Once per turn, each follower within 6 squares may reroll 1 attack. If the result of the rerolled attack is a miss, the attacking character is defeated.

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Prefect Da'Gara



37

HIT POINTS 60

DEFENSE 15

ATTACK +8

DAMAGE 10



Special Abilities

Unique, Melee Attack

Firejelly [Replaces attacks: Designate 1 door within 3 squares as open; it remains open for the rest of the skirmish and cannot be closed]

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]

Rapport [Characters named Praetorite Yuuzhan Vong cost 2 less when in the same squad as this character]

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

Yuuzhan Vong Reinforcements 20 [During setup, after seeing your opponent's squad, you can add up to 20 points of Yuuzhan Vong characters to your squad]

Yuuzhan Vong Reserves 20 [If you roll a 1 for initiative, you can add up to 20 points of Yuuzhan Vong characters to your squad immediately before your first activation of the round]

Commander Effect

Yuuzhan Vong allies whose names contain Scout gain Firejelly.

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Onimi, Shamed One



35

HIT POINTS 90

DEFENSE 17

ATTACK +11

DAMAGE 10



Special Abilities

Unique, Melee Attack: Twin Attack

Force Immunity [Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities]

Puppet Master [Replaces turn: range 6; target living character takes an immediate turn under your control, which does not count as one of your 2 activations this phase, even if it has already been activated this round; save 16. The target character cannot move this turn.]

Force Powers

Force 4

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

Force Poison [Force 1: +20 Damage on all attacks against adjacent living character this turn; save 11]

"Shimrra was Shimrra. I am I."

56/60

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Vergere



30

HIT POINTS 80

DEFENSE 19

ATTACK +9

DAMAGE 20



Special Abilities

Unique, Melee Attack

Affinity [May be in a squad with a character whose name contains Darth Caedus, Jacen Solo, or Lumiya]

Coral Implants [At the start of the skirmish, after seeing your opponent's squad, you may choose 1 living ally. That ally gains Vonduun]

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

Heal 20 [Replaces attacks: touch; remove 20 damage from a living character]

Healing Tears [Whenever this character removes damage from an ally, that ally gains +4 to saves against abilities whose names contain Poison. This bonus stacks with itself.]

Force Powers

Force 5

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

Force Spirit 4 [If this character is defeated, immediately add 4 Force points to an allied character with a Force rating; that allied character can spend Force points one extra time per turn for the rest of the skirmish]

Sever Force [Force 3, replaces turn: Target adjacent character cannot spend Force points for the rest of the skirmish]

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Yuuzhan Vong Hunter



14

HIT POINTS 30

DEFENSE 15

ATTACK +5

DAMAGE 10



Special Abilities

Yuuzhan Vong Warrior [Counts as a character named Yuuzhan Vong Warrior]

Melee Attack [Can attack only adjacent enemies]

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

Counterattack [Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.]

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]

Plasma Eel [Replaces attacks: sight; 20 damage to target and to each character adjacent to target; save 11]

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

58/60

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Yuuzhan Vong Droid Hunter



29

HIT POINTS 70

DEFENSE 17

ATTACK +11

DAMAGE 10



Special Abilities

Melee Attack: Twin Attack

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

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]

Magma Pebble [Replaces attacks: range 6; 20 damage, and target is burning. Each time the burning character activates, it must attempt a save of 11. On a failure, that character takes 20 damage. On a success, that character is no longer burning. Magma Pebbles stack and the burning character must make a save for each instance.]

Mobile Attack [Can move both before and after attacking]

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

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

59/60

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Yuuzhan Vong Hunter on Quednak



20

HIT POINTS 50

DEFENSE 15

ATTACK +5

DAMAGE 10



LARGE BASE

Special Abilities

Speed 10

Yuuzhan Vong Warrior [Counts as a character named Yuuzhan Vong Warrior]

Melee Attack [Can attack only adjacent enemies]

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

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]

Galloping Attack [As this character moves, it can attack each adjacent enemy and gets +4 Attack; this turn, this character cannot attack any enemy twice and cannot move directly back into a space it has just left. This ability is usable only on this character's turn.]

Plasma Eel [Replaces attacks: sight; 20 damage to target and to each character adjacent to target; save 11]

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

60/60

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Ben Kenobi



HIT POINTS 90

DEFENSE 18

ATTACK +13

DAMAGE 20

Special Abilities

Unique. Melee Attack: Double Attack Master Slicer [Replaces attacks: This turn, this character can ignore doors while moving]
Noble Sacrifice [When this character is defeated, 1 Rebel follower may make an immediate attack]
Stealth [If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

Force Powers

Force 6
Force Essence [When this character is defeated, you may immediately set up a character named Obi-Wan Kenobi, Jedi Spirit in the square this character formerly occupied. Any "at the start of the skirmish" instances are immediately resolved.]
Jedi Mind Trick 3 [Force 3, usable only on this character's turn; range 6; target living enemy and each living enemy adjacent to that target are considered activated this round and cannot make attacks of opportunity this turn; save 6]

"These are not the droids you are looking for."

1/12

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Luke Skywalker, Farmboy



HIT POINTS 50

DEFENSE 17

ATTACK +6

DAMAGE 10

Special Abilities

Unique. Pilot
Accurate Shot [Can attack an enemy with cover even if it's not the nearest enemy]
Deadeye [On this character's turn, if he doesn't move, it gets +10 Damage]
Impulsive Reprisal [If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +10 Damage]
Rapport [A character whose name contains Biggs costs 1 less when in the same squad as this character]

Force Powers

Force 2

"But I was going into Tosche Station to pick up some power converters!"

2/12

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Security Officer Stormtrooper



HIT POINTS 50

DEFENSE 17

ATTACK +8

DAMAGE 20

Special Abilities

It's a Trap! [Enemies with Stealth within 6 squares lose Stealth]
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]
Weak Willed [When this character is targeted by a Force power, it has -4 to all saves]

Commander Effect

Followers whose names contain Security gain **Door Gimmick** [At the end of its turn, this character can designate 1 door that it can see as open; it remains open until the end of this character's next turn, or until it is defeated].

"Those WERE the droids I was looking for..."

3/12

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Security Sandtrooper on Dewback



HIT POINTS 70

DEFENSE 15

ATTACK +7

DAMAGE 20

Special Abilities

Speed 8
Charging Assault +10 [Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy]
Momentum [If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies]
Stable Footing [Not slowed by difficult terrain or low objects]

Security and military forces often used dewbacks for patrols on the desert world Tatooine since they could be more reliable than mechanical transports.

4/12

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LARGE BASE

Dannik Jerriko, Bounty Hunter



HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

Unique
Bounty Hunter +2 [+2 Attack against Unique enemies]
Drain Life Energy [Whenever he defeats an adjacent living enemy, remove all damage from this character]
Proboscises [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.]
Regeneration 10 [If this character doesn't move on his turn, remove 10 damage from him at the end of that turn]
Stealth [If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

Force Powers

Force 2

Jedi Mind Trick 1 [Force 1, usable only on this character's turn; range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 1]

Dannik Jerriko was an Anzati bounty hunter known as the Eater of Luck.

5/12

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Figrin D'an



HIT POINTS 40

DEFENSE 14

ATTACK +5

DAMAGE 10

Special Abilities

Unique. Melee Attack
Distraction [Suppresses adjacent enemy commander effects]
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]
Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1]

"We don't do weddings."

7/12

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Dr. Evazan, Galactic Criminal

16

HIT POINTS 50

DEFENSE 15

ATTACK +5

DAMAGE 10

Special Abilities

Unique

Avoid Defeat [Whenever this character would be defeated, make 2 saves, each needing 1; if both succeed, this character has 10 Hit Points instead of being defeated]

Emergency Life Support [Adjacent living allies gain **Avoid Defeat**]

Homicidal Surgery 30 [Replaces attacks: touch; deal 30 damage to a living character. An allied character can instead remove 30 damage from itself with a save of 6.]

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

Rapport [A character whose name contains Ponda Baba costs 1 less when in the same squad as this character]



"I don't like you either."

6/12

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Greedo, Bounty Hunter

17

HIT POINTS 50

DEFENSE 17

ATTACK +7

DAMAGE 10

Special Abilities

Unique

Bounty Hunter +4 [+4 Attack against Unique enemies]

Cunning Attack +20 [+4 Attack and +20 Damage against an enemy who has not activated this round]

Oblivious [If this character is unactivated when targeted by an attack, this character has -4 Defense]

Snare Rifle [A character hit by this character's attacks cannot move until the end of the round]



"Koona t'chuta. Solo?"

8/12

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Momaw Nadon

15

HIT POINTS 50

DEFENSE 16

ATTACK +6

DAMAGE 10

Special Abilities

Unique, Melee Attack

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

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



Momaw Nadon was exiled from his homeworld, Ithor, after he revealed secrets of Ithorian agricultural technology to the Galactic Empire.

9/12

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Ponda Baba, Galactic Criminal

15

HIT POINTS 60

DEFENSE 15

ATTACK +6

DAMAGE 10

Special Abilities

Unique

Pirate [Counts as a character whose name contains Pirate]

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

Bounty Hunter +4 [+4 Attack against Unique enemies]

Rapport [A character whose name contains Dr. Evazan costs 1 less when in the same squad as this character]



"He doesn't like you."
—Dr. Evazan

10/12

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Tonnika Sisters

22

HIT POINTS 80

DEFENSE 16

ATTACK +8

DAMAGE 20

Special Abilities

Unique, Twin Attack

Avoid Defeat [Whenever this character would be defeated, make 2 saves, each needing 1; if both succeed, this character has 10 Hit Points instead of being defeated]

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

Careful Shot +2 [On this character's turn, if she doesn't move, it gets +2 Attack]

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



Individually, they were Brea and Senni Tonnika, although they often pretended to be just one woman, Breesni.

11/12

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Wuher

9

HIT POINTS 20

DEFENSE 15

ATTACK +6

DAMAGE 10

Special Abilities

Unique, Melee Attack

No Blasters! [Does not count as the nearest target for characters without Melee Attack]

We Don't Serve Their Kind Here [Droids brought in through enemy or ally reinforcements or reserves cost 2 more]



Wuher's dislike toward droids, he claimed, was mainly due to the fact that they took up space in the cantina and did not require refreshment.

12/12

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