Twi'lek Jedi General — 30

Special Abilities
Melee Attack. Double Attack
Affinity [May be in a Republic squad]
Master [Once during this character's turn: 1 adjacent ally whose name contains Apprentice or Padawan may move up to its speed]
Rapport [Characters named Padawan Commander cost 2 less when in the same squad as this character]
Squad Member [Counts as having the same name as any ally for purposes of special abilities whose names contain Squad. Gains abilities whose names contain Squad from allies within 6 squares]
Valiant [+10 Damage against an enemy that is within 6 squares of an allied character]

Force Powers
Force 4
Lightsaber Defense [Force 1: When hit by an attack, this character takes no damage with a save of 11]
Lightsaber Flurry [Force 1, replaces attacks: Make 4 attacks at -10 Damage]

Commander Effect
Once per turn, at the start or end of this character's turn, you may place 1 ally within 6 squares in a square adjacent to this character.
Allies with a lightsaber and without Double, Triple, or Quadruple Attack gain Valiant.

A Twi'lek Jedi General was killed in battle leading a clone trooper charge. CT-5539 "Hack" picked up her body and continued the charge.

HIT POINTS 90
DEFENSE 18
ATTACK +12
DAMAGE 20

1/30
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Darth Sidious, Sith Emperor — 39

Special Abilities
Unique. Melee Attack. Sith Eternal
Affinity [May be in an Imperial or Separatist Squad]
Devotion [If this character would take damage from a nonadjacent attack, he may attempt a save of 11. On a success, a Non-Unique living ally within 6 squares takes the damage instead.]
Master [Once during his turn: 1 adjacent ally whose name contains Apprentice or Padawan may move up to its speed]
The Phantom Menace [This character does not count as a legal target for enemies farther than 6 squares away.]

Force Powers
Force 2. Force Renewal 1. Master of the Force 2
Burst Lightning [Force 1, usable only on this character's turn: range 6; 10 damage]
Force Dominate [Force 2, replace attacks: sight; Target living character takes an immediate turn under your control, which does not count as an activation for the round; save 11. The target character cannot move this turn.]

Commander Effect
If this character is in a Sith squad, at the start of the skirmish, after set-up, you can add up to 20 points of Sith characters to your squad.
Unique Non-Fringe allies with a Force rating and a Lightsaber gain Devotion.

"Once more the Sith will rule the galaxy!"

HIT POINTS 100
DEFENSE 18
ATTACK +0
DAMAGE 0

2/30
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Ochi of Bestoon, Sith Assassin — 23

Special Abilities
Unique. Sith Eternal. Twin Attack
Acrobatic [Ignores enemy characters when moving]
Assassin [+4 Attack and +10 Damage against living enemies]
Camaraderie [Characters whose names contain D-O, or Vader gain Dodge]
Dodge [When hit by a nonmelee attack, this character takes no damage with a save of 11]
Sith Dagger [+4 Attack and +4 Defense against adjacent enemies with a Lightsaber]
Tactical Assault [Replaces Attacks: Attack each legal target once]

Remember Ochi of Bestoon when you die!

HIT POINTS 70
DEFENSE 18
ATTACK +8
DAMAGE 20

3/30
WWW.SWMGAMERS.COM

Sith Eternal Sergeant — 28

Special Abilities
Sith Eternal. Trooper. Double Attack
Devotion [If this character would take damage from a nonadjacent attack, he may attempt a save of 11. On a success, a Non-Unique living ally within 6 squares takes the damage instead.]
Rapport [Non-Unique Sith Eternal followers cost 1 less when in the same squad as this character]
Squad Firepower [+10 Damage while 3 allies with the same name as this character are within 6 squares]
Squad Discipline [Ignores enemy abilities that suppress commander effects while 3 allies with the same name as this character are within 6 squares]
Squad Member [Counts as having the same name as any ally for purposes of special abilities whose names contain Squad. Gains abilities whose names contain Squad from allies within 6 squares.]

Commander Effect
Allies named Sith Eternal Trooper within 6 squares of an ally named Sith Eternal Lance Corporal gain Double Attack.

Sith trooper squads consisted of ten troopers and were led by Sith trooper sergeants.

HIT POINTS 70
DEFENSE 18
ATTACK +10
DAMAGE 20

4/30
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Tulak Hord, Lord of Hate — 42

Special Abilities
Unique. Darth. Melee Attack; Soresu Style Mastery
Distraction [Suppresses adjacent enemy commander effects]
Jar'Kai Style [On his turn, if this character's first attack hits, he can make 1 extra attack]
Melee Duelist [+4 Defense when attacked by an adjacent enemy]
Sith Reflexes [Once per turn, when damaged by an enemy, this character may immediately use a replace attacks Force Power]
Unstoppable [Cannot be activated, moved, or be prevented from moving or changing position by enemies]

Force Powers
Force 3. Force Renewal 1. Master of the Force 2
Lightsaber Throw [Force 1, replaces attacks: Attack 1 enemy within 6 squares]
Sith Hatred [Force 1, usable only on this character's turn: 10 damage to all enemies within 2 squares]
Sith Rage [Force 1: +10 Damage on all attacks this turn]
Teleport [Force 1, replaces attacks: Place this character into an unoccupied square within 4 squares. After changing position, he may make 1 attack.]

Commander Effect
At start of skirmish, choose 1 Unique Sith ally; that chosen ally gains Distraction for the rest of the skirmish.
Sith allies without a Force rating get +4 Attack, +10 Damage, and gain Identical Forces [At the end of its turn, it can switch positions with an ally within 6 squares who is the same size and has Identical Forces] Gloom Walker, Lost Tribe, and Sith Eternal allies ignore this effect.

Designed by 2021 World Champion Bryan Hale (DarkDracul)

HIT POINTS 140
DEFENSE 21
ATTACK +14
DAMAGE 20

5/30
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Clone Lieutenant Jesse — 27

Special Abilities
Unique. Order 66. Double Attack
Camaraderie [A medium based ally whose name contains Captain Rex gains Trooper]
Disciplined Leader [This character's commander effect cannot be suppressed]
Squad Maneuver [This character gains Evade while 3 allies with the same name as this character are within 6 squares]
Trooper [Counts as a character named 501st Clone Trooper]
Willing to Serve [Counts as a follower for purposes of allied commander effects]

Commander Effect
Allied 501st troopers gain Squad Maneuver.

Commander Rex, you're in violation of Order 66. I accuse you of treason against the Grand Army of the Republic.

HIT POINTS 70
DEFENSE 17
ATTACK +10
DAMAGE 20

6/30
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Clone Commando Instructor — 25

Special Abilities
Order 66. Double Attack
Affinity [May be in an Imperial squad with a character whose name contains Tarkin]
Camaraderie [An ally named Darth Vader, Sith Apprentice gains Forward Commander]
Forward Commander [+1 Attack and +1 Defense for each Trooper ally within 6 squares]
Relay Orders [Each allied commander can count distance from this character as well as from itself for the purpose of commander effects]
Stealth [If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets]
Trooper [Counts as a character named 501st Clone Trooper or 501st Legion Stormtrooper]

Commander Effect
501st trooper allies gain Squad Cover [+4 Defense while 3 allies with the same name as this character are within 6 squares].

Clone commandos trained the first generation of non-clone stormtroopers, known as TK troopers.

HIT POINTS 60
DEFENSE 17
ATTACK +10
DAMAGE 20

7/30
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Depa Billaba, Jedi Master — 53

Special Abilities
Unique. Melee Attack; Twin Attack
Acrobatic [Ignores enemy characters when moving]
Fixed Odds [This character is not subject to Special Abilities that modify saves]
Master [Once during her turn: 1 adjacent ally whose name contains Apprentice or Padawan may move up to its speed]
Soresu Style Mastery [When hit by an attack, this character takes no damage with a save of 11]
Vaapad-Style Fighting [Scores a critical hit on an attack roll of natural 18, 19, or 20]

Force Powers
Force 3. Force Renewal 1
Lightsaber Assault [Force 1, replaces attacks: Make 2 attacks]
Force Sense 3 [Force 3, usable only on this character's turn: Enemy characters lose Stealth and Cloaked for the rest of the round]

Commander Effect
Bad Batch and Order 66 allies gain Synergy [+4 Attack and +4 Defense while an allied character with a Force rating is within 6 squares].
If an ally named Caleb Dume, Jedi Padawan is in your squad with this character they do not violate the requirements of Allegiance or Call for Support from Bad Batch allies.

You must run! Run, Caleb!

HIT POINTS 120
DEFENSE 20
ATTACK +13
DAMAGE 20

8/30
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AQ-Series Battle Droid — 15

Special Abilities
Droid. Stealth
Camaraderie [Quarren allies gain Stable Footing, Charging Assault and Valiant]
Charging Assault [Replaces turn: Can move up to double speed, then make an attack against an adjacent enemy]
Light Blaster Cannons [Replaces attacks: Make 2 attacks, at +10 Attack for 10 Damage. Cannot gain abilities while making these attacks.]
Relay Orders [Each allied commander can count distance from this character as well as from itself for the purpose of commander effects]
Stable Footing [Not slowed by difficult terrain or low objects]
Turbulence [Adjacent squares also count as difficult terrain.]
Valiant [+10 Damage against an enemy that is within 6 squares of an allied character]

"Send out the aqua droids." — Asajj Ventress

HIT POINTS 50
DEFENSE 16
ATTACK +3
DAMAGE 10

9/30
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Dark Acolyte Master — 33

Special Abilities
Melee Attack; Double Attack; Ambush
Affinity [May be in a Sith squad]

HIT POINTS 90
DEFENSE 18
ATTACK +11
DAMAGE 20

Absorb Life Energy [When a living enemy is defeated by this character, remove 10 damage and this character gets +1 Attack and +1 Defense. These bonuses are cumulative.]
Bloodthirsty [+10 Damage on melee attacks against enemies at half Hit Points or less]
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.]
Savage Force Renewal [While this character has Savage he gains Force Renewal 1]

Force Powers
Force 3
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 Sweep [Force 1, replaces attacks: Can attack each adjacent enemy once]

Commander Effect
Savage characters are subject to this effect: Non-Unique medium Separatist and Sith allies with Melee Attack and a force rating gain Indiscriminate Rage and Absorb Life Energy.

Dark Acolytes had comand over forces in the Confederacy military.

10/30
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Chirrut Îmwe and Baze Malbus — 44

Special Abilities
Unique. Rogue One. Triple Attack

HIT POINTS 100
DEFENSE 19
ATTACK +12
DAMAGE 20

Close-Quarters Fighting [+4 Attack against adjacent enemies]
Extra Effort [At the start of this character's turn, it may immediately use an ability that replaces attacks without replacing attacks]
Force-Attuned Armor [Whenever this character takes damage, it reduces the damage by 10 with a save of 11]
One With The Force [Named Force powers cost 1 less Force point while this character has less than half Hit Points remaining.]
Parry [When hit by a melee attack, this character takes no damage with a save of 11]

Force Powers
Force 2
Blaster Barrage [Force 1, replaces attacks: Can attack every legal target once]
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]

LARGE BASE

"I don't need luck, I have you."
—Chirrut Îmwe to Baze Malbus

11/30
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Commander Gregor, Veteran — 35

Special Abilities
Unique. Ghost Crew. Double Attack; Evade
Greater Mobile Attack

HIT POINTS 80
DEFENSE 18
ATTACK +11
DAMAGE 20

Allegiance [If your squad contained an ally named Captain Rex, Veteran immediately before the first activation of the skirmish, this character gains Presumed Dead]
Last Stand [Once per round, immediately before using Presumed Dead or if this character would be defeated, he may use a special ability that replaces attacks]
Synergy +4 [An ally whose name contains Rex or Wolffe gets +4 Attack while within 6 squares of this character]
Tactical Assault [Replaces attacks: attack each legal target once]

Commander Effect
If all Unique allies have Ghost Crew; Unique characters in your squad without a Force Rating and who cost less than this character gain Double Attack, Evade and Greater Mobile Attack.

It was an honor to serve with you, Rex.
It was an honor to fight with you for something that we chose to believe in.

12/30
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Ewok Hunter — 20

Special Abilities
Commando. Stealth

HIT POINTS 60
DEFENSE 18
ATTACK +6
DAMAGE 10

Swarm +1 [+1 Attack against a target for each allied Ewok adjacent to that target]
Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated this round]
Double Claw Attack [On its turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies]
It's a Trap! [Enemies with Stealth within 6 squares lose Stealth]
Sniper [Other characters do not provide cover against this character's attack]
Tracking [At the start of this character's turn, this character or an ally within 4 squares may move up to 4 squares toward the highest-cost enemy]

SMALL BASE

"As night falls, the Imperial survivors are about to learn that their Ewok nightmare has only just begun . . ."
— BattleFront II

13/30
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Rogue One Tracker — 18

Special Abilities
SpecForce. Stealth

HIT POINTS 50
DEFENSE 16
ATTACK +7
DAMAGE 20

Twin Attack [Whenever this character attacks, it makes 1 extra attack against the same target]
Long-Range Vision [+4 Attack against targets farther than 6 squares away]
Grenades 20 [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11]

"Light it up!" —Cassian Andor on Scarif

14/30
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Saw Gerrera, Rebel Extremist — 35

Special Abilities
Unique. Partisan. Double Attack; Cunning Attack
Allegiance [At the start of the skirmish, if all Unique allies are Partisan, this character gains Prideful (While this character has a higher printed cost than any other character in your squad, Partisan allies with a Damage value greater than 0 get +4 Attack and +10 Damage until this character is defeated)]
Deadly Attack [Scores a critical hit on an attack roll of natural 19 or 20]
Exclusive Loyalty [Not subject to commander effects of allies who are not Partisans]
Heroic [When targeted by an attack from a non-Unique enemy, choose 1 of that enemy's Special Abilites to be negated this attack]
Rival [Cannot be in a squad with any character whose name contains Ackbar, Dodonna or Mon Mothma]
Ruthless [Critical hits from this character cannot be prevented or redirected]

HIT POINTS 80
DEFENSE 19
ATTACK +10
DAMAGE 20

Commander Effect
Partisan allies gain Exclusive Loyalty.
Unique Partisan allies gain Heroic and Ruthless.

I'm fighting for you and everyone else . . .
And I won't apologize for how I do it.
—Saw Gerrera

15/30
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Taidu Sefla — 25

Special Abilities
Unique. Rogue One. SpecForce

HIT POINTS 70
DEFENSE 18
ATTACK +9
DAMAGE 20

Accurate Shot [Can attack an enemy with cover even if it's not the nearest enemy]
Grenades 30 [Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save 11]
Sniper [Other characters do not provide cover against this character's attack]

Commander Effect
Non-Unique SpecForce and Rogue One allies gain Accurate Shot.

Taidu Sefla led a Rebel Alliance SpecForce Tracker unit on Scarif.

16/30
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Weeteef Cyu-Bee — 14

Special Abilities
Unique. Partisan. Stealth

HIT POINTS 30
DEFENSE 15
ATTACK +5
DAMAGE 20

Accurate Shot [Can attack an enemy with cover even if its not the nearest enemy]
Careful Shot +6 [On this character's turn, if he doesn't move, he gets +6 Attack]
Demolition Charge [Replaces turn: 1 adjacent Huge or larger enemy with Mounted Weapon is defeated; save 6]
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 11 for 10 damage.]

SMALL BASE

Weeteef served Saw Gerrera's Partisans as a sharpshooter and demolitions expert.

17/30
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Governor Arihnda Pryce — 27

Special Abilities
Unique. Melee Attack; Double Attack

HIT POINTS 80
DEFENSE 18
ATTACK +10
DAMAGE 20

Explosive Supplies [Replaces turn: Choose 1 adjacent ally to gain Satchel Charge]
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]
Parry [When hit by a melee attack, this character takes no damage with a save of 11]
Rebel Hunter [+4 Attack and +10 Damage against Rebel enemies]
Strong Willed [Cannot be affected by Jedi Mind Trick]

Commader Effect
Non-Unique Imperial Pilot and Trooper allies gain Rebel Hunter.

I serve the Empire until the end.

18/30
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Inferno Squad Commando — 21

HIT POINTS 60
DEFENSE 17
ATTACK +8
DAMAGE 20

Special Abilities

Pilot. Resistance

Affinity [May be in a New Republic squad]

Mines 20 [An enemy that moves adjacent to this character takes 20 damage; save 11]

Shared Armament [At the start of this character's turn, choose a special ability that replaces attacks from a commando ally within 6 squares. This character gains the chosen special ability this turn.]

Shielded [Replaces attacks: This character and allied Commandos within 6 squares lose Evade and gain Shields 2 (When this character takes damage, make 2 saves, each needing 11; each success reduces the damage dealt by 10)]

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 need more troopers like you."
—501st Stormtrooper

19/30 WWW.SWMGAMERS.COM

Ninth Sister (Masana Tide) — 32

HIT POINTS 100
DEFENSE 18
ATTACK +11
DAMAGE 20

Special Abilities

Unique. Inquisitor. Melee Attack; Double Attack

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

Dark Armor [Whenever this character takes damage, she reduces the damage dealt by 10 with a save of 11. Attacks with lightsabers ignore this special ability.]

Leeching Attack [If this character deals damage with an attack; at the end of the turn it gains 1 Force Point]

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

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

Force Powers

Force 3

Counter Push 1 [Force 1, usable only when this character takes damage; range 6; 10 damage; push back target 1 square if Huge or smaller]

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 Repulse 3 [Force 3, replaces turn: 30 damage to all characters within 3 squares; push back Huge or smaller characters to 4 squares from this character. Huge or smaller characters are considered activated this round; save 11]

Lightsaber Throw [Force 1, replaces attacks: Attack 1 enemy within 6 squares]

You can't stop the Empire!

LARGE BASE

20/30 WWW.SWMGAMERS.COM

Third-Generation Dark Trooper — 23

HIT POINTS 70
DEFENSE 17
ATTACK +8
DAMAGE 20

Special Abilities

Droid. Twin Attack

Advanced Shields 1 [When this character takes damage, it reduces the damage dealt by 10 with a save of 6]

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.]

Close-Quarters Fighting [+4 Attack against adjacent enemies]

Fireproof [Immune to Flamethrower]

Phase III Enhancement [Allies whose names contain Dark Trooper lose Heavy Weapons and gain Breach]

"You're about to face off with the dark troopers. You had your hands full with one. Let's see how well you do against a platoon."
—Moff Gideon

21/30 WWW.SWMGAMERS.COM
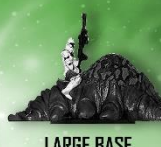

Company 77 Trooper on Orbak — 18

HIT POINTS 50
DEFENSE 15
ATTACK +3
DAMAGE 10

Special Abilities

Resistance. Melee Attack; Speed 8

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

Orbak [At the end of it's turn, you may replace this character with a character named Resistance Trooper. The replacement character starts with damage equal to the damage currently on this character and is considered activated this round.]

JL-4410, was the lead groom responsible for tending to the group's orbak contingent.

LARGE BASE

22/30 WWW.SWMGAMERS.COM

General Hera Syndulla — 35

HIT POINTS 90
DEFENSE 18
ATTACK +9
DAMAGE 20

Special Abilities

Unique. Pilot. Twi'lek. Double Attack; Evade

Affinity [Your squad may include a character whose name contains Chopper regardless of faction]

Allegiance [If all living Unique allies in your squad were New Republic pilots immediately before the first activation of the skirmish, non-Unique New Republic pilots without a Force rating gain Double Attack and Greater Mobile Attack]

Call for Support [If all living Unique allies are New Republic pilot allies, at the end of this character's turn you may move a New Republic pilot follower without a Force rating within 6 squares up to 6 squares]

Valiant [+10 Damage against an enemy that is within 6 squares of an allied character]

Commander Effect

New Republic pilot followers without a Force rating gain Valiant.

At the end of this character's turn, 1 New Republic pilot follower without a Force rating within 6 squares can make an immediate attack.

Hello Vanguard. Welcome to the Nadiri Dockyards.

23/30 WWW.SWMGAMERS.COM

Boba Fett, Daimyo of Tatooine — 42

HIT POINTS 110
DEFENSE 19
ATTACK +14
DAMAGE 20

Special Abilities

Unique. Fett's Gotra. Melee Attack; Double Attack Flight; Parry; Beskar'gam 6

Allegiance [If all unique characters in your squad had Fett's Gotra immediately before the first activation of the skirmish, this character gains Weapons Expert (Once per turn on his turn, this character can use a special ability that replaces attacks without replacing attacks)]

Camaraderie [Allied characters named Rancor or whose names contain Fennic Shand, Black Krrsantan, or Din Djarin gain Fett's Gotra]

Crime Lord [Living allies get +2 attack and +2 defense if all unique characters in your squad have Fett's Gotra]

Knee Rockets [Useable once per skirmish, replaces attacks; range 6; 30 damage to target enemy and 2 adjacent enemies]

Rancor Rider [An adjacent ally named Rancor gains Wall Climber and Mount for purposes of this character only]

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

Commander Effect

An allied character named Fennic Shand gains Assassin.

If this character has Weapons Expert, Fett's Gotra allies gain Weapons Expert.

I'm the Daimyo of this district and I will bring order.

24/30 WWW.SWMGAMERS.COM

Cobb Vanth — 27

HIT POINTS 80
DEFENSE 18
ATTACK +12
DAMAGE 20

Special Abilities

Unique. Mando's Ally. Flight; Double Attack

Beskar'gam 6 [When this character takes damage, it reduces the damage dealt by 10 with a save of 6]

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.]

Missiles 30 [Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save 11]

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

Quick Draw [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]

Commander Effect

Tusken Raider allies within 6 squares gain 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 11]

I've never met a real Mandalorian. Heard stories. I know you're good at killing. And probably none too happy to see me wearing this hardware.

25/30 WWW.SWMGAMERS.COM

Jawa Warlord — 22

HIT POINTS 70
DEFENSE 18
ATTACK +8
DAMAGE 20

Special Abilities

Double Attack; Ion Gun +20

Allegiance [If your squad contained only Jawa and non-living characters immediately before the first activation of the skirmish, Jawa allies gain Tribe Unity and Utinni]

Droid Master [Non-Unique Droid characters within 6 squares gain Double Attack]

Tribe Unity [This character may use the printed Attack and Defense ratings of itself or another Jawa ally within 6 squares, whichever are higher]

Utinni [This character may use printed abilities of non-unique Jawa allies within 6 squares]

Commander Effect

If all living allies are Jawas, this character gains the following commander effects, Droids are subject to these effects:

When a Jawa attacks on its turn, at the end of that turn, 1 Jawa or Droid ally within 6 squares of the attacking Jawa may make 1 immediate attack against that enemy if it can. That Jawa loses Twin Attack this turn.

Your squad may only contain 1 non-Unique droid per faction but may contain non-unique droids regardless of faction.

"These Jawas follow a leader called Wittin. They're not like other Jawas—they're mean."
—Kitster Banai

26/30 WWW.SWMGAMERS.COM

Nightbrother Archer — 8

HIT POINTS 10
DEFENSE 14
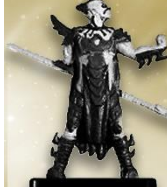**ATTACK** +4
DAMAGE 10

Special Abilities

Nightbrother [Counts as a character whose name contains Nightsister]

Tandem Shot [If a Nightsister ally combined fire or made an attack this phase, until the end of the phase this character gains Plasma Bolt -4 (Enemies get -4 to saves to prevent damage from this character's attacks)]

Dathomir thirsts for your blood!

27/30 WWW.SWMGAMERS.COM

Nightsister Zombie — 6

HIT POINTS 20
DEFENSE 14
ATTACK +6
DAMAGE 10

Special Abilities
Melee Attack

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

Nightsister Zombie [This character does not count as a living character. Whenever this character defeats a living enemy you can immediately add a character named Nightsister Zombie to your squad. The new character sets up in a square that enemy formerly occupied. If this character has no allies with Chant of Resurrection it is immediately defeated.]

When Dathomir was attacked by the Separatists, Old Daka used her power to stir the bodies of the Nightsisters graveyard.

28/30

Ziton Moj, Head of Black Sun — 28

HIT POINTS 50
DEFENSE 18
ATTACK +10
DAMAGE 10

Special Abilities
Unique. Black Sun Vigo. Evade

Blaster Upgrade [Allies within 6 squares with nonmelee attacks that deal exactly 10 Damage gain Twin Attack]

Camaraderie [Falleen and Fringe allies with Glitterstim, Musician, or Pheromones gain Black Sun Vigo]

Opportunist +20 [+4 Attack and +20 Damage against an enemy who has activated this round]

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]

Rapport [Black Sun characters cost 2 less when in the same squad as this character]

Commander Effect
If all allies are Black Sun, this character gains the following commander effect:
At the end of this character's turn, you may activate 1 Black Sun ally within 6 squares who has not yet activated this round. This does not count as one of your 2 activations this phase.

*Stand down!
You are now all slaves
of the Black Sun Clan!*

29/30

Skull Squadron Officer — 26

HIT POINTS 80
DEFENSE 18
ATTACK +9
DAMAGE 20

Special Abilities
Mandalorian Protector. Pilot. Twin Attack

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

Camaraderie [Allied Mandalorian Protectors gain Pilot]

Rapport [Unique Mandalorian Protectors cost 1 less when in the same squad as this character]

Rival [This character cannot be in a squad that contains any character whose name contains Death Watch]

Synergy +4 [Mandalorian pilot allies get +4 attack while within 6 squares of another Mandalorian pilot ally]

Commander Effect
Allied Mandalorian Protectors gain Greater Mobile Attack.

*"Skull Squadron to General Depa Billaba . . .
I think we can buy you those two minutes."
— Fenn Rau*

30/30

Cere Junda — 43

HIT POINTS 120
DEFENSE 18
ATTACK +10
DAMAGE 10

Special Abilities
Unique. Mantis Crew. Double Attack; Parry
Affinity [May be in a Rebel squad]
Allegiance [If all Unique characters in your squad had Mantis Crew immediately before the first activation of the skirmish, this character gets +4 Attack and +4 Defense]
Camaraderie [Mantis Crew allies gain Double Attack]
Force Bond [An ally whose name contains Cal Kestis gains Lightsaber Reflect]
Lightsaber [+10 Damage against adjacent enemies]

Force Powers
Force 2. Force Renewal 1
Force Repulse 3 [Force 3, replaces turn: 30 damage to all characters within 3 squares, push back Huge or smaller characters to 4 squares from this character. Huge or smaller characters are considered activated this round; save 11.]
Force Withdraw [Force 1, useable only on this character's turn: Until the start of this character's next turn or until she spends a Force point, she gains Force Immunity.]
Lightsaber Reflect [Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage, save 11]

Commander Effect
An ally whose name contains Cal Kestis gains Parry.

*We will always struggle. But that is the test. It's the choice
to keep fighting that makes us who we are.*

1/6

Taron Malicos — 40

HIT POINTS 120
DEFENSE 20
ATTACK +14
DAMAGE 20

Special Abilities
Unique. Nightbrother. Melee Attack; Double Attack
Jar'kai Style [On his turn, if this character's first attack hits, he can make 1 extra attack]
Synergy +4 [Non-Unique Nightbrother allies and large based non-Unique allies with Order 66 get +4 attack while within 6 squares of this character]
Tactician +4 [Add +4 to the initiative roll except on a roll of 1]

Force Powers
Force 3. Force Renewal 1
Force Pull 2 [Force 2, replaces attacks: range 6; Move target Large or smaller enemy adjacent to this character. Make an immediate attack against that enemy.]
Telekinesis [Force 2: When hit by an attack, this character takes no damage and cannot be targeted for the rest of this turn unless the attacker makes a save of 11]
Telekinetic Throw [Force 2: Replaces attacks; Useable while this character is in low objects; 40 damage to one target enemy within 6 squares.]

Commander Effect
Non-Unique Nightbrother allies and large based non-Unique allies with Order 66 gain Double Attack and Greater Mobile Attack.

*There's power there. Beyond Jedi understanding.
Power I control. I would offer you the same thing.*

2/6

Cal Kestis and BD-1 — 35

HIT POINTS 100
DEFENSE 18
ATTACK +8
DAMAGE 20

Special Abilities
Unique. Melee Attack; Mantis Crew
Allegiance [If all Unique characters in your squad had Mantis Crew immediately before the first activation of the skirmish, this character gets +4 Attack and +4 Defense]
BD Unit [At the start of this character's turn, choose one of the following effects: Designate 1 door within 4 squares as open this turn; Target enemy gets -2 defense this turn; Remove 10 damage from this character.]
Leeching Attack [If this character deals damage with an attack; at the end of the turn he gains 1 Force point]
Wall Climber [This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall.]

Force Powers
Force 3
Force Stasis [Force 1, usable only on this character's turn: range 6; target enemy's speed is reduced to half until the end of his next turn, Save 11 negates]
Force Pull 2 [Force 2, replaces attacks: range 6; Move target Large or smaller enemy adjacent to this character. Make an immediate attack against that enemy.]
Force Push 2 [Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller]
Lightsaber Throw [Force 1, replaces attacks: Attack 1 enemy within 6 squares]

"BD toss me a stim"

3/6

Greez Dritus — 14

HIT POINTS 60
DEFENSE 12
ATTACK +6
DAMAGE 10

Special Abilities
Pilot. Mantis Crew. Greater Mobile Attack

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

Allegiance [If all Unique characters in your squad had Mantis Crew immediately before the first activation of the skirmish, this character gets +4 Attack and +4 Defense]

Camaraderie [Mantis Crew allies gain Agile]

Gambler's Luck [Once per turn, this character can reroll an attack, adding +4 to the result. If the attack misses, this character takes 10 damage.]

Commander Effect
At the start of the skirmish, choose 1 Unique living Rebel Commander to not violate the requirements of Allegiance for the rest of the skirmish.

If a character whose name contains Cere Junda is in your squad, Mantis Crew allies gain Greater Mobile Attack.

Greezy money, baby.

4/6

Merrin, Nightsister of Dathomir — 25

HIT POINTS 80
DEFENSE 18
ATTACK +8
DAMAGE 10

Special Abilities
Unique. Mantis Crew. Twin Attack

Allegiance [If all Unique characters in your squad had Mantis Crew immediately before the first activation of the skirmish, this character gets +4 Attack and +4 Defense]

Camaraderie [Mantis Crew allies gain Twin Attack]

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

Force Powers
Force 2. Force Renewal 1
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]
Teleport [Force 1, replaces attacks: Place this character into an unoccupied square within 4 squares. After changing position, she may make 1 attack.]

Commander Effect
Mantis Crew and Nightsister allies gain Cunning Attack.

*When you face one Nightsister of Dathomir . . .
you face us all!*

5/6

Second Sister (Trilla Suduri) — 45

HIT POINTS 120
DEFENSE 20
ATTACK +12
DAMAGE 20

Special Abilities
Unique. Inquisitor. Melee Attack; Double Attack

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

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

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

Rapport [A character named The Inquisitor, Jedi Hunter cost 15 less in a squad with this character]

Force Powers
Force 2. Force Renewal 1
Force Dash [Force 2, replaces attacks: Move this character up to her Speed. After moving, this character may make 2 attacks.]
Lightsaber Reflect [Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage, save 11]
Lightsaber Throw [Force 1, replaces attacks: Attack 1 enemy within 6 squares]

Commander Effect
Inquisitor characters get +2 attack and +2 defense while within 6 squares of an allied Inquisitor.

I am what Cere made me.

6/6

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