

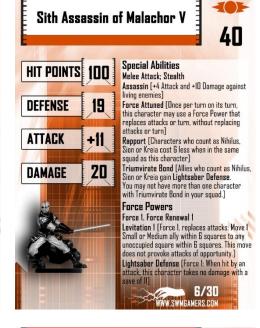






Lord Nyax (Irek Ismaren)





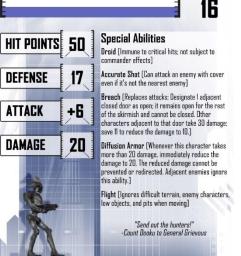






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8/30

Hunter Battle Droid





Captain Sarkli 70 HIT POINTS DEFENSE 16

10

ATTACK

DAMAGE

HIT POINTS

DEFENSE

ATTACK

DAMAGE

DAMAGE





Commander Pyre





Del Meeko, Inferno Squad Commando

18

+10

20

DEFENSE

ATTACK

DAMAGE

HIT POINTS

DEFENSE

ATTACK

DAMAGE





[Usable on this character's turn: if this character has line of sight to an enemy, choose any I enemy

character. That enemy cannot change position outside its turn until the start of this character's

"Stand by, Ion Control ... Fire." — Toryn Fari 10/30 WWW.SWMGAMERS.COM

next turn or until this character is defeated.)



Unique. Pilot. Resistance

Affinity (May be in a New Republic squad) Camaraderie [Unique Commando allies gain Stealth]

Forward Observer [Ranges on allies' special abilities that replace attacks are extended by 2

and Signals [Commando allies are not affected by enemy abilities that suppress commander effects while they have line of sight to this

Rival (Cannot be in a squad with any First Order

Stealth [If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets] Targeting Blaster (Replaces attacks: Make I attack ignoring cover; you cannot use Twin Attack and allies cannot combine fire this turn)

13/30

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Soontir Fel. Commander of the 181st

18

10



11/30

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Commander Effect

IBIst Imperial Pilot allies within 6 squares gain **Survival Expert** (+4 to this character's save rolls). Pilot followers gain Mobile Attack (Can move both before and after attacking) and Squad Firepower.

"Fel is the best Imperial pilot alive."—Tycho Celchu



C-3PO, Resistance Protocol Droid





Galactic Alliance Senator

+0

10





Special Abilities

Melee Attack [Can attack only adjacent enemies]

Diplomat [If an attacker has line of sight to any enemies without Diplomat, this character is not a legal target and does not count as the nearest enemy, even if adjacent]

Synergy +4 [Unique Galactic Alliance allies get +4 Attack and +4 Defense while within G squares

Commander Effect

If you go first in a round and have an initiative check of 11 or higher, you can choose to activate two Unique Galactic Alliance characters in the

"Too long have some among us treated the Jedi with contempt and suspicion." —Senator Thuv Shinev

16/30

Jedi Wing Commander





Special Abilities HIT POINTS 80 Pilot. Double Attack. Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated this round] DEFENSE 18 Evade (When hit by an attack from a nonadiacent enemy, this character takes no damage with a lave of [1] ATTACK +10 Force Powers

10

Force Dash [Force 2, replaces attacks: Move this character up to its speed;
After moving, this character may make 2 attacks)

Lightsaber Bravado +10 [Force I, replaces attacks: +6 Attack and +10 Damage this turn; make Z attacks against adjacent enemies with a higher point cost]

Commander Effect

New Republic pilot followers with a lightsaber gain **Force Dash**.

Kazuda Xiono

Special Abilities



15/30

HIT POINTS 50	Unique. Resistance. Pilot. Evade
DEFENSE 16	Apprentice Mechanic 30 (Replaces attacks: touch; deal 30 damage to a nonliving character. An allied character can instead remove 30 damage from itself with a save of 6.)
ATTACK +4	Double Agent (Suppresses enemy and allied commander effects that alter the number of activations per phase)
DAMAGE 10	Karmic Luck [If your initiative check is an odd number, +4 to all this character's rolls for the round; if it is an even number, -4 to all his rolls

Lift (Replaces attacks: touch; move I adjacent Small or Medium ally to any space adjacent to this character. This move does not provoke attacks of opportunity.)

Rapport [Costs 3 less when in the same squad as a character whose name contains Yeager]

"Get ready to be impressed."









Black Market Biotech Dealer



Special Abilities

Unique, Pirate, Double Attack Cunning Attack [+4 Attack and +10 Damage against an enemy who has not activated this

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

Commander Effect

Pirate allies within 6 squares get +4 Attack and +10 Damage and gain Ruthless

Usable while this character has at least two Pirate allies within 6 squares: At the end of his turn, choose an ally that costs 4 or less; 10 damage to that character. If there are no allies that cost 4 or less, your opponent instead must choose a character in their squad that costs 4 or less; 10 damage to that character; save 16.

"You should never underestimate what people will do out of pride." —Grodin Tierce

21/30

Crime Lord's Rancor Monster

+10

20

HIT POINTS 140

HUGE BASE

HIT POINTS

DEFENSE

ATTACK

DAMAGE



Special Abilities Hutt Cartel. Melee Attack; Melee Reach 2 Triple Attack

Camaraderie (An ally who counts as Malakili gains Hutt Cartel]

Rancor [Counts as a character named Rancor]

Savage [This character must end its move next to an enemy if it can and does not benefit from commander effects]

Chomo [Replaces attacks, usable once per turn: touch; I target enemy takes damage equal to half their remaining Hit Points (rounded down):

Clamp (An enemy hit by this character's attack takes +10 Damage and cannot move this round; save II negates]

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

"Is that a Rancor? Oh, how horrid!" -C-3PO, to Arica

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Hoth Wampa

70

15

20

HIT POINTS

DEFENSE

ATTACK

DAMAGE

LARGE BASE

DAMAGE



Savage; Melee Attack; Double Attack

Coordinated Strike (At the end of this character's turn, if this character hit exactly one enemy with attacks this turn, an allied Wampa within 6 squares may make an immediate attack against that enemy if it can]

Special Abilities

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

Wounding Attack [Whenever this character's attack hits, +10 Damage on its next attack this

"You're talking about a predator two and a half meters tall, sometimes weighing two hundred kilograms or more, with razor-sharp teeth and claws."

-Vesto Slipher, InterGalactic Banking Clan

23/30

Lando Calrissian, Young Sportsman



Special Abilities HIT POINTS 80 Unique. Crimson Dawn. Pilot Con Artist (During setup, after seeing your opponent's squad, you may choose one enemy DEFENSE commander effect. This character is now subject to that commander effect regardless of restrictions. This effect lasts until the ATTACK +10 chosen commander is defeated.) One Step Ahead [Once per skirmish: this character's or an ally's next attack or save DAMAGE 20 roll counts as a natural 117

Opportunist [+4 Attack and +10 Damage against an enemy who has activated this round] Rapport (A character whose name contains

L3-37 costs 5 less when in the same squad as this character]

> "He's attractive, too... sophisticated with impeccable taste and charisma."—Qi'ra

24/30

Maul, Hologram





Special Abilities

Unique, Crimson Dawn

initiative are suppressed for the player who took the last activation of the previous round] Rival (Cannot be in a squad with any non-Fringe character without Independent Dutfit] Force Powers

Force 2

Commander Effect

At the end of this character's turn, up to three Crimson Dawn allies within 6 squares can move

During setup, an ally named Qi'ra gains 1 Force point

25/30

Rio Durant

10



Special Abilities HIT POINTS 50 Unique. Pilot Camaraderie (An ally who counts as Chewbacca gains Independent Outfit (Also counts as a DEFENSE 16 Fringe character for the purpose of commander effects). Mercenary and Pilot] Coordinated Movement [At the end of this ATTACK character's turn, I ally with Mercenary may immediately move up to 2 squares)

Infrared Vision [Non-Unique enemies with Cloaked within 6 squares lose Cloaked]

Jolt (An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.]

Mercenary (This character can move only if he cannot make an attack from his starting space]

> "Have you ever tried to disinvite a Wookiee to anything? Not a good idea."

Taun We

10

HIT POINTS

DAMAGE





Order 66 Reserves 20 (If you roll exactly 5 for initiative, you can add up to 20 points of DEFENSE non-Unique characters with Order 66 to your squad immediately before your first activation of the round, regardless of faction] ATTACK

Commander Effect

Followers whose names contain Fett within line of sight gain Stealth.

Once per round, when your apponent uses a commander effect to activate only one character in a phase, 1 follower whose name contains Clone or Fett may make an immediate attack at the end of that turn.

Whenever a non-Unique ally with Order 66 would be defeated, with a save of 16, it instead immediately returns to play with full Hit Points.

"I do believe that this army will be our finest creation yet." —Taun We, to Jango Fett

27/30



Virulent Rakghoul

Special Abilities







HIT POINTS 50 DEFENSE ATTACK DAMAGE 10

Meetra Surik.

count as the nearest enemy for an attacker farther than 6 squares when choosing targets]

"I can take out the quards at the perimeter.

Signalman. Pilot. Hell, I'll just take them all out."

28/30



Darth Traya, Lord of Betrayal

20

+13

20

HIT POINTS 130

DEFENSE

ATTACK

DAMAGE



Special Abilities Unique [Counts as Kreia] Melee Attack; Triple Attack; Accurate Shot Melee Attack; Inplie Attack; Accurate 3 sainst this character, the attacker joins this character's squad until the end of the skirmish] Camaraderie (Allies who count as Sion or Nihilus gain Imperial Triumvirate) camaraderie (ailes wind court as Join or winnus gain Imperial Triumvirate) [Add *2 to the initiative roll except on a roll of 1. his bonus stacks.]

Rapport [Characters who count as Nihilus or Sion cost 15 less when in the same squad as this character] Sith Triumvirate [Characters in your squad named Darth Nihilus or Darth Sion gain Force Renewal 1 and Master of the Force 2. H a character whose name contains Lord of Pain is in the same squad, this character gains Ambush. If a character whose name contains Lord of Hunger is in the same squad, this character gains Lightsaber Duelist.]

Telekinetic Combat (This character may attack gainst within B squares. This counts as an attack with a lightsaber and any vitack a gainst s. onadjacent target counts as a nonmelee attack.) Force Powers Force 3. Force Renewal I; Master of the Force 2

Orain Life 2 (Usable only on this character's turn: range 6: 70 damage to target living enemy and remove 20 damage from this character) Force Phase (Force): This turn, this character can mova through walls)

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HIT POINTS

DEFENSE

ATTACK

DAMAGE

80

20

Calo Nord, Bounty Hunter



Special Abilities Unique. Double Attack; Greater Mobile Attack Bounty Hunter +4; Stealth Avoid Defeat (Whenever this character would be

defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated]

Beskar'gam (When this character takes damage, he reduces the damage dealt by ID with a save of 11] Grenades 40 (Replaces attacks: range 6: 40 damage to target and to each character adjacent to that target; save II) Last Stand (Once per round, immediately before

ising Presumed Dead or if this character would be defeated, he may use a special ability that replaces

Presumed Deed [The first time this character's Hit Points are reduced to half or less, he may immediately return to his squad's setup area with his estation His Opinte! his original Hit Points]

Stun Granades [A living character that is damaged by this character's Grenades ability is considered activated this round. Huge and larger characters ignore this effect.)

Pollard Seario, Czerka **Corporation President**







Raskta Fenni, Echani Duelist



HIT POINTS 90	Special Abilities
III FUNIS 3U	Unique. Melee Attack; Double Attack Greater Mobile Attack
DEFENSE 18	Evade (When hit by an attack from a non-adjacent enemy, this character takes no damage with a save of (1)
ATTACK +10	Melee Duelist (+4 Defense when attacked by an adjacent enemy)
	Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)
DAMAGE 20	Parry (When hit by a melee attack, this character takes no damage with a save of [1]
	Commander Effect
	Followers whose names contain Echani within 6 squares gain Melee Duelist .

Raskta Fenni was considered one of the areatest duelists of her time

Zaalbar, "Big Z"



