

Echani Jedi

24

HIT POINTS 70

DEFENSE 19

ATTACK +9

DAMAGE 20

Special Abilities

Army of Light. Echani Handmaiden
Melee Attack: Twin Attack

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

Guile [+4 Attack against unactivated enemies]

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

Shields I [When this character takes damage, it reduces the damage dealt by 1D with a save of 11]

Force Powers

Force 3

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

The Echani were known to be able to read feelings and emotions through combat.

1/30

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Ahri Raas

26

HIT POINTS 70

DEFENSE 17

ATTACK +11

DAMAGE 20

Special Abilities

Unique. Lost Tribe. Keshiri
Melee Attack: Double Attack

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

Comaraderia [An ally named Vestara Khai gains Stun Mortar]

Devious [+4 Attack against activated enemies]

Stun Mortar [Replaces attacks: sight, living target and each living character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters ignore this special ability.]

Weapons Expert [Once per turn on his turn, this character can use a special ability that replaces attacks without replacing attacks]

Force Powers

Force 3

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

"It's just training. Yes. It's never just training."
—Ahri Raas and Vestara Khai

2/30

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Dark Force Nexus

18

HIT POINTS -

DEFENSE -

ATTACK -

DAMAGE -

Special Abilities

Dark Nexus [Set up on your half of the battle map at least 6 squares from the center. Cannot gain Force points. Whenever this character activates remove 1 Force point from it. You may then add 1 Force point to 1 ally whose name contains Darth within 6 squares. Unique Sith allies within 6 squares can spend their own Force points once per turn and spend Force points from this character once per turn. When this character has no Force points or no Unique Sith allies, it is immediately defeated. No more than 1 character with Dark Nexus per squad.]

Presence of the Dark Side [Once per turn, an enemy that activates or ends its move within 6 squares of this character loses 1 Force point and takes 1D damage; save 11]

Rapport [Characters named Sith Holocron or Vision in the Cave cost 3 less when in the same squad as this character]

Stationary Apparition [Cannot move or be moved. Ignores characters and terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target, the nearest enemy, or adjacent. Not subject to commander effects. Does not provide cover.]

Summon [During setup, 1 ally whose name contains Darth and 1 ally named Sith Holocron may set up in squares adjacent to this character on your half of the battle map]

Force Powers

Force 1D

Easy Path [Force I, replaces attacks: Move 1 ally with a Force rating and Melee Attack within 6 squares up to 6 squares. That character then takes 1D Damage; save 11]



SMALL BASE

WWW.SWINGAMERS.COM 3/30

Lord Nyax (Irek Ismaren)

37

HIT POINTS 150

DEFENSE 18

ATTACK +12

DAMAGE 20

Special Abilities

Unique. Melee Attack: Twin Attack

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

Force-Attuned Armor [Whenever this character takes damage, he reduces the damage by 1D with a save of 11]

Splash 1D [If this character's attack hits, all characters adjacent to the target take 1D damage; save 11. If the attack misses, the target and all adjacent characters take 1D damage; save 11.]

Force Powers

Force 3. Force Renewal I

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.]

Force Grip 3 [Force 3, replaces attacks: sight; 3D Damage]

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

"He's had almost all humanity burned out of his brain. He's got a predator whose only goal is to dominate."
—Bane Arriss

4/30

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Prophet of the Dark Side

24

HIT POINTS 80

DEFENSE 20

ATTACK +0

DAMAGE 0

Special Abilities

Affinity [May be in an Imperial or Separatist squad]

Force Powers

Force 0. Force Renewal I

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

Foresee The Future [Force I: Once per round, before initiative is determined, if this character has line of sight to an enemy, your opponent rolls one additional die for initiative and must choose the lowest roll]

Manipulate Fate [Force I: range 6; any 1 character rerolls its last save]

Commander Effect

Non-Fringe non-Unique Medium allies with a Force rating gain Charging Assault +1D [Replaces turn: Can move up to double speed, then make an attack at +1D Damage against an adjacent enemy].

"They do possess the gift of foresight, which proved useful to my forces at the Battle of Drumnud Kaas."
—Asajj Ventress

5/30

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Sith Assassin of Malachor V

40

HIT POINTS 100

DEFENSE 19

ATTACK +11

DAMAGE 20

Special Abilities

Melee Attack: Stealth

Assassin [+4 Attack and +1D Damage against living enemies]

Force Attuned [Once per turn on its turn, this character may use a Force Power that replaces attacks or turn, without replacing attacks or turn]

Rapport [Characters who count as Nihilus, Sion or Kreia cost 6 less when in the same squad as this character]

Triumvirate Bond [Allies who count as Nihilus, Sion or Kreia gain Lightsaber Defense. You may not have more than one character with Triumvirate Bond in your squad.]

Force Powers

Force I. Force Renewal I

Levitation I [Force I, replaces attacks: Move 1 Small or Medium ally within 6 squares to any unoccupied square within 6 squares. This move does not provoke attacks of opportunity.]

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

6/30

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Clone Trooper Lieutenant

20

HIT POINTS 60

DEFENSE 17

ATTACK +10

DAMAGE 20

Special Abilities

Order 66. Twin Attack

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

Identical Forces [At the end of its turn, this character can switch positions with an ally within 6 squares who is the same size and has Identical Forces]

Phase II Armor [If this character is hit by an enemy who has already defeated an ally this turn, that enemy must attempt a save of 11. On a failed save, reduce the damage to 0 and allies with Phase II Armor can no longer be attacked this turn.]

Synergy +4 [Non-Unique allies with Order 66 get +4 Attack while within 6 squares of this character]

Commander Effect

Republic allies whose names contain Clone gain Identical Forces and Phase II Armor.

A platoon of 36 troopers was led by a Clone Trooper Lieutenant who would report directly to his Captain.

7/30

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Hunter Battle Droid

16

HIT POINTS 50

DEFENSE 17

ATTACK +6

DAMAGE 20

Special Abilities

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

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

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 3D damage; save 11 to reduce the damage to 1D.]

Diffusion Armor [Whenever this character takes more than 2D damage, immediately reduce the damage to 2D. The reduced damage cannot be prevented or redirected. Adjacent enemies ignore this ability.]

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

"Send out the hunters!"
—Count Dooku to General Grievous

8/30

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Lyra Erso

10

HIT POINTS 40

DEFENSE 15

ATTACK +5

DAMAGE 10

Special Abilities

Unique

Brevado +1D [+4 Attack and +1D Damage against an adjacent enemy with a higher point cost]

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

Mother's Sacrifice [When this character is defeated, allies whose names contain Erso gain Escape Maneuver [At the start of its turn, this character may be placed in a low objects square within 4 squares. It may still make its regular movement this turn] for the rest of the skirmish.]

"Trust the Force!"

9/30

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Rebel Targeting Computer Technician



14

HIT POINTS 30

DEFENSE 14

ATTACK +3

DAMAGE 10

Special Abilities

Melee Attack

Industrial Repair 20 [Replaces attacks: touch; remove 20 damage from 1 character with Mounted Weapon]

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

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

Commander Effect

Large and larger Rebel allies gain **Stay on Target** [Usable on this character's turn: if this character has line of sight to an enemy, choose any 1 enemy character. That enemy cannot change position outside its turn until the start of this character's next turn or until this character is defeated.]

"Stand by, Ion Control... Fire." —Toryn Farr



10/30
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Captain Sarkli



26

HIT POINTS 70

DEFENSE 16

ATTACK +12

DAMAGE 10

Special Abilities

Unique. Pilot. Storm Commando

Double Attack: Stealth

Double Agent [Suppresses enemy and allied commander effects that alter the number of activations per phase]

Synergy +4 [Commando allies get +4 Attack and +4 Defense while another Commando ally is within 6 squares]

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

Commander Effect

Non-Unique Imperial allies with **Stealth** gain **Recon** [Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy].

"He walked us right into their arms."
—Luke Skywalker reflecting on Sarkli's defection



11/30
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Commander Pyre



22

HIT POINTS 70

DEFENSE 18

ATTACK +8

DAMAGE 20

Special Abilities

Unique. Double Attack

Trooper [Counts as a character named First Order Stormtrooper]

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

Synergy +4 [+4 Attack and +4 Defense while an ally named First Order Stormtrooper is within 6 squares]

Commander Effect

Pirate allies gain **First Order**.

Unique Pirate allies gain **Double Agent** [Suppresses enemy and allied commander effects that alter the number of activations per phase].

"Our job is simply to maintain order."



12/30
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Del Meeko, Inferno Squad Commando



26

HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20

Special Abilities

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 squares]

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

Rival [Cannot be in a squad with any First Order characters]

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 1 attack ignoring cover; you cannot use **Twin Attack** and allies cannot combine fire this turn]

"If this is the new Empire, I want no part of it."



13/30
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Soontir Fel, Commander of the 181st



27

HIT POINTS 80

DEFENSE 18

ATTACK +12

DAMAGE 10

Special Abilities

Unique. [Counts as a character named Baron Fel]

181st Pilot [Counts as a character named 181st Imperial Pilot]

Affinity [May be in a New Republic squad]

Deadeye [On this character's turn, if he doesn't move, he gets +10 Damage]

Report [Non-Unique pilot followers cost 1 less when in the same squad as this character]

Squad Assault [+4 Attack while 3 allies with the same name as this character are within 6 squares]

Squad Firepower [+10 Damage while 3 allies with the same name as this character are within 6 squares]

Twin Attack [Whenever this character attacks, he makes 1 extra attack against the same target]

Commander Effect

181st 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



14/30
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C-3PO, Resistance Protocol Droid



11

HIT POINTS 40

DEFENSE 15

ATTACK +0

DAMAGE 0

Special Abilities

Unique. Droid. Resistance. Melee Attack

Affinity [A Rebel character whose name contains R2-D2 may be in your squad regardless of faction]

Camaraderie [An ally whose name contains R2-D2 gains **Resistance**]

You Probably Don't Recognize Me [This character counts as a legal target for allies' abilities that replace attacks]

"It is I, C-3PO. You probably don't recognize me because of the red arm."



15/30
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Galactic Alliance Senator



8

HIT POINTS 10

DEFENSE 12

ATTACK +0

DAMAGE 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 6 squares of this character]

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 first phase.

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



16/30
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Jedi Wing Commander



26

HIT POINTS 80

DEFENSE 18

ATTACK +10

DAMAGE 10

Special Abilities

Pilot. Double Attack.

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

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 Dash [Force 2, replaces attacks: Move this character up to its speed]

After moving, this character may make 2 attacks]

Lightsaber Bravado +10 [Force 1, replaces attacks: +6 Attack and +10 Damage this turn; make 2 attacks against adjacent enemies with a higher point cost]

Commander Effect

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

"Wraiths, no rules. No mercy. Take out anything that gets between us and home." —Barric Loren



17/30
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Kazuda Xiono



18

HIT POINTS 50

DEFENSE 16

ATTACK +4

DAMAGE 10

Special Abilities

Unique. Resistance. Pilot. Evade

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.]

Double Agent [Suppresses enemy and allied commander effects that alter the number of activations per phase]

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 instead]

Lift [Replaces attacks: touch; move 1 adjacent Small or Medium ally to any space adjacent to this character. This move does not provoke attacks of opportunity.]

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

"Get ready to be impressed."



18/30
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Luke Skywalker, New Republic Hero



33

HIT POINTS 100

Special Abilities

Unique, Pilot, Melee Attack: Triple Attack Ambush [This character can move and then make all his attacks against 1 enemy who has not activated this round]

DEFENSE 20

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

ATTACK +11

Force Powers

Force 3

DAMAGE 20

Force Renewal I

Foresee The Future [Force 1: Once per round, before initiative is determined, if this character has line of sight to an enemy, your opponent rolls one additional die for initiative and must choose the lowest roll]

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

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

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

*"Not the last of the old Jedi, Luke. The first of the new."
—Obi-Wan Kenobi, to Luke Skywalker*

19/30

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Black Market Biotech Dealer



17

HIT POINTS 50

Special Abilities

Yuzchan Yong, Stealth

Blorash Jelly [Replaces attacks: If no enemy is adjacent, choose a square within 6 squares occupied by or adjacent to an enemy. All characters in or adjacent to that square are considered activated this round and cannot make attacks of opportunity this turn; save 11 negates.]

DEFENSE 16

ATTACK +8

Doellin's Luck [Before initiative is determined, you may remove this character from play; it is defeated. With a save of 11, enemy special abilities, commander effects and Force powers that modify initiative are suppressed, and you automatically decide who goes first.]

DAMAGE 20

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]

Commander Effect

Droids are subject to this effect:

Non-Unique allies whose names contain **Assassin** or **Hunter** gain **Razorbug** [Replaces attacks: sight; 10 damage; save 11] and **Hud Bug** [Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.]

20/30

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Captain Zothip



25

HIT POINTS 70

Special Abilities

Unique, Pirate, Double Attack

DEFENSE 19

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

ATTACK +10

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

DAMAGE 20

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

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Crime Lord's Rancor Monster



36

HIT POINTS 140

Special Abilities

Hutt Cartel, Melee Attack: Melee Reach 2 Triple Attack

DEFENSE 18

Camaraderie [An ally who counts as Malekili gains Hutt Cartel]

ATTACK +10

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]

DAMAGE 20

Chomp [Replaces attacks, usable once per turn: touch; 1 target enemy takes damage equal to half their remaining Hit Points (rounded down); save 16]

Clamp [An enemy hit by this character's attack takes +10 Damage and cannot move this round; save 11 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*

22/30

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HUGE BASE

Hoth Wampa



17

HIT POINTS 70

Special Abilities

Savage; Melee Attack; Double Attack

DEFENSE 15

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]

ATTACK +9

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

DAMAGE 20

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

*"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

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LARGE BASE

Lando Calrissian, Young Sportsman



23

HIT POINTS 80

Special Abilities

Unique, Crimson Dawn, Pilot

DEFENSE 18

Con Artist [During setup, after seeing your opponent's squad, you may choose one enemy commander effect. This character is now subject to that commander effect regardless of restrictions. This effect lasts until the chosen commander is defeated.]

ATTACK +10

One Step Ahead [Once per skirmish: this character's or an ally's next attack or save roll counts as a natural 11]

DAMAGE 20

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

Rapport [A character whose name contains 1,3-37 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

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Maul, Hologram



14

HIT POINTS -

Special Abilities

Unique, Crimson Dawn

DEFENSE -

Dark Master [At the start of the skirmish, choose a Unique allied character. That character can spend this character's Force points as if they were its own.]

ATTACK -

Hologram [Ignores all terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target. Does not provide cover. This character is defeated if it activates when no Fringe ally is within 2 squares.]

DAMAGE -

Lying in Wait [Before initiative is determined, abilities and commander effects that modify 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 Outfit]

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 up to their Speed.

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

25/30

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Rio Durant



14

HIT POINTS 50

Special Abilities

Unique, Pilot

DEFENSE 16

Camaraderie [An ally who counts as Chewbacca gains **Independent Outfit** (Also counts as a Fringe character for the purpose of commander effects), **Mercenary** and **Pilot**]

ATTACK +11

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

DAMAGE 10

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."
—Rio Durant*

26/30

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Taun We



15

HIT POINTS 30

Special Abilities

Unique

DEFENSE 15

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

ATTACK +3

Commander Effect

Follower whose names contain Fett within line of sight gain **Stealth**.

DAMAGE 10

Once per round, when your opponent 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

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Val, Dedicated Mercenary

18

HIT POINTS 70

Special Abilities

Unique

DEFENSE 16

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

ATTACK +9

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

DAMAGE 20

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

Self-Destruct Sequence 20 [Replaces attacks: 20 damage to each adjacent character, then remove this character from play]

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

"I can take out the guards at the perimeter. Signalman. Pilot. Hell, I'll just take them all out."

28/30

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Virulent Rakghoul

22

HIT POINTS 50

Special Abilities

Melee Attack; Double Attack; Speed 8

DEFENSE 18

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

ATTACK +7

Advanced Rakghoul Disease [+10 Damage to an adjacent living enemy; save II. Whenever this character defeats an adjacent living enemy, you can immediately add a character named Rakghoul to your squad. If a character in your squad has the Muur Talisman special ability, you may instead bring in a character whose name contains Rakghoul. The new character sets up in a square that character formerly occupied.]

Backlash [This character can move and then make all of its attacks against 1 enemy who has already activated this round]

Virulent Scratch [A living enemy damaged by this character's attack gets -2 to save rolls and -2 Speed for the rest of the skirmish]

Wall Climber [This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square it occupies and a square it is moving into are adjacent to a wall]

29/30

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Mandalorian Advance Warrior

20

HIT POINTS 60

Special Abilities

DEFENSE 18

Gauntlet Knife +20 [+20 Damage to 1 adjacent target; this counts as a melee attack]

ATTACK +10

Loner [+4 Attack if no allies are within 6 squares]

DAMAGE 10

Speed 8 [Can move up to 8 squares and attack, or 16 squares without attacking]

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

"Mandalorians have endured war since before the formation of the Republic."
—Fenn Rau

30/30

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Meetra Surik, Republic General

44

HIT POINTS 120

Special Abilities

Unique [Counts as The Jedi Exile]

Melee Attack; Twin Attack

DEFENSE 20

Force Vengeance [Force powers cost 1 less Force point while this character has full Hit Points]

Jedi Crusade [Non-Unique Old Republic allies whose names contain Jedi get +4 Attack and once per turn on their turn may use a Force Power that replaces attacks, without replacing attacks]

ATTACK +12

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

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

DAMAGE 20

Force Powers

Force 5

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

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

Commander Effect

Once per turn, at the start or end of this character's turn, you may place 1 ally within this character's line of sight in a square adjacent to this character.

1/6

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Darth Traya, Lord of Betrayal

44

HIT POINTS 130

Special Abilities

Unique [Counts as Kreia]

Melee Attack; Triple Attack; Accurate Shot

DEFENSE 20

Betrayal [On an attack roll of natural 1 against this character, the attacker joins this character's squad until the end of the skirmish]

ATTACK +13

Comraderie [Allies who count as Sion or Nihilus gain Imperial Triumvirate]

Imperial Triumvirate [Add +2 to the initiative roll except on a roll of 1. This 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 I and Master of the Force 2. If 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 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 I: Master of the Force 2

Drain Life 2 [Useable only on this character's turn: range 6; 20 damage to target living enemy and remove 20 damage from this character]

Force Phase [Force I: This turn, this character can move through walls]

2/6

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Calo Nord, Bounty Hunter

42

HIT POINTS 80

Special Abilities

DEFENSE 19

Unique; Double Attack; Greater Mobile Attack

Bounty Hunter +4; Stealth

ATTACK +12

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]

Beskar'gam [When this character takes damage, he reduces the damage dealt by 10 with a save of 1]

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

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

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

3/6

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Pollard Seario, Czerka Corporation President

14

HIT POINTS 40

Special Abilities

Unique; Melee Attack

DEFENSE 13

Energy Shield Projector [Useable immediately when this character or an adjacent ally is hit by a nonmelee attack; this character reduces the damage to 10 with a save of 1 and adjacent allies automatically fail saves that prevent or reduce damage for the rest of this turn or until this character is defeated]

ATTACK +1

Ionite Upgrade [Allies within 6 squares with melee attacks that deal exactly 10 Damage gain Shockstaff +10 (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save II.)]

DAMAGE 10

Mullinane Upgrade [Allies within 6 squares with melee attacks that deal exactly 20 Damage gain Backlash (This character can move and then make all of its attacks against 1 enemy who has already activated this round)]

Notoriously corrupt, he led the Czerka Corporation in committing a massive investment to the desert planet Tatooine, a venture known as Seario's Squadron.

4/6

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Raskta Fenni, Echani Duelist

27

HIT POINTS 90

Special Abilities

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

Perry [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 greatest duelists of her time.

6/6

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Zaalbar, "Big Z"

40

HIT POINTS 130

Special Abilities

DEFENSE 17

Unique; Wookiee

Double Claw Attack [On his turn, this character can make 1 extra attack instead of moving, both attacks must be against adjacent enemies]

ATTACK +9

Never Upset A Wookiee [If this character has less than half Hit Points remaining, his attacks cannot be prevented or redirected]

DAMAGE 20

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

Rapport [A character named Mission Vao costs 5 less when in the same squad as this character]

Commander Effect

An ally whose name contains Mission Vao loses Melee Attack.

Once per round, after initiative is determined, an ally whose name contains Mission Vao can make an immediate attack.

Branded madclaw, Zaalbar left Kashyyyk for Tatooine where he teamed up with Mission Vao in the Lower City.

6/6

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