

Naga Sadow, Sith Lord **58**

Special Abilities
Unique: Melee Attack Double Attack Stealth
Initiation (Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)
Report (Characters whose names contain Massassi or Sith Meditation Sphere cost 2 less when in the same squad as this character)
Violent Poison +20 (-20 Damage to living enemy, save 16)

Force Powers
Force 3: Force Renewal 1. Master of the Force 2
Master Weapon (Force 2: When hit by an attack, this character takes no damage unless the attacker makes a save of 16)
Sith Alchemy 3 (Force 3: replaces attacks: Target living Medium or smaller enemy with 30 Hit Points or less remaining within 6 squares is defeated. You can immediately add a character whose name contains Massassi to your squad. The new character sets up in the square that enemy formerly occupied.)
Sith Battle Meditation (Force 2: replaces attacks: Until the start of this character's next turn, this character gains the following force ability: **Sith allies** with **Melee Attack** get +4 **Attack** and gain **Extra Attack**)

Commander Effect
 Savage characters are subject to these effects:
 Allies whose names contain **Massassi** or **Sith Meditation Sphere** gain **Charging Assault** (Replaces turn: Can move up to double speed, then make an attack against an adjacent enemy) and **Stealth**.
 Sith characters in your squad with **Melee Attack** and **Stealth** (including this character) and who have cover cannot be targeted by nonadjacent enemies.

Hit Points 130
Defense 21
Attack +14
Damage 20

Light for the future... and the future is now!
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Sith Battlelord **40**

Hit Points 100
Defense 19
Attack +10
Damage 20

Special Abilities
Triple Attack
Absolute Devotion (Whenever this character would take damage, it may attempt a save of 6. On a success, a non-Unique living Sith follower within 6 squares may take the damage instead.)
Force-Attuned Armor (Whenever this character takes damage, it reduces the damage by 1D with a save of 11)
Pack Leader (Non-Unique living Sith followers gain **Double Attack**. You may not have more than one character with **Pack Leader** in your squad.)

Force Powers
Force 0
Painful Band (Usable once per skirmish on this character's turn. This character gains the following commander effect for the rest of the skirmish: Non-Unique Sith followers get +10 **Damage**. At the end of this character's turn, non-Unique Sith followers without line of sight to this character take 1D damage.)

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Sith Wrangler **13**

Hit Points 40
Defense 16
Attack +7
Damage 10

Special Abilities
Empathy (Allies with **Savage** within 6 squares lose **Savage**)

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.)

Sith wranglers wielded the Sithspans, among the galaxy's most dangerous creatures, with terrifying results.
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Massassi Sith Mutant **15**

Hit Points 60
Defense 15
Attack +11
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)
Mighty Swing (On its turn, if this character doesn't move, it gets +10 **Damage** against adjacent enemies)

Sith sorcery mutated various beings and creatures to better serve the dark side.
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 STAR WARS
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Commander Effects:
Charging Assault/ Stealth (Superstealth)
Indiscriminate/ Overwhelming Power
 (Lose **Savage** +10 **Damage**)

Force Abilities:
Double Attack
+4 Attack/ Extra Attack