


Master Nomen Karr **42**

Special Abilities
Unique. Melee Attack. Double Attack. Greater Mobile Attack
Ataru Style (+4 Attack if exactly 1 enemy is within 6 squares)
Force Ascetic (Cannot spend Force points to reroll or move faster)
Force Attuned (Once per turn on his turn, this character may use a Force Power that replaces attacks or turn, without replacing attacks or turn)
Soresu Style Mastery (When hit by an attack, this character takes no damage with a save of 11)
Force Powers
Force 2. Force Renewal I: Master of the Force 2
Lightsaber Throw (Force 1, replaces attacks: Attack 1 enemy within 6 squares)
Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)
Commander Effect
 At the end of this character's turn, 1 Unique ally within 6 squares can make an immediate attack.

I walked among your master and the Sith. My connection to the light survived them, and it shall survive you.

HIT POINTS 120
DEFENSE 20
ATTACK +12
DAMAGE 20



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Wookiee Battlemaster **24**

Special Abilities
Double Attack
Affinity (Wookiee characters may be in your squad regardless of faction)
Aggressive Maneuver (Ignores higher costed enemies while moving)
Battle Forged (This character's commander effect cannot be suppressed within 6 squares of this character)
Battle Ready (After setup, Wookiee characters in your squad (including this character) may move up to double speed immediately before the first activation)
Camaraderie (Allied Wookiees gain Aggressive Maneuver)
Commander Effect
 Usable when your squad contains only Wookiees: Once per turn, when an ally is hit by an attack from a non-adjacent enemy, it can immediately move up to two squares.
 Wookiee allies within this character's line of sight get +4 Attack and +10 Damage against non-adjacent enemies.

Rooaaar! Raarr. Wrrrrra!

HIT POINTS 80
DEFENSE 16
ATTACK +8
DAMAGE 20



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Mae, Sith Assassin **30**

Special Abilities
Unique. Melee Attack. Double Attack. Opportunist. Parry
Assassin (+4 Attack and +10 Damage against living enemies)
Backlash (This character can move and then make all of her attacks against 1 enemy who has already activated this round)
Dagger Throw (This character may attack non-adjacent targets within 6 squares. This counts as a non-melee attack.)
Force Attack (If both of her attacks hit the same enemy, she may immediately use a Force Power that replaces attacks without replacing attacks, targeting that enemy)
Wall Climber (This character ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square she occupies and a square she is moving into are adjacent to a wall)
Force Powers
Force 2
Force Deflect (Force 2: With a save of 11, this character takes no damage from a Force power that targets her within 6 squares)
Force Grip 2 (Force 2, replaces attacks: sight: 20 damage)
Force Push 4 (Force 4, replaces attacks: sight: 40 damage; push back target 4 squares if Huge or smaller)
We have unfinished business. Attack me with all your strength.

HIT POINTS 90
DEFENSE 17
ATTACK +7
DAMAGE 10



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The Stranger **37**

Special Abilities
Unique. Melee Attack. Double Attack. Stealth Rapport (A character whose name contains Plagueis costs 5 less when in a squad with this character)
Cortosis Helmet (When this character would take more than 20 damage, immediately reduce the damage by 10. Whenever this character rolls 19 or better on a save to avoid damage from an attack with a lightsaber, the attacker gets -20 Damage for the rest of the skirmish)
Convertible Lightsaber (While this character has more than half Hit Points remaining, he gains Twin Attack)
Jedi Tracker (+4 Attack against enemies with Force ratings)
Force Powers
Force 3. Force Renewal I
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)
Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)
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.)

I have no name. But the Jedi like you might call me... Sith.

HIT POINTS 110
DEFENSE 19
ATTACK +12
DAMAGE 20




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Jedi Master Sol **43**

Special Abilities
Unique. High Republic. Melee Attack. Double Attack
Force Bond (High Republic allies with a Force rating gain Force Renewal I)
Lightsaber Duelist (+4 Defense when attacked by an adjacent enemy with a Force rating)
Master (Once during this character's turn, 1 adjacent ally whose name contains Apprentice or Padawan may move up to its speed)
Protective +10 (+10 Damage while a wounded High Republic ally is within 6 squares)
Valiant (+10 Damage against an enemy that is within 6 squares of an allied character)
Willing to Serve (Counts as a follower for purposes of allied commander effects)
Force Powers
Force 2. Force Renewal I: Master of the Force 2
Force Kick (Force 2, replaces attacks: Make 3 attacks at -10 Damage; these attacks count as melee attacks without a lightsaber. If all of these attacks hit the same adjacent Medium or smaller enemy, immediately push back the target to 2 squares from this character.)
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 Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)
Commander Effect
 High Republic allies gain **Valiant** while within 6 squares of a High Republic ally.

HIT POINTS 110
DEFENSE 19
ATTACK +13
DAMAGE 20



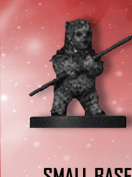
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Tynnan Scout **10**

Special Abilities
High Republic. Melee Attack
Allegiance (If all Unique allies were High Republic immediately before the first activation of the skirmish, this character gains **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))
Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
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)

Tynnan trackers were allies of the Jedi Order during the High Republic Era.

HIT POINTS 20
DEFENSE 14
ATTACK +2
DAMAGE 10




SMALL BASE
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Wookiee Clan Leader **19**

Special Abilities
Affinity (May be in a New Republic or Old Republic squad)
Clan Leader (Allied Wookiees gain **Tribe Unity**)
Fortified (Cannot be attacked before the first activation of the round. Cannot be attacked by an enemy who moves more than 6 squares on the same turn.)
Rapport (Wookiees cost 1 less when in the same squad as this character)
Tribe Unity (This character may use the printed Attack and Defense ratings of itself or another Wookiee ally within 6 squares, whichever are higher)

*"Her name is Yanna. She appears to be leading them."
-Tech*

HIT POINTS 70
DEFENSE 20
ATTACK +6
DAMAGE 20




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Darth Maul, Apprentice of Hatred **58**

Special Abilities
Unique. Melee Attack. Double Attack. Twin Attack
Ambush (This character can move and then make all his attacks against 1 enemy who has not activated this round)
Dun Mach Style Mastery (On this character's turn, adjacent enemies get -4 to saves and cannot use special abilities or Force powers to attack him)
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)
Melee Duelist (+4 Defense when attacked by an adjacent enemy)
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)
Renewed Resolve (Immediately after using Presumed Dead, this character moves up to his speed and gains Cloaked)
Teras Kasi Style (Whenever this character takes damage from a melee attack, reduce the damage dealt by 10)
Force Powers
Force 4
Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)
Knight Speed (Force 1: This character can move 4 extra squares on his turn as part of his move)
Commander Effect
 Savage characters are subject to this effect: If this character defeats an enemy on his turn, an ally with **Melee Attack** may immediately move up to its speed or make an attack at the end of his turn.

Designed by Trevor Payton (thereaisnatry) 2024 Gen Con Champion

HIT POINTS 140
DEFENSE 22
ATTACK +15
DAMAGE 20




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Saun Dann **13**

Special Abilities
Unique. Melee Attack
Explosive Supplies (Replaces turn: Choose 1 adjacent ally to gain **Satchel Charge**)
Good Relations (Counts as a Wookiee)
I Like that Wookiee (Once per skirmish, if your final initiative roll is a natural 20 but you do not choose who goes first, you may add a Medium character who counts as Chewbacca (of any faction) to your squad, immediately before your first activation of the round)
Override (At the end of his turn, this character can designate 1 door that he can see as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)

A personal friend of Chewbacca's, this tinkerer and trader lived and worked among the Wookiees on Kashyyyk.

HIT POINTS 50
DEFENSE 16
ATTACK +3
DAMAGE 10




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Captain Juno Eclipse **11**

Special Abilities
Unique. Pilot. Accurate Shot. Twin Attack Affinity (May be in a Rebel squad)
Allegiance (If your squad contained a character whose name contains Vader's Apprentice or PROXY immediately before the first activation of the skirmish, this character gains **Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings))
Camaraderie (Allies whose names contain Vader's Apprentice or PROXY gain **Jedi Hunter. Twin Attack, and Stealth**)
Personal Transport (If this character started her turn adjacent to an ally whose name contains Vader's Apprentice or PROXY, at the end of her turn you may place each of those allies in a square adjacent to this character)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Commander Effect
 Your squad may contain a character whose name contains Vader's Apprentice regardless of faction. When this character activates, an ally whose name contains Vader's Apprentice gains 1 Force point.
My orders are clear. I'm to keep your ship running and fly you wherever your missions require.

HIT POINTS 40
DEFENSE 13
ATTACK +5
DAMAGE 10




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Inferno Squad Pilot **30**

Special Abilities
Commando. Resistance Affinity (May be in a New Republic squad)
Enhanced Weapon Package (Once per turn, each enemy that avoids damage from one of this character's abilities takes 10 damage. This damage cannot be prevented.)
Missiles 30 (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save II)
Poison Gas 20 (Replaces attacks: Enemies within 3 squares take 20 damage; save II)
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)
*"Sir? Does this unit have a name yet?"
 "It does. It's a promise to the rebels. It's called Inferno Squad."
 —Gideon Hask and Admiral Garrick Versio*

HIT POINTS 80
DEFENSE 19
ATTACK +9
DAMAGE 20




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Commander Poe Dameron **25**

Special Abilities
Unique. Black Squadron Pilot Resistance. Twin Attack
Camaraderie (An ally named Snap Wexley, Resistance Pilot gains **Black Squadron Pilot**)
Forward Commander (+1 Attack and +1 Defense for each pilot ally within 6 squares)
Impulsive Advance (Whenever a Unique allied character is defeated, this character can immediately move 3 squares)
Impulsive Reprisal (If a Unique allied character is defeated, for the remainder of the skirmish this character has +4 Attack and +10 Damage)
Rapport (Characters named BB-8 or Snap Wexley, Resistance Pilot cost 3 less when in the same squad as this character)
Commander Effect
 Allies named Cobalt Squadron Pilot lose Melee Attack.
 At the end of this character's turn, 1 Black Squadron ally or 1 non-Unique Resistance pilot ally within 6 squares may immediately move up to its speed and make an attack at +20 Damage. The target cannot reroll saves to prevent damage, and the damage cannot be redirected. If the attack misses, the attacker is defeated.
"You're impulsive, dangerous, and the last thing we need right now" —Admiral Holdo

HIT POINTS 80
DEFENSE 18
ATTACK +7
DAMAGE 10




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Ralrracheen **34**

Special Abilities
Unique. Wookiee
Twin Attack. Mobile Attack. Wall Climber
Camaraderie (Wookiee allies gain **Never Upset a Wookiee**)
Never Upset a Wookiee (If this character has less than half Hit Points remaining, his attacks cannot be prevented or redirected)
Imperial Hatred (+10 Damage against Imperial enemies)
Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)
Protective +10 (+10 Damage while a wounded ally whose name contains Salporin, Chewbacca or Leia is within 6 squares)
Commander Effect
 Once per phase, when a Wookiee in your squad (including this character) attacks an enemy, 1 Wookiee ally adjacent to that enemy may make an immediate attack against it at the end of that turn.
 Non-Unique Wookiee allies within 6 squares gain **Enraged Reactions** (Once per turn, when hit by an attack, this character may make an immediate attack against that attacker if it can).
I Ralrracheen welcome you.

HIT POINTS 110
DEFENSE 19
ATTACK +11
DAMAGE 20




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Brendok Witch **26**

Special Abilities
Cloaked (If this character has cover, it cannot be targeted by nonadjacent enemies)
Rival (Cannot be in a squad with any Unique character without a Force rating or any non-Fringe Unique character)
The Power of Many (This character gains **Force Renewal** I while at least 3 Brendok Witch allies are in play)
The Power of Two (While adjacent to each other, this character and an allied Brendok Witch gain **Force Reflect** (Force 2; If this character would take damage from an enemy's Force power, with a save of II this character takes no damage, ignores all effects of the Force power, and instead the enemy takes damage equal to the prevented damage))
Thread Manipulation (For each Brendok Witch in your squad (including this character), enemies get -1 to saves that respond to Force powers of Brendok Witches in your squad)
Force Powers
Force 2
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 II. The target character cannot move this turn.)
Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)
*The power of one!
 The power of two!
 The power of many!*

HIT POINTS 60
DEFENSE 16
ATTACK +8
DAMAGE 10




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Dengar, The Demolisher **34**

Special Abilities
Unique. Double Attack. Stealth
Bounty Hunter +4 (+4 Attack against Unique enemies)
Dive to Cover (If this character ends his turn adjacent to low objects or a square bordered by a closed door or wall, he can immediately move into that square)
Quick Draw (This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving)
Thermal Detonator (Replaces attacks: If no enemy is adjacent, choose a square within 6 squares occupied by or adjacent to an enemy. At the end of the next enemy's turn, characters in and adjacent to the chosen square take 20 damage. This damage cannot be prevented.)
Thorium Charge (Replaces Attacks: Designate 1 door within 6 squares as open; it remains open for the rest of the skirmish and cannot be closed)
Sticky Grenades (Once per turn, before attacking an adjacent enemy, you may choose the attack to deal no damage if it hits. If the attack hits, the target takes 20 unpreventable damage instead.)
You know what? Maybe I don't want you so alive after all.

HIT POINTS 90
DEFENSE 18
ATTACK +10
DAMAGE 20



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Haxion Brood Bounty Droid **24**

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Droid (Immune to critical hits; not subject to commander effects)
Bounty Hunter +2 (+2 Attack against Unique enemies)
Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)
Rapport (Costs 3 less when in the same squad as a character named Haxion Brood Commando)
Single-Shot Blast (This character cannot gain **Twin Attack**)
Synergy (+4 Attack and +4 Defense while an ally named Haxion Brood Commando is within 6 squares)
Twin Blaster 10 (Replaces attacks: sight; make 2 attacks against 1 target at +8 Attack and 10 Damage. These count as nonmelee attacks.)
Oh, you're in trouble. I'm taking you down!

HIT POINTS 140
DEFENSE 15
ATTACK +6
DAMAGE 40

LARGE BASE




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Jedha Pilgrim **20**

Special Abilities
Melee Attack
Lightside (Cannot be in a Sith, Imperial, Separatist, Yuuzhan Vong, or Fringe-only squad)
Pacifism (Replaces attacks: range 6; target enemy cannot attack this round; save II)
Protective +10 (+10 Damage while a wounded ally with a Force rating is within 6 squares)
Rapport (Characters whose names contain Whills cost 2 less when in the same squad as this character)
Turn to the Light Side (Replaces attacks: range 6; 1 target with a Force rating cannot spend Force points this round. The target can choose to negate this effect and instead make a save of II; if the save fails, the target joins this character's squad until the end of the skirmish)
Whills (Counts as a character whose name contains Whills)
The ancient moon of Jedha was considered a sacred holy site by many, and as such was visited by pilgrims of various faiths, such as the Disciples of the Whills, the Brotherhood of the Beatiic Countenance, the Clan of the Taribota, and the Central Isopter.

HIT POINTS 60
DEFENSE 19
ATTACK +0
DAMAGE 0




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Verosha Aniseya, Failed Padawan **30**

Special Abilities
Unique. High Republic. Cunning Attack. Evade Door Hack (Adjacent doors cannot be closed)
Force Dyad (During setup, choose an ally or enemy who counts as Mae-ho Aniseya. Once per turn, this character and the chosen character may use a Force power from the other as if it was their own)
Identical Twin (Once per round, after initiative is determined, this character can switch positions with an ally who counts as Mae-ho Aniseya within 8 squares)
Jolt (An enemy hit by this character's attack is considered activated this round; save II. Huge and larger characters ignore this effect)
Mechanic 20 (Replaces attacks: touch; deal 20 damage to a nonliving character. An allied nonliving character can instead remove 20 damage from itself.)
Synergy +2 (+2 Attack and +2 Defense while a High Republic ally is within 6 squares)
Force Powers
Force 0. Force Renewal I
You want me to rejoin the Jedi?

HIT POINTS 70
DEFENSE 19
ATTACK +11
DAMAGE 20



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