

The Jedi Outcast (Kreia)

93

Special Abilities

Unique. Ebon Hawk

Melee Attack: Double Attack

Affinity [May be in a Sith squad with an Ebon Hawk character]

Companion: The Jedi Exile [During setup, you may add a character whose name contains The Jedi Exile to your squad, regardless of faction]

Force Band [Ebon Hawk allies with a lightsaber gain Lightsaber Defense and Force Renewal I]

Force Channel [This character and her Companion may spend each other's Force points, but cannot combine them with their own]

No Faith, Only Power [This character cannot be prevented from gaining Force points or made to lose Force points by an enemy. Characters in your squad cannot gain bonuses to Damage from Force abilities.]

The Hunt For Revan [If your squad does not contain a character who counts as Revan, this character and Ebon Hawk allies get +3 Attack, +3 Defense, and +10 Damage while within 6 squares of this character or her Companion. This effect lasts until this character and her Companion are both defeated.]

Trakata Style Mastery [Adjacent enemies do not get bonuses to their Defense against this character and may not reroll saves against this character's attacks]

Force Powers

Force 3. Force Renewal I; Master of the Force 2

Kreia's Manipulation [Force 1: Once per round, after initiative is determined, this character and Ebon Hawk allies within 3 squares can immediately move up to their Speed before any other character activates. This round, this character cannot be targeted by nonadjacent enemies while unactivated.]

Kreia's Pain and Hunger [Force 2, usable on this character's turn: Transfer 1 Force point from each enemy with Force points remaining within 3 squares to this character. Those enemies take 20 damage.]

Lightsaber Defense [Force 1: When hit by an attack, this character takes no damage with a save of 10]

Sith Engineer

18

Special Abilities

Jawa. Mobile Attack: Stealth

Destabilize Shields [Suppresses Shields abilities of adjacent enemies]

Droid Caller [Replaces attacks: Move 1 non-Unique Droid ally within 6 squares adjacent to this character]

Droid Mark [When this character activates, you may choose an allied Droid character within 6 squares. Until the start of the next round, that character gains **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 10)]

Fire Control [Non-Unique Droid allies get +4 Attack]

Ion Gun +20 [+20 Damage against nonliving enemies]

Roger Roger [Non-Unique Droid allies within 6 squares get +10 Damage]

Commander Effect

Droids are subject to this effect:

Sith allies whose names contain Droid and allies whose names contain HK- within 6 squares lose Shields I and Shields 2, and gain **Advanced Shields 2** [When this character takes damage, make 2 saves; each roll of 6 reduces the damage dealt by 10].

HIT POINTS 40

DEFENSE 16

ATTACK +7

DAMAGE 10



SMALL BASE

2/18

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Even machines can be taught to fear failure.

Hevy

25

Special Abilities

Unique. Order 66. Trooper

Quadruple Attack: Greater Mobile Attack

Front Liner [+2 Attack and +2 Defense while 2 or more enemies are within 6 squares]

Heroic Stand [When this character is defeated by an enemy while within 6 squares of an enemy, 1 Unique ally with Order 66 may make an immediate attack]

Rally +2 [On its turn, if this character misses an attack, he gets +2 Attack for the rest of the turn]

Rapport [Characters whose names contain Echo or Fives cost 1 less when in a squad with this character]

Single-Shot Blaster [This character cannot gain 1 win Attack]

HIT POINTS 70

DEFENSE 17

ATTACK +8

DAMAGE 10



3/18

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Trust me. I know weapons.

High Republic Pathfinder Jedi

12

Special Abilities

High Republic. Apprentice. Melee Attack

Allegiance [If all Unique allies were High Republic immediately before the first activation of the skirmish, this character and High Republic allies gain **Guile** (+4 Attack against unactivated enemies)]

Mobile Attack [Can move both before and after attacking]

Pathfinder [Allies are not slowed by difficult terrain within 6 squares of this character]

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

Force Powers

Force I

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

Pathfinder Jedi ventured into the Galactic Frontier to establish communication lines and map out new hyperspace routes.

HIT POINTS 40

DEFENSE 15

ATTACK +6

DAMAGE 20



4/18

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Yoda, Jedi Grand Master

34

Special Abilities

Unique. High Republic. Melee Attack

Allegiance [If all Unique allies were High Republic immediately before the first activation of the skirmish, this character gains **Levitation I** (Force 1, 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.)]

Ataru Style Mastery (+4 Attack and Twin Attack if exactly 1 enemy is within 6 squares)

Mentor [Whenever an ally whose name contains Apprentice or Padawan within 6 squares is targeted, this character may switch positions with that ally. This character becomes the target instead.]

Shien Style [When hit by a nonmelee attack, this character takes no damage with a save of 10 and the attacker takes 10 damage; save 10]

Unyielding (+4 Defense if an ally is within 6 squares)

Valiant (+10 Damage against an enemy that is within 6 squares of an allied character)

Force Powers

Force 3. Force Renewal I; Master of the Force 2

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

Lightsaber Block [Force 1: When hit by a melee attack, this character takes no damage with a save of 10]

Commander Effect

High Republic allies gain **Unyielding** and **Valiant** for the rest of the skirmish.

At the end of this character's turn, 1 ally within 6 squares whose name contains Apprentice or Padawan can make an immediate attack.

Fast, you are. Yes, yes. Impressive, your blade moves! But moving so fast, forgot to look down, you did.

HIT POINTS 90

DEFENSE 18

ATTACK +11

DAMAGE 20



SMALL BASE

5/18

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Banking Clan Logistics Officer

9

Special Abilities

Melee Attack [Can attack only adjacent enemies]

Explosive Supplies [Replaces turn: Choose 1 adjacent ally to gain **Satchel Charge** (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)]

Terrain Supplies [Replaces turn: Choose 1 adjacent ally to gain **Stable Footing** (Not slowed by difficult terrain or low objects)]

Commander Effect

Once per skirmish, this character can use 2 abilities that replace turn instead of 1 on its turn.

The Republic relies on heroism; the Separatists, logistics. I can assure you, my spreadsheets are far more reliable.

HIT POINTS 20

DEFENSE 11

ATTACK +1

DAMAGE 10



6/18

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Bode Akuna

35

Special Abilities

Unique. Mantis Crew. Evade

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]

Blaster 10 [Replaces attacks: sight; +4 Attack for 10 Damage. This counts as a nonmelee attack]

Camaraderie [An ally who counts as Cal Kestis gains **Blaster 10**]

Deceptive (+10 Damage against an enemy who has activated this round)

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 10]

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

Grenades 30 [Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save 10]

Force Powers

Force 3

Focused Attack [Force 2, usable only on this character's turn: This character ignores cover when determining legal targets this turn]

Commander Effect

Mantis Crew allies gain **Deceptive**.

Bode Akuna worked closely with Cal Kestis on several missions.

HIT POINTS 90

DEFENSE 18

ATTACK +8

DAMAGE 10



7/18

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Lando Calrissian, Hero of Endor

25

Special Abilities

Unique. Double Attack

Coordinated Command [Allied Rebel commanders gain **Relay Orders**]

Devious (+4 Attack against activated enemies)

Lando's Gambit [Replaces attacks: Choose 1 unactivated Unique enemy; that enemy must make a save of 10. On a failure, until the end of the round, if a Hero of Endor character in your squad can see an enemy at the start of a phase, you may increase or decrease the number of characters you activate in that phase by 1 (minimum 1).]

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

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

Commander Effect

At the end of this character's turn, choose 1 target ally. At the end of an enemy's turn this round, if all allies are activated, that ally may immediately move up to its Speed or make an attack, but cannot use **Twin Attack**.

Han will have that shield down. We've got to give him more time!

HIT POINTS 80

DEFENSE 18

ATTACK +9

DAMAGE 10



8/18

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0-0-0

17

Special Abilities

Unique. Droid. Melee Attack

Camaraderie [An ally whose name contains Doctor Aphra gains **Repair 20**]

Corrosive Acid [This character's abilities that affect living characters also affect non-living characters]

Electrocute 20 [Replaces attacks: touch; 20 damage and the target is affected by this character's ability whose name contains **Torture**; save 16 negates]

Hindering Presence [Adjacent enemies get -2 on saves to avoid damage from this character's allies]

Repair 20 [Replaces attacks: touch; remove 20 damage from 1 Droid character]

Torture 1 [When an adjacent living enemy takes damage from an attack by this character, it gets -1 Attack and -1 Defense for the rest of the skirmish. (this ability stacks)]

I'm 0-0-0 or Triple-Zero, if you prefer. I'm a protocol droid, specialized in etiquette, customs, translation and torture, ma'am.

HIT POINTS 70

DEFENSE 17

ATTACK +7

DAMAGE 10



9/18

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BT-1

20

Special Abilities

Unique. Droid

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

Allegiance [If your squad contained a character whose name contains Doctor Aphra or IG-88 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)]

Comaraderie [An ally whose name contains Doctor Aphra gains **Mobile Attack**]

Flamethrower 20 [Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target]

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

Mobile Attack [Can move both before and after attacking]

Targeted Payloads [On this character's turn, allies within 6 squares automatically succeed at saves to avoid damage from abilities whose names contain Grenades or Missiles]

"No. BT-1! No! You can't possibly do that. They are our masters! Also, who would clean up the mess?"—0-0-0

SMALL BASE

10/18
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HIT POINTS 70

DEFENSE 17

ATTACK +0

DAMAGE 0



Babu Frik

2

Special Abilities

Unique. Resistance. Melee Attack; Speed 4

Diminutive [This character does not provide cover or block movement]

Door Hack [Adjacent doors cannot be closed]

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

Memory Wipe [Replaces attacks: touch; target enemy Droid takes 10 damage and cannot benefit from or grant commander effects for the rest of the round; save 11]

Repair 10 [Replaces attacks: touch; remove 10 damage from 1 Droid character]

Hey hey!

SMALL BASE

11/18
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HIT POINTS 10

DEFENSE 7

ATTACK +0

DAMAGE 0



Dathomiri Beast Handler

11

Special Abilities

Dathomiri Witch

Melee Attack; Cloaked

Affinity [May be in a Separatist or Sith squad]

Beast Handler [Savage allies may ignore the movement restrictions of Savage if within 2 squares of this character at the start of their turns]

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

Synergy +4 [An ally named Rancor gets +4 Attack and +4 Defense while within 6 squares of this character]

Force Powers

Force I

Force Weapon [Force I replaces attacks: +10 Damage until the end of the skirmish]

Commander Effect

Savage characters are subject to these effects: Allies named Rancor gain **Grasping Pull** [At the end of this character's turn, if it did not attack, choose 1 enemy within 6 squares, ignoring cover; place that enemy in the nearest legal square adjacent to this character and it cannot move this round; save 11 negates] for the rest of the skirmish.

Allies within line of sight named Rancor or Dathomiri Witch gain **Cloaked** and **Ambush** [This character can move and then make all its attacks against 1 enemy who has not activated this round].

Through the Force, rider and beast move as one.

12/18
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HIT POINTS 30

DEFENSE 12

ATTACK +4

DAMAGE 10



Jedi Warrior

25

Special Abilities

Melee Attack; Double Attack

Damage Reduction 10 [Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.]

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]

Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11]

Force Powers

Force 3

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

Lightsaber Precision [Force I: This character gets +10 Damage on its next attack]

Peace is our purpose, but when darkness rises, a Jedi stands and fights.— Luke Skywalker

13/18
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HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20

Marchion Ro

50

Special Abilities

Unique. Nihil. Pirate. Double Attack

Greater Mobile Attack

Comaraderie [Non-Unique Mercenary and Pirate allies gain **Exclusive Loyalty** and **Nihil**]

Cloaked [If this character has cover, he cannot be targeted by nonadjacent enemies]

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

Eye of the Nihil [This character cannot be in a squad with any Unique characters who are not Nihil. Nihil allies with a Damage value greater than 0 get +2 Attack, +2 Defense, and +10 Damage until this character is defeated]

Marchion Ro's Battle Armor [Whenever this character takes more than 20 damage, immediately reduce the damage taken to 20. The reduced damage cannot be prevented or redirected]

Ride the Storm [Nihil allies gain **Greater Mobile Attack**]

Vibro Stars [Replaces attacks: range 6; 30 damage to target enemy]

Virulent Paralyzing Poison [+20 Damage against activated living enemies and target is considered activated this round; save 16]

Commander Effect

At the end of this character's turn, 2 Nihil allies within 6 squares can immediately move up to their speed.

"Even Republic history logs convey the power and threat of Marchion Ro, legendary Eye of the Nihil."—Rieve



HIT POINTS 130

DEFENSE 20

ATTACK +14

DAMAGE 20

14/18
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Nihil Storm

27

Special Abilities

Nihil. Double Attack; Evade

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

Rally +2 [On its turn, if this character misses an attack, it gets +2 Attack for the rest of the turn]

Tactical Advance [At the end of this character's turn, you may place 1 Nihil ally within 3 squares adjacent to this character]

Commander Effect

If all Unique allies are Nihil, this character gains the following commander effects:

At the start of the skirmish, choose 1 non-Unique ally whose name contains Scoundrel or Thug. That ally gains **Nihil** and **Exclusive Loyalty** for the rest of the skirmish. Nihil allies within 6 squares gain **Double Attack** and **Evade**.

The Nihil don't make excuses.

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HIT POINTS 70

DEFENSE 18

ATTACK +10

DAMAGE 20

Quiggold

31

Special Abilities

Unique. Pirate

Allegiance [If your squad contained an ally with Desert Skiff immediately before the first activation of the skirmish, this character gains **Coordinate** +4 (Pirate allies get +4 to saves while within 6 squares of this character)]

Comaraderie [Allies with Desert Skiff gain **Pirate**]

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

Grenades 40 [Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save 11]

Man the Helm [At the end of his turn, 1 adjacent ally with Desert Skiff may immediately move up to its speed]

Rigging Defuser [This character and each ally within 6 squares ignores **Rigged Detonators**]

Commander Effect

Adjacent allies with Desert Skiff are considered to have cover. When they take damage, reduce the damage dealt by 10.

An ally with Desert Skiff transporting this character can transport up to 6 Small or Medium characters, including this character, if all transported characters are Pirates.

Maybe... maybe he's okay. Still... (massive explosion) Guess not.

16/18
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HIT POINTS 70

DEFENSE 18

ATTACK +9

DAMAGE 10

True Mandalorian Captain

28

Special Abilities

Double Attack; Greater Mobile Attack

Beskar'gam [When this character takes damage, it reduces the damage dealt by 10 with a save of 11]

Comaraderie [Allies whose names contain Jango Fett, Jaster Merel, or Supercommando gain **True Mandalorian**]

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

Gregarious [+4 Attack if an ally is within 6 squares]

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

Tactician +2 [Add +2 to the initiative roll except on a roll of 1]

True Mandalorian [If a character whose name contains Jango Fett or Jaster Merel is in the same squad, this character gains **Flamethrower 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)]

Commander Effect

Your squad must contain a character whose name contains Jaster Merel.

At the start of the skirmish, choose 1 Unique True Mandalorian ally. The chosen ally gains **Flight** for the rest of the skirmish.

True Mandalorian allies gain **Greater Mobile Attack**.

The True Mandalorians were a Mandalorian group of supercommandos led by Jaster Merel, who remained loyal to Mandalorian culture in which honor and decency were valued over the barbarism and brigandage favored by Death Watch.



HIT POINTS 70

DEFENSE 18

ATTACK +8

DAMAGE 20

17/18
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Domain Paath Shaper

20

Special Abilities

Melee Attack; Double Attack

Evade; Force Immunity

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

Endless Broad [Each Voxyn ally may reroll a save to prevent its defeat once per turn]

Firejelly [Replaces attacks: Designate 1 door within 3 squares as open; it remains open for the rest of the skirmish and cannot be closed]

Synergy [Voxyn allies get +4 Attack and +4 Defense while within 6 squares of this character]

Shaper +10 [Yuuzhan Vong allies within 6 squares get +10 Damage. This bonus damage is multiplied by critical hits.]

Vondun Crab Armor II [When this character takes damage, it can reduce the damage dealt by 10 with a save of 11]

Commander Effect

Your squad must contain a character named Voxyn Queen.

Voxyn allies gain **Evade**, **Backlash** and **Dominant Maneuver** [Ignores lower cost enemies while moving] for the rest of the skirmish.

Allies named Voxyn Queen gain **Grasping Pull** [At the end of this character's turn, if it did not attack, choose 1 enemy within 6 squares, ignoring cover; place that enemy in the nearest legal square adjacent to this character and it cannot move this round; save 11 negates] for the rest of the skirmish.



HIT POINTS 50

DEFENSE 16

ATTACK +4

DAMAGE 10

18/18
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HIT POINTS 50

DEFENSE 16

ATTACK +4

DAMAGE 10