Crado, Jedi Apprentice — 18

HIT POINTS	70
DEFENSE	17
ATTACK	+9
DAMAGE	20

Special Abilities
Unique. Melee Attack; Double Attack
Affinity (May be in a Sith squad)
Internal Strife (On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish)
Rend +10 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)
Synergy +2 (+2 Attack and +2 Defense while an ally whose name contains Exar Kun or Sylvar is within 6 squares)

Force Powers
Force 1. Force Renewal 1
Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

"If only Crado wasn't so eager. He is completely loyal... but he's weak — and becoming a nuisance."
— Exar Kun

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Old Republic Drop Pilot — 15

HIT POINTS	30
DEFENSE	15
ATTACK	+6
DAMAGE	10

Special Abilities
Close-Quarters Fighting (+4 Attack against adjacent enemies)
Destabilizing Attack (Suppresses enemies' Shields abilities when attacking)
Soldier (Counts as a character named Old Republic Soldier)
Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

After landing the vessel behind enemy lines, dropship pilots would frequently take up arms with their fellow soldiers on the battlefront.

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Old Republic Veteran Trooper — 22

HIT POINTS	50
DEFENSE	18
ATTACK	+10
DAMAGE	20

Special Abilities
Soldier (Counts as a character named Old Republic Soldier)
Extra Attack (On its turn, this character can make 1 cumulative extra attack instead of moving)
Squad Marksmanship (Can attack an enemy with cover even if it's not the nearest enemy, while 3 allies with the same name as this character are within 6 squares)
Verpine Shatter Rifle (Replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make an attack against that enemy.)

Veteran troopers would use a combination of advanced technology and age-old tactics for precise targeting of enemies.

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Sylvar, Betrayed Jedi — 25

HIT POINTS	80
DEFENSE	18
ATTACK	+10
DAMAGE	20

Special Abilities
Unique. Melee Attack; Double Attack
Impulsive Force Renewal (If a Unique allied character is defeated, for the remainder of the skirmish this character has **Force Renewal 1**)
Rend +10 (If both of her attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)
Rolling Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, she can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity)
Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers
Force 4
Furious Burst 20 (Force 3, replaces turn, usable only after an ally with a Force rating is defeated: Move up to double speed, then deal 20 damage to all other characters within 6 squares)
Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

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Aleema Keto, Sith Sorceress — 38

HIT POINTS	90
DEFENSE	20
ATTACK	+5
DAMAGE	10

Special Abilities
Unique. Melee Attack; Stealth; Evade
Affinity (A character whose name contains Ulic Qel-Droma may be in your squad regardless of faction)
Bolt of Hatred (Replaces attacks: sight; 30 damage to target enemy and 1 character adjacent to the target; save 11)
Dominate (Replaces turn: Target living character takes an immediate turn under your control, which does not count as one of your 2 activations this phase, even if it has already been activated this round; save 11. The target character cannot move this turn.)

Force Powers
Force 2. Force Renewal 1
Sith Battle Illusion (Force 3, replaces attacks: Until the end of the round, this character gains the following Force ability: Enemies cannot target a character with an attack from farther than 6 squares; save 11)
Sith Sorcery (Force 2, usable only on this character's turn: Enemy characters within 6 squares are considered activated this round; save 11)

"I'm enjoying our contest, but I'm winning too easily, Ulic. Perhaps I want you to be stronger. Perhaps I'd like to be conquered." — Aleema, to Ulic Qel-Droma

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Darth Desolous — 45

HIT POINTS	120
DEFENSE	20
ATTACK	+13
DAMAGE	20

Special Abilities
Unique. Melee Attack; Double Attack
Cortosis Gauntlet 17 (Whenever this character rolls 17 or better on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets -20 Damage for the rest of the skirmish)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
Lightsaber Duelist (+4 Defense against adjacent enemies with Force ratings)

Force Powers
Force 2. Force Renewal 1; Master of the Force 2
Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to target and 2 characters adjacent to that target)
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Commander Effect
Allies whose names contain Utapaun or Tion Medon gain Jedi Hunter and Lightsaber Duelist.

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Gloom Walker Infiltrator — 13

HIT POINTS	50
DEFENSE	16
ATTACK	+8
DAMAGE	10

Special Abilities

Trooper (Counts as a character named Sith Trooper)
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Gauntlet Knife +20 (+20 Damage to 1 adjacent target; this counts as a melee attack)
Mobile Attack (Can move both before and after attacking)
Rapport (Costs 2 less when in the same squad as a character named Dessel)
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)

Infiltrators were masters of stealth, silent weapons and hand-to-hand combat. They effectively used demolitions equipment, and the Whisper jetpack for fast movement.

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Lost Tribe Isolationist — 30

HIT POINTS	60
DEFENSE	17
ATTACK	+8
DAMAGE	20

Special Abilities

Lost Tribe. Melee Attack: Double Attack
Isolationist (Affinity does not change the faction of characters in your squad. While your squad contains only Sith characters, non-Unique allies gain **Lost Tribe**.)
Lightsaber Wielder (Counts as having a lightsaber)
Opportunist +20 (+4 Attack and +20 Damage against activated enemies)
Satchel Charge (Replaces attacks: Designate one adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

Force Powers

Force 3
Force Cloak (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked**)
Sith Spell (Force 1, usable only on this character's turn: Adjacent enemies are considered activated this round; save 11)

Commander Effect

Lost Tribe allies get +4 Attack and gain **Stealth**.

Keshiri allies gain **Satchel Charge**.

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Clone Commander Wolffe — 26

HIT POINTS	60
DEFENSE	18
ATTACK	+9
DAMAGE	20

Special Abilities

Unique. Order 66
Double Attack; Greater Mobile Attack
Clone Commander (After setup, if he has an ally whose name contains Plo Koon, this character gains **Disciplined Leader** (This character's commander effect cannot be suppressed) for the rest of the skirmish)
Difficult Target +2 (+2 Defense against nonadjacent enemies)
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)
Embrace of Pain (+1 Attack and +1 Defense for every 10 points of damage currently on this character)
Jedi Bodyguard (If an adjacent ally with a Force rating would take damage from an attack, this character can take the damage instead)
Resilient (Immune to critical hits)

Commander Effect

Wolfpack trooper allies gain **Jedi Bodyguard**.

A veteran of the Clone Wars, CC-3636 was a practical strategist and a brilliant leader whose battlefield experience was vital for leading his men in battle.

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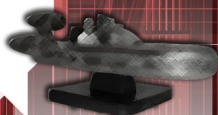WWW.SWMGAMERS.COM

Obi-Wan Kenobi and Anakin Skywalker — 85

HIT POINTS	160
DEFENSE	22
ATTACK	+16
DAMAGE	20

Special Abilities

Unique. Melee Attack: Triple Attack
Greater Mobile Attack; Soresu Style Mastery
I Cannot Interfere (Cannot benefit from Light Spirit or gain force powers from other characters)
Ranged Defense Expert (Whenever this character is targeted by a nonadjacent enemy, it gets +4 to save rolls against that enemy's attacks and special abilities that turn)
Stable Footing (Not slowed by difficult terrain or low objects)
Teamwork (At the end of this character's turn, it may immediately make an attack or use an ability that replaces attacks)

Force Powers

Force 3. Force Renewal 1; Master of the Force 2
Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)
Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)
Lightsaber Sweep (Force 1, replaces attacks: Attack each adjacent enemy once)

Commander Effect

Republic allies with a Force rating and a lightsaber gain **Soresu Style** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11) and **Ranged Defense Expert**.

"This time we do it together."
— Obi-Wan Kenobi

LARGE BASE

Designed By 2014 Gen Con Champion David Weeks

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Qui-Gon Jinn, Follower of the Living Force — 56

HIT POINTS	130
DEFENSE	22
ATTACK	+15
DAMAGE	20

Special Abilities

Unique. Melee Attack: Triple Attack
Evade: Mobile Attack
Ataru Style Mastery (+4 Attack and Twin Attack if exactly 1 enemy is within 6 squares)
Rival (Cannot be in a squad with another commander with a Force rating)

Force Powers

Force 2. Master of the Force 2
Force Essence (When this character is defeated, you may immediately set up a character named Qui-Gon Jinn, Force Spirit in the square this character formerly occupied. Any "at the start of the skirmish" instances are immediately resolved.)
Force Push 4 (Force 4, replaces attacks: sight; target character takes 40 damage and is pushed back 4 squares)
Knight Speed (Force 1: Can move 4 extra squares on his turn as part of his move)
Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)
Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)
Serenity (Replaces turn: This character gains 6 Force points)

Commander Effect

Followers with a Force rating and a lightsaber gain **Force Renewal 1** and **Lightsaber Defense**.

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Wolfpack Trooper — 13

HIT POINTS	40
DEFENSE	15
ATTACK	+7
DAMAGE	20

Special Abilities

Order 66
Defensive Stance +2 (+2 Defense while activated)
Difficult Target +2 (+2 Defense against nonadjacent enemies)
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)
Protective +10 (+10 Damage while a wounded ally with a Force rating is within 6 squares)

Members of the Wolfpack became reputed for being experts at difficult extractions under fire.

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Yaddle, Jedi Master — 44

HIT POINTS	90
DEFENSE	21
ATTACK	+11
DAMAGE	20

SMALL BASE

Special Abilities
Unique. Melee Attack; Double Attack
Shien Style (When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage; save 11)
Force Powers
Force 2. Force Renewal 2; Master of the Force 2
Force Sacrifice (Force 3, usable on a turn whenever this character or an ally would take damage; For the rest of the turn, no character in your squad can have its Hit Points reduced below 10. At the end of the turn, this character is defeated.)
Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)
Master Speed (Force 1: This character can move 6 extra squares on her turn as part of her move)
Morichro (Force 2, usable only on this character's turn: range 6; Target enemy gets -4 Attack, gains **Speed 4** and cannot make attacks of opportunity until the end of this character's next turn, or until she is defeated)

Commander Effect
For the rest of the skirmish, Unique Republic allies with a lightsaber and without Double, Triple, Quadruple, or Twin Attack, gain **Shien Style**, **Force Renewal 1**, **Lightsaber Assault**, and **Master Speed**.

"She embraced and, eventually, achieved unity with the Force."— Even Piell

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BX Commando Droid Infiltrator — 14

HIT POINTS	50
DEFENSE	18
ATTACK	+8
DAMAGE	20

Special Abilities
Droid. Melee Attack
Acrobatic (Ignores enemy characters when moving)
Cloaked (If this character has cover, it cannot be targeted by nonadjacent enemies)
Intuition (Once per round, after initiative is determined, this character can immediately move up to its speed before any other character activates)
Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

"You guys hear something?" — Sergeant O'Niner

14/45
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Lok Durd — 15

HIT POINTS	30
DEFENSE	15
ATTACK	+3
DAMAGE	10

Special Abilities
Unique. Melee Attack; Mobile Attack
Mounted Weapon Upgrade (Replaces attacks; touch; Until the start of this characters next turn, or he is defeated, 1 non-Unique ally with Mounted Weapon gains **Defoliator** (+20 Damage against living enemies. If this character's attack hits, all living characters adjacent to the target take 20 damage; save 11. If the attack misses, living target and all adjacent living characters take 20 damage; save 11.))

Commander Effect
Droids are subject to this effect: Non-Unique followers within 6 squares gain **Ruthless** (Critical hits from this character cannot be prevented or redirected).

"You are now under the protection of the Separatist Alliance, I congratulate you on your good fortune."

15/45
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NR-N99 Droid Enforcer — 65

HIT POINTS	130
DEFENSE	16
ATTACK	+12
DAMAGE	30

HUGE BASE

Special Abilities
Droid. Speed 8
Damage Reduction 10 (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)
Dual Weapon Use (Replaces attacks: Make an attack, then use one other special ability that replaces attacks)
Mount 2 (This character can transport up to 2 Small or Medium allies who end their moves adjacent to it. Remove those allies from the battle grid; they move simultaneously with this character, have cover, and are considered adjacent to it. They can make attacks, counting distance from this character. A transported ally can return to the battle grid immediately before your first activation of the round. If this character is defeated, each transported ally is also defeated; save 6.)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)
Pulse Cannon 40 (Replaces attacks: sight; 40 damage to target and to each character adjacent to that target; on a save of 11, reduce the damage to 10)
Stable Footing (Not slowed by difficult terrain or low objects)
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.)

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Red Hand Syndicate Boss — 31

HIT POINTS	70
DEFENSE	18
ATTACK	+8
DAMAGE	10

Special Abilities
Twin Attack
Agile (This character can move 2 extra squares at the end of its turn)
Assassin (+4 Attack and +10 Damage against living enemies)
Bounty Hunter +2 (+2 Attack against Unique enemies)
Independent Outfit (Also counts as a Fringe character for the purpose of commander effects)
Political Operative (Ignores Diplomat when targeting or attacking an enemy within 6 squares)
Stealth (If this character has cover, it does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect
Followers with Independent Outfit gain **Political Operative** and **Assassin**.

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Red Hand Syndicate Thug — 16

|	
HIT POINTS	40
DEFENSE	16
ATTACK	+6
DAMAGE	20

Special Abilities
Bounty Hunter +2 (+2 Attack against Unique enemies)
Guile (+4 Attack against unactivated enemies)
Independent Outfit (Also counts as Fringe for purposes of commander effects.)
Oblivious (If this character is unactivated when targeted by an attack, it gets -4 Defense)

The Red Hand was a criminal organization on Coruscant under the direct command of Darth Sidious that undertook a series of political assassinations during the Clone Wars.
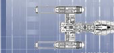
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Bria Tharen
24

HIT POINTS	70
DEFENSE	18
ATTACK	+9
DAMAGE	10

Special Abilities
Unique. Pilot. Red Hand
Twin Attack; Mobile Attack
Cunning Attack [+4 Attack and +10 Damage against unactivated enemies]
Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11]
Heroic Stand [When this character is defeated by an enemy while within 6 squares of an enemy, 1 Rebel pilot or trooper ally may make an immediate attack]
Indiscriminate [When this character attacks an adjacent enemy, she ignores enemy abilities and commander effects that prevent targeting and attacking. These attacks cannot be redirected.]

Commander Effect
Red Hand allies within 6 squares gain **Cunning Attack** and **Heroic Stand**.

Red Hand and Pilot followers gain **Indiscriminate**.

"I know what a daunting and dangerous proposal this is, believe me."

19/45
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Crimson Fury Pilot
11

HIT POINTS	20
DEFENSE	14
ATTACK	+5
DAMAGE	10

Special Abilities
Red Hand
Bravado [+4 Attack and +10 Damage against an adjacent enemy with a higher point cost]
Charging Fire [Replaces turn: Can move up to double speed, then attack]
Grenades 10 [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11]

Red Hand Squadron was a team of Rebel Alliance commandos and Y-wing pilots (called Crimson Fury) established by Bria Tharen. Members wore a crimson insignia shaped like a blood-dripping hand.

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Luke Skywalker, Red 5
22

HIT POINTS	70
DEFENSE	17
ATTACK	+10
DAMAGE	20

Special Abilities
Unique. Pilot.
A New Hope [If this character is targeted by an enemy, a pilot ally within 6 squares may force that enemy to target it instead if the enemy can; save 11]
Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11]
Flurry Attack [Whenever this character scores a critical hit, he can make 1 immediate extra attack]
Rolling Fire [On his turn, whenever this character defeats an enemy by making an attack, with a save of 11, he can immediately move up to 2 squares and then make 1 attack against another enemy without provoking an attack of opportunity]

Force Powers
Force 4
Focused Attack [Force 2, usable only on this character's turn: This character ignores cover when determining legal targets]
Use the Force [Force 3: This character's next attack roll counts as a natural 20]

"Great shot, kid! That was one in a million!"
—Han Solo

21/45
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Lord Hethrir
57

HIT POINTS	130
DEFENSE	21
ATTACK	+13
DAMAGE	20

Special Abilities
Unique. Melee Attack; Double Attack; Jedi Hunter
Rapport [Characters whose names contain Reborn cost 1 less when in the same squad as this character]
Rival [Cannot be in a squad with any character who counts as Emperor Palpatine]
Waru's Purification [During setup, choose a follower with a Force rating who costs less than Lord Hethrir; that character takes 10 damage. For the rest of the skirmish, the chosen follower counts as a character named Reborn, and Lord Hethrir can spend its Force points, but cannot combine them with his own.]

Force Powers
Force 2, Force Renewal 1; Master of the Force 2
Absorb Energy [Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11. Remove damage from this character equal to the prevented damage.]
Sith Hunger [Force 1, replaces attacks: range 6; 20 damage to target living enemy, and remove 20 damage from this character. If the target has Force points remaining, transfer 1 Force point from the target to this character.]
Unleash the Force 60 [Force 4, replaces attacks, usable only after an ally with a Force rating is defeated: 60 damage to all other characters within 6 squares; save 11 to reduce damage to 30]

Commander Effect
Allies whose names contain Reborn gain **Force Renewal 1**.

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Nightsister Shaman
33

HIT POINTS	80
DEFENSE	16
ATTACK	+7
DAMAGE	10

Special Abilities
Melee Attack; Stealth
Affinity [Characters whose names contain Nightsister can be in your squad, regardless of faction]
Totem Magic [Replaces turn: sight; ignore cover; Target living enemy takes 20 damage. Save 11 reduces the damage to 10.]

Force Powers
Force 3, Force Renewal 1
Essence of Life [Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of 11. On a success, that ally has 10 Hit Points instead of being defeated.]
Force Fog 3 [Force 3, usable on this character's turn: Until this start of this character's next turn it gains the following Force ability: This character cannot be targeted by enemies farther than 6 squares away. Allies within 3 squares are treated as having cover. Non-Unique allies within 3 squares gain **Stealth**.]
Force Heal 30 [Force 2, replaces attacks: touch; remove 30 damage from a living character]

"A shaman of the Nightsisters can cross the valleys of death and dream to carry messages between the spiritual and the physical worlds." — Mother Talzin

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Viper Probe Droid
18

HIT POINTS	40
DEFENSE	18
ATTACK	+10
DAMAGE	20

Special Abilities
Droid; Flight; Self-Destruct 30
Damage Reduction 10 [Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.]
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]
Sensors [This character and allies can ignore cover when targeting enemies within 6 squares of this character]
Trigger Defeat [Once per turn, whenever a character activates, moves into a square, spends a Force point, or targets a character, this character may immediately attempt a save of 11. On a success, this character is defeated.]
Weak Spots 0 [This character's Damage Reduction is reduced to 0 against attacks from adjacent enemies]

"A droid of some kind. I didn't hit it that hard. It must've had a self-destruct."
—Han Solo

LARGE BASE

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Garm Bel Iblis, Ruthless Tactician

42

HIT POINTS	70
DEFENSE	18
ATTACK	+7
DAMAGE	20

Special Abilities
Unique
Disciplined Leader [This character's commander effect cannot be suppressed]
Fire At Will [At the end of this character's turn, 1 living follower without Melee Attack within 6 squares may choose an ally within line of sight; that ally and all characters adjacent to it take 10 damage]
Independent [Your squad cannot contain more than 1 other New Republic commander]
New Republic Reinforcements 20 [During setup, after seeing your opponent's squad, you can add up to 20 points of New Republic characters to your squad]
Rival [Cannot be in a squad with any character whose name contains Ackbar, Dodonna or Mon Mothma]
Tactician +8 [Add +8 to the initiative roll except on a roll of 1]
Traps [Enemy characters within 6 squares get -4 Defense]

Commander effect
Droids and Savage characters are subject to this effect: Each enemy that changes position outside of its turn via its allies' abilities or commander effects is considered activated this round at the end of that turn; save 11.

Commander Bel Iblis ordered his forces to fire on civilian targets that stood between them and the Vong believing that the targets were already lost.

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Kell Tainer, Wraith Squadron Ace

24

HIT POINTS	70
DEFENSE	18
ATTACK	+11
DAMAGE	20

Special Abilities
Unique. Pilot. Double Attack
Camaraderie (Wraith Squadron allies gain **Grenades 20** and **Self-Destruct 20**)
Charging Assault +10 [Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy]
Defuse Bomb [Enemies within 3 squares lose Self-Destruct]
Evade [When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11]
Explosives Expert [+4 to this character's save rolls against abilities whose names contain Grenades, Mines, or Missiles]
Grenades 30 (Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save 11)
Self-Destruct 30 [When this character is defeated, each adjacent character takes 30 damage]

Commander effect
Pilot followers get +2 to saves.

"And we have explosives. Lots and lots of explosives."

26/45
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Lando Calrissian, New Republic Liaison

32

HIT POINTS	80
DEFENSE	18
ATTACK	+11
DAMAGE	20

Special Abilities
Unique. Pilot. Twin Attack; Opportunist
Coordinated Command (Allied New Republic commanders gain **Relay Orders**)
Gambler's Luck [Once per turn, this character can reroll an attack at +4 Attack; on a miss, he takes 10 damage]
It's a Trap! [Enemies with Stealth within 6 squares lose Stealth]
Relay Orders [Each allied commander can count distance from this character as well as from itself for the purpose of commander effects]
Specialization [Unique New Republic allies gain Pilot. Ignore this ability if any ally counts as having the same name as another ally.]

Commander Effect
All pilots in your squad also count as followers for purposes of commander effects from New Republic allies that specify pilots, or from commanders whose name contains Wedge.

When a Unique pilot in your squad attacks an enemy that is within 6 squares of another pilot in your squad, the enemy gets -4 to saves for the rest of the turn.

Lando's Folly, also known as The Belt, was an asteroid belt he used to put pilots from around the galaxy to the test.

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Wraith Squadron Grenadier

15

HIT POINTS	40
DEFENSE	16
ATTACK	+6
DAMAGE	10

Special Abilities
Pilot
Frag Grenades Assault [As this character moves, each target enemy within 2 squares takes 10 damage; save 11. This ability cannot be used on any enemy twice and this character cannot move directly back into a space it has just left. This ability is usable only on this character's turn.]
Grenades 30 (Replaces attacks: range 6; 30 damage to target and to each character adjacent to that target; save 11)
Wraith Squadron [If a character whose name contains Wedge or Kell Tainer is in the same squad, this character gains **Charging Assault +10**]

"You're going to use explosives?"
"Of course."
— Wedge Antilles and Kell Tainer

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Aves, Communications Officer

34

HIT POINTS	70
DEFENSE	18
ATTACK	+8
DAMAGE	20

Special Abilities
Unique. Mobile Attack; Evade
Advanced Warning [If this character has line of sight to an enemy, Unique allies gain **Relay Orders**]
Disciplined Leader [This character's commander effect cannot be suppressed]
Jam Transmission [At the end of this character's turn, choose 1 enemy commander effect. Until the end of the round, the chosen commander effect is suppressed farther than 6 squares from that commander or its allies with Relay Orders.]
Rapport [This character costs 5 less when in the same squad as a character whose name contains Talon Karrde]
Relay Orders [Each allied commander can count distance from this character as well as from itself for the purpose of commander effects]
Willing to Serve [Counts as a follower for purposes of allied commander effects]

Commander Effect
Usable when your squad contains only Fringe characters: If this character is unactivated at the start of an opponent's phase, you may force that player to activate 2 characters that phase (including the first phase of the round), suppressing enemy commander effects that alter the number of activations per phase.

Trusted by Karrde because he had the trust of the crew, Aves was never very far from the smuggler chief.

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Dengar on Swoop Bike

35

HIT POINTS	90
DEFENSE	18
ATTACK	+10
DAMAGE	20

Special Abilities
Unique. Pilot. Flight. Speed 12
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]
Bounty Hunter +4 [+4 Attack against Unique enemies]
Mobile Attack [Can move both before and after attacking]
Proximity Mines 40 [Replaces attacks: range 6; target enemy is mined until the end of its next turn. At the beginning of the mined character's next turn, the mined character and each character adjacent to that target take 40 damage, save 11 for 20 damage.]
Ruthless [Critical hits from this character cannot be prevented or redirected]
Solo Hunter [+4 Attack and +10 Damage against enemies whose names contain Solo]
Vehicle [At the end of his turn, you may replace this character with a Medium character of equal or lesser cost who counts as Dengar. The replacement character starts with damage equal to the damage currently on this character and is considered activated this round.]

LARGE BASE

"Thought you could run from me, hey Solo?"

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Gorman "Camper" Vandrayk — 17

HIT POINTS	60
DEFENSE	17
ATTACK	+6
DAMAGE	10

Special Abilities
Unique. Melee Attack
Camaraderie (An ally named Jarael gains **Protective+10** (+10 damage while a wounded ally whose name contains Camper is within 6 squares))
Protective +10 (+10 damage while a wounded ally named Jarael is within 6 squares)
Repair 20 (Replaces attacks: touch; remove 20 damage from 1 Droid character)
Reprogram (Replace attacks: touch; target enemy droid joins this character's squad, save 11. Each time the reprogrammed character would activate, it must first attempt a save of 11; on a failure, that character takes 10 damage, remains unactivated, rejoins the original squad, and is no longer reprogrammed.)
Technological Facilitator (Allies with Con Artist ignore abilities that suppress commander effects while within 6 squares of this character)

Commander Effect
During setup, choose a Unique Fringe Droid follower in your squad. For the rest of the skirmish, that character is subject to commander effects of Fringe allies.

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Kubaz Spy — 12

HIT POINTS	30
DEFENSE	16
ATTACK	+6
DAMAGE	10

Special Abilities
Cloaked (If this character has cover, it cannot be targeted by nonadjacent enemies)
Cunning Attack (+4 Attack and +10 Damage against unactivated enemies)
Evolved Proboscises (+10 Damage against an adjacent living enemy. If this attack hits, the enemy is considered activated and cannot make attacks of opportunity this round; save 11.)
Infrared Vision (Non-Unique enemies with Cloaked within 6 squares lose Cloaked)
Shifting Loyalties (Whenever it targets an enemy with a higher point cost, this character joins the opponent's squad until the end of the skirmish; save 11 negates)

During the Great Galactic War between the Galactic Republic and the Sith Empire, an unidentified Kubaz worked as a triple agent, gathering information about both sides, which he provided to the Hutt cartel.

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Nightsister Hunter — 25

HIT POINTS	60
DEFENSE	17
ATTACK	+8
DAMAGE	10

Special Abilities
Twin Attack; Stealth
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Bloodthirsty (+10 Damage on melee attacks against enemies at half Hit Points or less)
Bludgeon (Attacks against adjacent enemies count as melee attacks. Medium or smaller adjacent living enemies hit by this character's attack are considered activated this round; save 6.)
Bounty Hunter +4 (+4 Attack against Unique enemies)
Deadeye (On this character's turn, if it doesn't move, it gets +10 Damage)
Plasma Bolt -4 (Enemies get -4 to saves to prevent damage from this character's attacks)

Force Powers
Force 3
Burst Lightning (Force 1, usable only on this character's turn: range 6; 10 damage)

The Hunters were special agents who followed blood trails to track their victims. The Hunters who served as dark side mercenaries would supply their coven with nine credits from every ten they earned to continue outfitting the coven with the required equipment.

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Ree-Yees — 15

HIT POINTS	30
DEFENSE	14
ATTACK	+8
DAMAGE	10

Special Abilities
Unique. Melee Attack
Doellin's Luck (Before initiative is determined, you may remove this character from play; he 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.)
Self-Destruct 40 (When this character is defeated, each adjacent character takes 40 damage)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Trigger Defeat (Once per turn, whenever a character activates, moves into a square, spends a Force point, or targets a character, this character may immediately attempt a save of 11. On a success, this character is defeated.)

Jabba rigged Ree-Yees with a short-range hypnosis bomb as a last resort against assassination or betrayal.

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Ugor Droid Scrapper — 8

HIT POINTS	20
DEFENSE	13
ATTACK	+7
DAMAGE	10

Special Abilities
Armored Spacesuit (Immune to critical hits)
Droid Scrapper +4 (+4 Attack against Droid enemies)
Droid Seeker (Can target a Droid enemy with cover even if it's not the nearest enemy)

The unicellular Ugor species often wore environment suits and adopted a humanoid morphology when dealing with outsiders.

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Vornskr Alpha — 26

HIT POINTS	90
DEFENSE	18
ATTACK	+10
DAMAGE	10

Special Abilities
Melee Attack; Twin Attack; Stealth
Charging Assault +10 (Replaces turn: Can move up to double speed, then make an attack at +10 Damage against an adjacent enemy)
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.)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
Pack Leader (Allies whose names contain Vornskr gain **Charging Assault +10**. You may not have more than one character with Pack Leader in your squad.)
Paralysis (A living enemy hit by this character's attack is considered activated this round; save 11)
Rapport (Characters named Vornskr cost 7 less when in the same squad as this character)
Swarm +4 (+4 Attack against a target for each ally whose name contains Vornskr adjacent to that target)
Ysalamiri Hunter (+4 Attack and +20 Damage against enemies with the Ysalamiri special ability or characters currently using the Force Withdrawal ability)

Commander Effect
Allies named Vornskr gain **Indiscriminate** and **Swarm +4**.

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Zakarisz Ghent

22

HIT POINTS	70
DEFENSE	16
ATTACK	+1
DAMAGE	10

Special Abilities

Unique

Advanced Door Gimmick [At the end of his turn, this character can designate 1 door that he can see as open; it remains open and cannot be closed until the end of this character's next turn, or until he is defeated]

False Identification [A nonadjacent enemy cannot target this character or adjacent allies unless that enemy had line of sight to the target at the start of the turn; save 11]

Frequency Amplification [Ranges of allied commander effects are extended by 2 squares]

Misdirection [An enemy cannot attack this character or adjacent allies if it has already attacked another character this turn; save 11]

Oblivious [If this character is unactivated when targeted by an attack, he gets -4 Defense]

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]

Range Finder [Replaces attacks: Adjacent allies who do not move get +4 Attack against nonadjacent enemies this round]

Ghent first came to prominence at the age of twelve, when he single-handedly cracked the Imperial ILKO code in two months—a project that took the Rebel Alliance's entire top slicer team a full month.

37/45

Mandalorian Pilot

17

HIT POINTS	50
DEFENSE	17
ATTACK	+5
DAMAGE	20

Special Abilities

Double Attack [On its turn, this character can make 1 extra attack instead of moving]

Greater Mobile Attack [Can move both before and after attacking. This character can make extra attacks even if it moves this turn, but it must make them all before resuming movement.]

Guile [+4 Attack against unactivated enemies]

Single-Shot Blaster [This character cannot gain Twin Attack]

"Time was when Mando'ade rode war droids into deep space, no fancy hulls, raw vacuum from your shebs. That's how we won an empire."
— Ram Zarimar

38/45

Mandalorian Squadron Leader

30

HIT POINTS	80
DEFENSE	18
ATTACK	+9
DAMAGE	20

Special Abilities

Pilot

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

Double Attack [On its turn, this character can make 1 extra attack instead of moving]

Greater Mobile Attack [Can move both before and after attacking. This character can make extra attacks even if it moves this turn, but it must make them all before resuming movement.]

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

Commander Effect

At the end of this character's turn, 1 Mandalorian pilot follower within 6 squares may make an immediate attack.

Mandalorian pilot followers gain **Accurate Shot** and **Gregarious**.

39/45

Tor Vizsla, Death Watch Founder

38

HIT POINTS	100
DEFENSE	19
ATTACK	+11
DAMAGE	20

Special Abilities

Unique, Double Attack; Greater Mobile Attack

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]

Close-Quarters Fighting [+4 Attack against adjacent enemies]

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

Merciless 10 [+10 Damage against enemies at half Hit Points or less]

Quick Draw [This character can make an attack of opportunity against enemies with special abilities or Force powers that ignore characters while moving]

Rival [Cannot be in a squad that contains any character whose name contains Jango or Jaster]

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

Commander Effect

Death Watch allies gain **Close-Quarters Fighting** and **Merciless 10**.

"They called themselves the 'Death Watch' and followed a barbarian called Vizsla, who believed that the Mandalorians should conquer the galaxy."— Dooku

40/45

Apostle of the Undying Flame

30

HIT POINTS	50
DEFENSE	16
ATTACK	+4
DAMAGE	10

Special Abilities

Melee Attack; Force Immunity

Defensive Stance +4 [This character gets +4 Defense while activated]

Lover Gods' Bond [Whenever an ally with Lover Gods' Bond is defeated, this character is defeated. Your squad cannot contain more than two characters with Lover Gods' Bond.]

Lover Gods' Sacrifice [Once per round, after initiative is determined, you may remove 1 adjacent Yuuzhan Vong ally without Shamed One from play; that ally is defeated, and at the end of this character's turn, an ally with Lover Gods' Bond within line of sight may take an immediate turn, which does not count as one of your activations that phase.]

Rival [Cannot be in a squad that contains any character whose name contains Priest]

Scarification +10 [Wounded Yuuzhan Vong allies within 6 squares get +4 Attack and +10 Damage]

Commander Effect

At the start of the skirmish, choose a Yuuzhan Vong follower. The chosen follower gains **Lover Gods' Bond** and **Defensive Stance +4** for the rest of the skirmish.

The Undying Flame was the cult of Yun-Txiin and Yun-Q'aah, the Lover Gods of the Yuuzhan Vong.

41/45

Domain Carr Warrior

15

HIT POINTS	50
DEFENSE	16
ATTACK	+10
DAMAGE	20

Special Abilities

Melee Attack; Melee Reach 2; Stealth

Cleave [Once per turn, if this character defeats an adjacent enemy by making an attack, it can make 1 immediate attack against another adjacent enemy]

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

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]

Synergy +4 [+4 Attack while an ally whose name contains Yomin Carr is within 6 squares]

Thud 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.]

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

"It is time."
—Yomin Carr, to Nom Anor, upon sighting the Yuuzhan Vong ship entering the galaxy

42/45

Khalee Lah, Warrior Progeny — 22

HIT POINTS	70
DEFENSE	17
ATTACK	+8
DAMAGE	10

Special Abilities
Unique (Counts as a character named Khalee Lah)
Melee Attack; Double Attack
Greater Mobile Attack
Camaraderie (An ally whose name contains Tsavong Lah gains Indiscriminate Reactions)
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)
Guile (+4 Attack against unactivated enemies)
Indiscriminate Reactions (Whenever this character takes damage from a nonadjacent attack, attempt a save of 11. On a success, this character can make an immediate attack against an adjacent enemy, ignoring abilities and commander effects that prevent targeting or attacking. This attack cannot be redirected.)
Rapport (A character named Warmaster Tsavong Lah costs 10 less when in the same squad as this character)
Vonduun Crab Armor 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)

"Truth is never treason."

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Shamed Intendant — 7

HIT POINTS	20
DEFENSE	13
ATTACK	+1
DAMAGE	10

Special Abilities
Melee Attack; Force Immunity
Camaraderie (An ally named Onimi, Shamed One gains Shamed One)
Firejelly (Replaces attacks: Designate 1 door within 3 squares as open; it remains open for the rest of the skirmish and cannot be closed)
Low Caste (Cannot be added to a squad via any character's Reinforcements or Reserves abilities. This character's cost cannot be reduced.)
Rapport (A character named Onimi, Shamed One costs 5 less when in the same squad as this character)
Shamed One (Ignores special abilities from Yuuzhan Vong allies that alter its printed Attack or Damage rating)

Commander Effect
At the end of this character's turn, each adjacent ally with Shamed One may move up to 2 squares.

The Shamed Ones were "imperfect" in some way, having failed in another caste, had their bodies reject implants, committed heresy, or were simply physically deformed. Despite this, they still had skills learned from their former positions that could prove useful.

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Yuuzhan Vong Consul — 18

HIT POINTS	50
DEFENSE	16
ATTACK	+10
DAMAGE	20

Special Abilities
Melee Attack; Force Immunity
Clan Leader (Unique Yuuzhan Vong allies gain Wall Climber)
Firejelly (Replaces attacks: Designate 1 door within 3 squares as open; it remains open for the rest of the skirmish and cannot be closed)
Rapport (Unique characters with Shaper or Scarification cost 5 less when in the same squad as this character)
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)

Commander Effect
Once per turn, whenever a Unique Yuuzhan Vong ally defeats an enemy with a melee attack, 1 Unique allied Yuuzhan Vong commander may immediately move up to its speed.

Consul was a rank among the Intendant caste of the Yuuzhan Vong. They were often in charge of resource requisition, and other bureaucratic matters.

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C1-10P "Chopper" — 20

HIT POINTS	60
DEFENSE	18
ATTACK	+8
DAMAGE	10

Special Abilities
Unique. Droid. Ghost Crew
Melee Attack; Flight
Distraction (Suppresses adjacent enemy commander effects)
Grappling Hook (Replaces turn: This character and an adjacent Small or Medium character can move together up to a number of squares equal to this character's speed. Both characters are considered to have Flight this turn, and must end their movement adjacent to each other.)
Industrial Repair 20 (Replaces attacks: touch; remove 20 damage from 1 character with Mounted Weapon)
Jolt (An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.)
Manual Override (At the end of his turn, this character can designate 1 adjacent door as open or closed; it remains open or closed until the end of this character's next turn, or until he is defeated)
Weapon Code (Replaces attacks: touch; 1 ally with Mounted Weapon may make an immediate attack)

"This junky little astromech droid keeps the Ghost running. Lucky for him he's good at it, because he is a pain."—Ezra Bridger

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Ezra Bridger, Padawan — 28

HIT POINTS	70
DEFENSE	17
ATTACK	+8
DAMAGE	10

Special Abilities
Unique. Ghost Crew
Twin Attack; Mobile Attack; Evade
Distraction (Suppresses adjacent enemy commander effects)
False Transmission (On this character's turn, he can choose 1 enemy within line of sight: This phase, this character and allies ignore that enemy when moving)
Jolt (An enemy hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.)
Lightsaber (+10 Damage against adjacent enemies)
Padawan (This character can spend a Unique ally's Force points as though they were his own. He still cannot spend Force points more than once per turn and cannot combine the ally's Force points with his own.)
Plasma Bolt -2 (Enemy characters get -2 to saves to prevent damage from this character's attacks)
Synergy +2 (+2 Attack while an ally whose name contains Kanan Jarrus is within 6 squares)

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)

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Hera Syndulla — 35

HIT POINTS	90
DEFENSE	18
ATTACK	+9
DAMAGE	20

Special Abilities
Unique. Ghost Crew. Pilot
Twin Attack; Mobile Attack
Acrobatic (Ignores enemy characters when moving)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
Suppressive Fire (On this character's turn, enemy characters attacked by this character cannot use special abilities or Force powers that respond to this character's attacks for the rest of the turn and enemies hit by this character's attacks cannot benefit from or grant commander effects for the rest of the round)
Survival Expert (+4 to this character's save rolls)

Commander Effect
Droids are subject to this effect: Ghost Crew allies within 6 squares gain Survival Expert.

An adept pilot, Syndulla was the owner of the VCX-100 light freighter Ghost.

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Kanan Jarrus — 51

HIT POINTS	130
DEFENSE	20
ATTACK	+11
DAMAGE	20

Special Abilities
Unique. Ghost Crew
Twin Attack; Mobile Attack; Evade
Coordinated Movement [At the end of this character's turn, 1 Ghost Crew ally may immediately move up to 2 squares]
Crowd Fighting [This character gets +2 Attack for every adjacent character other than his target]
Lightsaber [+10 Damage against adjacent enemies]
Lightsaber Duelist [+4 Defense against adjacent enemies with Force ratings]
Relay Orders [Each allied commander can count distance from this character as well as from itself for the purpose of commander effects]

Force Powers
Force 2. Force Renewal 1
Blaster Barrage [Force 1, replaces attacks: Can attack every legal target once]
Counter Push 2 [Force 2, usable only when this character takes damage: range 2; 20 damage; push back target 2 squares if Huge or smaller]
Lightsaber Reflect [Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage; save 11]

"I lost my way for a long time, but now I have a chance to change things"

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Sabine Wren — 25

HIT POINTS	70
DEFENSE	17
ATTACK	+9
DAMAGE	10

Special Abilities
Unique. Ghost Crew. Double Attack
Cloaked [If this character has cover, she cannot be targeted by nonadjacent enemies]
Explosive Traps [Enemies within 6 squares get -4 to saves against abilities whose names contain Grenades, Mines or Missiles]
Grenades 40 [Replaces attacks: range 6; 40 damage to target and to each character adjacent to that target; save 11]
Mines 20 [An enemy that moves adjacent to this character takes 20 damage; save 11]
Rigging Defuser [This character and each ally within 6 squares ignores Rigged Detonators]
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]
Traps [Enemy characters within 6 squares get -4 Defense]

"Forget the explosion. Look at the color."

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Zeb Orrelios — 31

HIT POINTS	100
DEFENSE	18
ATTACK	+9
DAMAGE	20

Special Abilities
Unique. Ghost Crew
Bo-rifle [Replaces attacks: Make 2 attacks against the same adjacent enemy; these count as melee attacks. On a hit, living target is considered activated this round; save 6.]
Guile [+4 Attack against unactivated enemies]
Protective +10 [+10 Damage while a wounded Ghost Crew ally is within 6 squares]
Rend +10 [If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage]
Throw Enemy 2 [Replaces attacks: touch; 30 damage to 2 target Medium or smaller enemies without a Force rating, and push those enemies to 4 squares from this character; save 16]
Wall Climber [Ignores difficult terrain, enemy characters, low objects, and pits when moving as long as a square he occupies and a square he is moving into are adjacent to a wall]

"Zeb is the muscle of the group. He's great at smashing things, including things he doesn't mean to smash."—Ezra Bridger

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Agent Kallus — 31

HIT POINTS	90
DEFENSE	17
ATTACK	+11
DAMAGE	20

Special Abilities
Unique
Bo-rifle [Replaces attacks: Make 2 attacks against the same adjacent enemy; these count as melee attacks. On a hit, living target is considered activated this round; save 6.]
Defensive Stance +4 [This character gets +4 Defense while activated]
It's a Trap! [Enemies with Stealth within 6 squares lose Stealth]
Rebel Hunter [+4 Attack and +10 Damage against Rebel enemies]
Synergy +4 [Allies named Stormtrooper get +4 Attack and +4 Defense while within 6 squares of this character]

Commander Effect
Each ally whose name contains Stormtrooper within 6 squares who attacks on its turn can move 2 extra squares at the end of that turn.

"It could signify the spark of rebellion. Next time they make a move, we'll be waiting for them to snuff out that spark before it catches fire."

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Count Denetrius Vidian — 49

HIT POINTS	120
DEFENSE	20
ATTACK	+10
DAMAGE	30

Special Abilities
Unique. Cyborg. Melee Attack; Double Attack
Cybernetic Armor [Whenever this character would take damage from a nonmelee attack, reduce the damage dealt by 10. All characters within 2 squares then take 10 damage; save 11.]
Disciplined Leader [This character's commander effect cannot be suppressed]
Hyper-Efficiency [If your squad contained 12 or fewer characters immediately before the first activation of the skirmish, this character and allies get +1 Attack for each defeated ally]
Imperial Management [If an allied commander has line of sight to an enemy at the start of a round, you may remove that ally from play; it is defeated, and for the rest of the skirmish this character gains the following Commander Effect: You can activate up to 3 characters per phase. (This includes Droid and Savage characters.)]
Rival [Cannot be in a squad with any character with Reinforcements or Reserves]

Commander Effect
Allies' commander effects with a range listed have unlimited range.

"Forget the old way!"

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The Inquisitor, Jedi Hunter — 56

HIT POINTS	130
DEFENSE	20
ATTACK	+12
DAMAGE	30

Special Abilities
Unique. Melee Attack; Double Attack
Dark Armor; Jedi Hunter
Intimidation [Living non-Unique enemies within 6 squares get -2 Attack and -2 Defense. Living allies within 6 squares get +2 Attack and +2 Defense.]
Spinning Blade Attack [Replaces turn, usable only while this character is at half Hit Points or more: This character can move up to his speed this turn and he can attack each adjacent enemy once as he moves. This movement does not provoke attacks of opportunity.]

Force Points
Force 3. Force Renewal 1
Force Push 4 [Force 4, replaces attacks: sight; 40 damage; push back target 4 squares if Huge or smaller]
Lightsaber Deflect [Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11]
Lightsaber Riposte [Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker.]

Commander Effect
Once per turn, each non-Unique Imperial follower within 6 squares may reroll an attack at +4 Attack and +10 Damage. If the result is a miss, remove the attacker or an Imperial ally of equal or higher cost from play, that character is defeated.

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Admiral Daala

27

HIT POINTS	60
DEFENSE	14
ATTACK	+6
DAMAGE	10

Special Abilities
Unique
Prideful [While this character has a higher printed cost than any other character in your squad, Imperial allies with a Damage value greater than 0 get +4 Attack and +10 Damage until this character is defeated]

Commander Effect
Imperial troopers gain **Charging Fire** [Replaces turn: Can move up to double speed, then make an attack.].

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Admiral Daala

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