

**STAR  
WARS**<sup>™</sup>

**LEGION**<sup>™</sup>

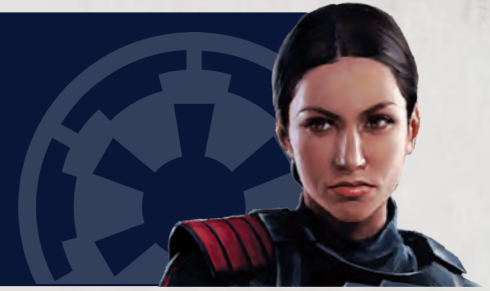
**SPECIAL OPERATIONS**

VERSION 1.0

Effective 8.14.2023

## LEGION SPECIAL OPERATIONS

*Star Wars™: Legion Special Operations* is a game mode for *Star Wars: Legion* that focuses on small squad-level skirmishes. The game utilizes miniatures and core rules from *Star Wars: Legion* but introduces new gameplay mechanics, Squads, and missions.



## GAMEPLAY

*Star Wars: Legion Special Operations* uses prebuilt Squads with customizable Loadouts and is played over four game rounds using the rules for *Star Wars: Legion* (which can be found at [AtomicMassGames.com/swlegion/](http://AtomicMassGames.com/swlegion/)) with a few exceptions, found below. Each player is attempting to complete narrative missions while clashing with their opponent over various objectives.

*Star Wars: Legion Special Operations* does not use *Star Wars: Legion* unit, command, or upgrade cards. It uses unique versions of these cards that are for *Star Wars: Legion Special Operations*.

## GAME MECHANICS

*Star Wars: Legion Special Operations* uses the majority of the core rules of *Star Wars: Legion*. The exceptions are found below:

### SQUAD CONSTRUCTION

Players do not select units to make up their armies like a standard game of *Star Wars: Legion*—instead they pick a predetermined Squad to use during the game. These Squads are found at the end of this document. Each Squad also lists available Loadouts, but these are not chosen before players reach the table. Loadouts are selected for your Squad after the mission has been determined but before any units are deployed.

### THE BATTLEFIELD

*Star Wars: Legion Special Operations* is played on a 36" x 36" battlefield.

### BUILDING A COMMAND HAND

Players do not build a command hand in *Star Wars: Legion Special Operations*. Instead, a player's command hand consists of three faction-specific Command Cards, two Squad-specific Command Cards, and Standing Orders. All the faction and Squad Command Cards for *Star Wars: Legion: Special Operations* can be found in a separate document.

### SELECTING PLAYER COLOR

Each player rolls 3 red attack dice. The player who rolled the most Critical (☠) results is the red player. If there is a tie, the player who rolled the most Attack Surge (🔥) results is the red player. If there is still a tie, the player who rolled the most Hit (🎯) results is the red player. If there is still a tie, the players reroll until the red player is determined.

## MISSIONS

*Star Wars: Legion Special Operations* does not use Battle Decks. Instead, after determining player color, players can select a mission they agree upon or may randomly choose a mission to play.

## WINNING THE GAME

Each mission is unique and gives its own victory conditions.

## MEASURING AND RANGE

*Star Wars: Legion Special Operations* uses the standard movement tools for unit movement but does not use the range tools. Instead, use a measuring tape to measure the distances listed for weapons and special rules. When measuring the range for rules with standard *Star Wars: Legion* ranges, each numbered range increment is equal to 6 inches (6").

## COMMAND CARDS, ORDERS, AND THE COMMAND PHASE

When selecting and playing Command Cards players do not nominate a commander. Instead, Command Cards issue orders to any eligible unit on the battlefield.

## LOADOUTS

Each Squad has three double-sided Loadout cards. Loadout cards are unique to each Squad. Before deploying any units, each player secretly selects which side (A or B) they will use for each of their Loadout cards. Players reveal their chosen Loadouts simultaneously and apply the rules on each chosen Loadout card.

## ACTIONS

Units in *Star Wars: Legion Special Operations* cannot perform the same action twice—including the move action. *Star Wars: Legion Special Operations* adds a new action: Dash. When a unit makes a dash action, it may make a speed-1 move but may not climb.

## COURAGE

Units may not use the courage value of ♠ units in place of their own.

## RALLYING

At the start of a unit's activation, it rallies like normal.

## SUPPRESSION

Unlike standard games of *Star Wars: Legion*, a unit with suppression tokens equal to its courage value after rallying does not lose any actions. Instead, when a suppressed unit attacks, before rolling dice, remove one red attack die from the roll. If the attack does not contain any red attack dice, remove a black attack die. If it does not contain any black attack dice, remove a white attack die.

Additionally, units do not remove suppression tokens during the End Phase.

**Droid Troopers cannot be suppressed! However, they still gain suppression tokens and can panic.**



## PANIC

Panic plays a very different role in *Star Wars: Legion* Special Operations. Instead of using the normal Panic rules, any time a unit gains suppression tokens that would cause it to have more suppression tokens than its courage value, the unit Panics. When a unit Panics, roll a black attack die for each suppression token it has exceeding its courage stat. For each Critical (☒) and/or Hit (☒) result the unit suffers 1 wound. Then remove suppression tokens from the unit until it has suppression tokens equal to its courage stat.

## TERRAIN

Remove the Difficult Terrain type from the game. Terrain is either open or impassable.

## COVER

Instead of canceling results, during the Roll Defense Dice step, a unit that has light cover may change 1 of its Defense Surge (♥) results to a Block (♥) result and a unit with heavy cover may change 2 of its Defense Surge (♥) results to a Block (♥) result.

## SPECIAL RULES

Each unit card has the full special rules for each of its keywords listed on the cards itself (there is no need to reference the *Star Wars: Legion* Core Rulebook) and some of these keywords have had updates or changes to their functionality for *Star Wars: Legion* Special Operations, all of which can be found on the unit cards. Weapon Keywords are not listed on the unit cards. Instead, they can be found below:

## CRITICAL X

When attacking, change up to X Surge (☒) results in the attack pool to Critical (☒) results.

## IMPACT X

When attacking a unit with the Armor or Armor X keyword, change up to X Hit (☒) results to Critical (☒) results.

## FIXED X

To add a weapon that has the Fixed: X keyword to an attack pool, the defending unit must be partially inside the specified firing arc of the attacking miniature.

## PIERCE X

When attacking, cancel up to X of the defender's Block (♥) results.

## SUPPRESSIVE X

After the attack is resolved, the defending unit gains X suppression tokens.

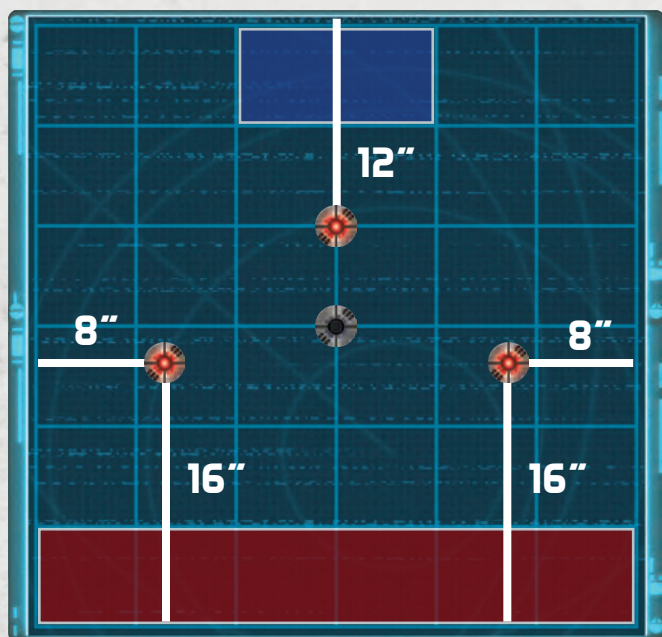
## COVERT DEPLOY

Some Loadouts allow certain units in a Squad to Covert Deploy. Units with the Covert Deploy rule are not deployed normally. When a unit that Covert Deploys would normally be deployed, their controlling player places an order token with the corresponding rank face down instead of deploying a unit. This unit cannot be issued orders until its miniature is on the battlefield. During any End Step of the game, a player who controls a unit with Covert Deploy may reveal its order token and deploy a unit of the corresponding Rank at 10" of the revealed order token. Then remove the order token from the battlefield.



# BRING DOWN THE SHIELDS (MISSION)

The attacking squad must infiltrate the defender's base and shut down the shield generator allowing the full assault to begin. Without the success of this operation the battle is lost!



## SETUP

Place 3 Consoles with the claimed sides faceup and 1 Transmitter with the unclaimed side faceup as shown.

The blue player is the defender and deploys their ▲, ▲, and ☛ units in the shown deployment zone. Their remaining units deploy during the game. The red player is the attacker and deploys their entire force in the shown deployment zone.

## WINNING THE GAME

- If the attacker has 3 or more VPs at any time, they win the game immediately.
- At the end of the 4th round the defender wins the game.

## SCENARIO RULES

### ATTACKER:

All of the Attacker's units gain the following actions:

**CONSOLE ACTION** (▶): Roll 3 black attack dice. If the unit making this action is a ☛ unit, you may reroll one of the dice. If any of the results rolled match an uncovered slot on the Transmitter card, you may put a victory token on that slot.

**TRANSMITTER ACTION** (▶): If the Transmitter card has 6 or more slots filled, remove all victory tokens from the Transmitter card. The Attacker then scores 1 VP.

### DEFENDER:

All of the Defender's units gain the following action:

**CONSOLE ACTION** (▶): Choose one of the following effects:

**CALL FOR BACKUP:** Add a black attack die to the reinforcements pool.

**SUPPRESSION WEBS:** Choose an enemy unit and roll 3 black attack dice. The chosen unit gains 1 suppression token for each Critical (☠) or Hit (☒) result rolled.

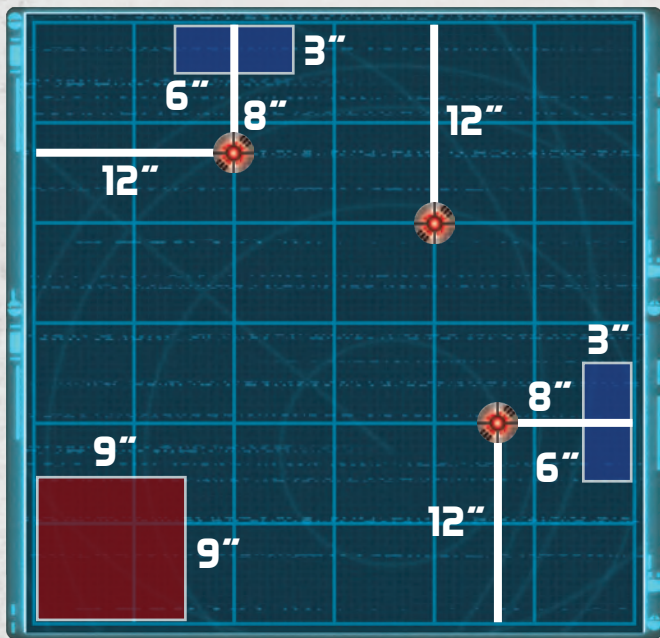
**ENCRYPT:** Roll 1 black attack die. If the unit making this action is a ☛ unit, you may roll one additional die. If any of the results rolled match a covered slot on the Transmitter card, you may remove a victory token from that slot.

### REINFORCEMENTS

At the start of each End Step, roll all dice in the Reinforcements pool, if any. Deploy one unit not deployed at the start of the game in your deployment zone, then for each Critical (☠) and Surge (☒) result rolled deploy an additional unit, or remove one suppression token from a friendly unit. At the start of the fourth round, if there are still units that have not been deployed, deploy those units.

# TRANSMIT THE CODES! (MISSION)

A crack squad has stolen the codes to the vault and is attempting to get them back to command. They must make it to a transmitter with the codes—but they have set up clever decoys! The defending team must find the correct codes and prevent their transmission.



## SETUP

Place 3 Transmitters with the claimed side faceup as shown. The red player is the crack squad. The blue player is the defender. When deploying, after they deploy their first unit, the defender must alternate deploying the rest of their units between their two deployment zones, starting with either zone.

## WINNING THE GAME

- If the unit leader with the Codes is in base contact with any Transmitter with the claimed side faceup at the start of the End Phase, it may reveal the Codes token. The Crack Team wins the game.
- At the end of the 4th round the defender wins the game.

## SCENARIO RULES

### GENERAL:

**UNDER PRESSURE:** Units that panic do not drop condition tokens. When a unit holding a condition token panics, the defender may look at the hidden side of that condition token.

**UNIT:** When a unit in the crack squad with a condition token makes a dash action, it may make a speed-2 move instead. While a unit in the defending squad is in base contact with a transmitter, flip that transmitter to the unclaimed side.

### CRACK SQUAD:

**THE CODES:** After deploying, assign 3 unit leaders the 1, 2, and 3 condition tokens. Keep these condition tokens face down so that no pips are showing. These are treated as claimed objective tokens. A player may look at any of their units' condition tokens at any time. The 1 token is the Codes, 2 and 3 are Decoys. When a unit drops a condition token, do not flip it over. If a unit would drop a condition token, before it is removed, another friendly unit at 3" may claim that condition token. A unit may never have more than one condition token at a time.

**SECURE THE PACKAGE (D):** Claim a condition token as if it was an unclaimed objective token.

**OBJECTIVE ACTION (D):** A unit leader with a condition token may choose one or more other unit leaders at 3" of itself. Remove all condition tokens from this unit and each chosen unit. You must then assign one of those condition tokens to each unit leader.

**FOCUS ON THE MISSION:** Units in the crack squad gain **DISENGAGE** (*This unit may make move actions while it is engaged with enemy units*).

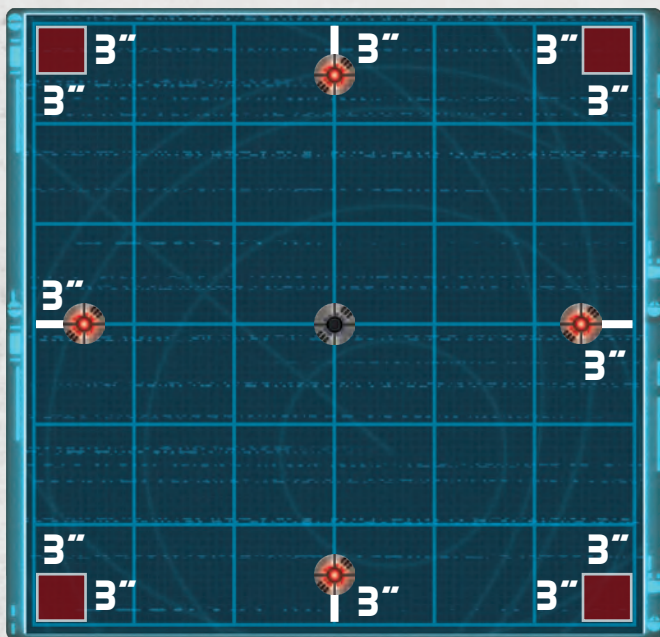
### DEFENDING SQUAD:

**STOP RIGHT THERE!** Units in this squad gain the following action:

**HALT! (A):** Choose an enemy unit at 3" with a condition token. You may look at the condition token.

# DISABLED VEHICLE (MISSION)

An enemy vehicle has triggered an ambush and must defend itself until air support can arrive. The ambushing squad must destroy the tank before the air support arrives and obliterates the ambushers.



## DEPLOYMENT

The blue player is the defender. Place the Immobilized Vehicle for the corresponding faction in the center of the battlefield on the unclaimed objective token. Place 4 Ambush Networks on the battlefield claimed side faceup. The defender deploys all their units in base contact with their Immobilized Vehicle. The red player is the ambusher. When deploying units, the red player may choose to deploy them in their deployment zone or begin the game in the Ambush Network.

## WINNING THE GAME

- If the Immobilized Vehicle is destroyed the ambushing player wins the game.
- At the end of the 4th round the defender wins the game.

## SCENARIO RULES

**AMBUSH NETWORK:** A unit in the Ambush Network is not on the battlefield and may never be measured to or from. A unit in the Ambush Network may be issued orders. At the start of a unit's activation, if it is in the Ambush Network it is placed in base contact with an Ambush point and it gains one Detonator. A unit that is placed in this way cannot make a move action during its activation but may dash.

## AMBUSHING SQUAD

**AMBUSH POINT** (➡): Remove this unit from the battlefield and place it in the Ambush Network. A unit may not perform this action during the same activation that it enters the battlefield.

**DETONATOR** (➡): Set aside victory tokens to use as Detonator tokens. A unit may only use this action if it has a Detonator. A unit may not have more than one Detonator at any time. A unit may throw its Detonator at the Immobilized Vehicle if it is in LOS. Measure the distance from the unit to the Immobilized Vehicle. The unit rolls 10 white attack dice, removing one die from the roll for each full inch the unit leader is away from the Immobilized Vehicle. The Immobilized Vehicle suffers one damage for each Critical (☠), Hit (★), and Surge (🔥) result in the roll. A unit cannot make a Detonator action if it has already made an attack action this activation and cannot make an attack action if it has already made a Detonator action this activation.

☠ **UNITS:** While a friendly unit is at 3" of another friendly ☠ unit, it gains the following action:

**REARM:** (➡): This unit gains 1 Detonator.

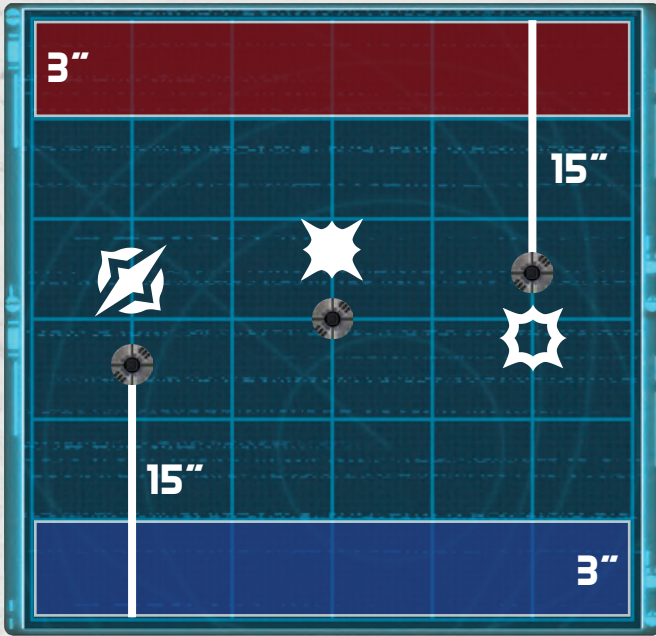
## DEFENDING SQUAD

**DEFENSIVE POSITION:** Units in base contact with the Immobilized Vehicle have heavy cover.

☠ **UNITS:** While in base contact with the Immobilized Vehicle, ☠ units in the defending squad gain the following action:

**REPAIR VEHICLE:** (➡): Remove 1 wound from the Immobilized Vehicle.

# SHIFTING PRIORITIES (MISSION)



## SPECIAL RULES

Place 4 objective tokens unclaimed side up on the battlefield as shown. At the start of the second Command Phase and each subsequent Command Phase, the blue player rolls a black attack die. If the result is a Critical (❖), the right-most objective is the priority objective this round. If the result is a Surge (⚡), the left-most objective is the priority objective this round. If the result is a Hit (★), the center objective is the priority objective this round. If the result is a blank, there is no priority objective this round.

During the End Phase of each round, each player scores 1 VP for each objective token they control and one additional VP if they control the priority objective. The player with the most unit leaders at 3" of an objective controls that objective token. When determining which player controls an objective token, count each ♁ unit as two units.

## WINNING THE GAME

A player immediately wins when they score 7 or more VPs. If both players score 7 or more VPs simultaneously, the player with more VPs wins. If they are tied, neither player wins. Instead, the game continues until one player has scored more VPs than their opponent, at which point they immediately win.

If neither player has won by the end of the fourth round, the player with the most VPs is the winner. If both players are tied at this point, the game continues for one more final round. If at the end of this round the players are still tied, the game ends in a tie.

## CONDITION CHART

After the mission is decided, players may choose to use an optional Condition effect. If they do, roll a white attack die and a red defense die. The effect corresponding to the result of the white die is applied to two rounds of the game. If the red defense die is a Block (♥), the effect applies to the first two rounds of the game. If the red defense die is a blank or Surge (⚡), the effect applies to the last two rounds of the game.

ROLL RESULT (WHITE DIE)	WEATHER TYPE	EFFECT
	<b>INCLEMENT WEATHER</b>	When attacking, increase the target unit's cover by 1 unless the attacking unit has made an aim action this activation.
	<b>COVER OF DARKNESS</b>	Reduce the range of ranged weapons by 4", to a minimum of 6".
	<b>COMMS DISRUPTION</b>	During the Command Phase players issue 1 less order. After assigning orders, draw an order from the order pool and assign it to a corresponding unit.
<b>BLANK</b>	<b>CLEAR</b>	No effects.

# LEGION SPECIAL OPERATIONS SQUAD INFO

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## REBEL ALLIANCE

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### REBEL TROOPERS SQUAD

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- Rebel Trooper Captain
- 4x Rebel Troopers
- Rebel Trooper, DLT-20A
- 2x Rebel Pathfinders
- Astromech

### REBEL TROOPER LOADOUTS

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- Agility Training // Calm and Collected
- Fire on my Target! // Keep them Back
- Dug In // Desperation

### REBEL COMMANDOS SQUAD

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- Rebel Commando Captain
- 3x Rebel Commandos
- Rebel Commando, Saboteur
- Rebel Commando, DH-447 Sniper Rifle
- Wookiee Warrior, Bowcaster

### REBEL COMMANDOS LOADOUTS

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- Flexible Training // Vigilant
- Agility Training // Improved Comms
- Extra Muscle // Withering Fire



## GALACTIC EMPIRE

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### INFANTRY SQUAD

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- Imperial Officer
- 3x Stormtrooper
- Stormtrooper, DLT-19 Heavy Blaster Rifle
- 2x Death Trooper
- FX-9 Medical Droid

### INFANTRY LOADOUTS

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- Push them Back! // Mission Tactics
- Inspiring Oration // Portable Scanner
- Guard Duty // Interrogation Protocols

### IMPERIAL SPECIAL FORCES SQUAD

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- Imperial Special Forces, Captain
- 2x Imperial Special Forces, Trooper
- 3x Scout Trooper
- Scout Trooper, DLT-19x Sniper Rifle
- ID10 Seeker Droid

### IMPERIAL SPECIAL FORCES LOADOUTS

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- Fan Out // Surgical Strike
- Follow my Lead // Priority Target
- Ambush // Low-Vis Equipment



# LEGION SPECIAL OPERATIONS SQUAD INFO

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## GALACTIC REPUBLIC

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### ARC TROOPERS SQUAD

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- ARC Trooper, Captain
- 2x ARC Trooper
- 2x ARC Trooper, Jet Pack
- ARC Trooper, DC-15x Long Rifle

### ARC TROOPER LOADOUTS

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- Flexible Training // Complete the Mission
- Low-Vis Equipment // Just Like the Simulations
- Covert Deployment // Cross Training

### CLONE TROOPERS SQUAD

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- Clone Commander
- 3x Clone Trooper
- Clone Trooper, Z6 Rotary Blaster Cannon
- Clone Trooper, Medic
- Astromech Droid

### CLONE TROOPERS LOADOUTS

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- I'm with you Brother // Part of Something Larger
- Backpack Power Supply // Advanced Medical Training
- Environmental Gear // High Alert



## SEPARATIST ALLIANCE

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### INVASION FORCE SQUAD

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- Tactical Droid
- 5x B1 Battle Droid
- B1 Battle Droid, E-5C
- 2x B2 Super Battle Droid
- Worker Droid

### INVASION FORCE LOADOUTS

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- Networked Calculations // Linked Learned
- Sentry Mode // Mobility Programming
- Advanced AI // Enhanced Durasteel Framework

### DROID COMMANDOS SQUAD

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- BX-Series Droid Commando, Command Droid
- 2x BX-Series Droid Commando, Deflector Shield
- 2x BX-Series Droid Commando, Vibrosword
- 2x IG-100 MagnaGuard

### DROID COMMANDOS LOADOUTS

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- Networked Calculations // Pack Hunters
- Sniper Droid // Electrowhip MagnaGuard
- Mobility Calibration // Offensive Calibration

# CREDITS

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## ATOMIC MASS GAMES

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**Game Design:** Will Pagani and Will Shick

**Lead Game Developer:** Andrew Dursum

**Game Development:** Michael Plummer and Ben Ransom

**Development Manager:** Will Pagani

**Product Line Management:** Melissa Butler and Andrea Lowe

**Editing:** Scheherazade Anisi

**Graphic Design:** Dan Gerlach, Justus Morschauser, Ryan Ritter, and Brianna Winters

**Photography:** Matt Ferbrache and Leah Rosen

**Graphic Design Manager:** Jessy Stetson

**Art:** Jacob Atienza, Cristi Balanescu, Mauro Dal Bo, Grzegorz Bobrowski, Matt Bradbury, Chris Bjors, JB Casacop, Calvin Chua, Emile Denis, Dave Dorman, Tony Foti, Mariusz Gandzel, Michele Giorgi, Jorge Gonzalez, Alex Kim, Adam Lane, Lasahido, Ignacio Bazan Lazcano, Javier Charro Martinez, Viko Menezes, Mark Molnar, Jacob Murray, Ameen Naksewee, Vlad Ricean, Francisco Rico, Martin Diego Sadaba, Adam Schumpert, Colin Searle, Cynthia Sheppard, Darren Tan, Halil Ural, Magali Villeneuve, Ben Wootten, and Andreas Zafiratos

**Miniatures Hobby Specialist:** Tony Konichek

**Art Direction:** Josh Colón and Preston Stone

**Sculpting Coordination:** Mike Jones

**Engineering:** Bexley Andrajack, Alex Edinger, Kevin Kircus, Nicholas Smith, and Chris Tiemeyer

**Engineering Manager:** Evan Kang

**Sculpting Director:** Marco Segovia

**Office Manager:** Jeremy Button

**Marketing:** Summer Ditona, Anne Richmond, and Andrea Wallace

**Director of Marketing:** Liz Peotter

**Creative Director:** Dallas Kemp

**Director of Product Development:** Will Shick

**Head of Studio:** Simone Elliott

## ASMODEE NORTH AMERICA

---

**Licensing Coordination:** Kira Hartke and Kaitlin Souza

**Licensing Approvals Manager:** Dana Cartwright

**Production Coordination:** Emily Frenchik, Estelle Gavin, John Hannasch, Lee Houff, Chris Jensen, and Alex Schlee

**Production Engineer:** Michael Blomberg

**Production Management:** Justin Anger and Austin Litzler

**Publishing Services:** Thomas Gallecier

**Regional Head of Publishing:** Bill Altig

**Global Head of Publishing:** Steve Horvath

## LUCASFILM LIMITED

---

**Licensing Approvals:** Brian Merten

## PLAYTESTERS

---

Thank you to all in the Legion community who provided testing and feedback!



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**REBEL COMMANDO**  
CAPTAIN

**OBSERVE 1:** Choose an enemy unit in LOS. It gains 1 observation token.

**CAMOUFLAGE:** When defending against a ranged attack, if this unit is obscured, it may cancel one ✱ result in the attack roll.

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.

**SHARPSHOOTER 1:** During the Determine Cover step, reduce the defender's cover by 1.

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**REBEL COMMANDO**

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COMBAT TRAINING

A-280 BLASTER RIFLE

14

CRITICAL 2

6  
3

COMBAT TRAINING

A-280 BLASTER RIFLE

14

CRITICAL 1

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

14

CRITICAL 1

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

14

CRITICAL 1

6  
2

**REBEL COMMANDO**

**CAMOUFLAGE:** When defending against a ranged attack, if this unit is obscured, it may cancel one ✱ result in the attack roll.

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.

**SHARPSHOOTER 1:** During the Determine Cover step, reduce the defender's cover by 1.

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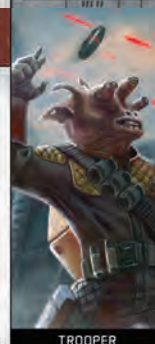
**REBEL COMMANDO**  
SABOTEUR

**CAMOUFLAGE:** When defending against a ranged attack, if this unit is obscured, it may cancel one ✱ result in the attack roll.

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.

**SHARPSHOOTER 1:** During the Determine Cover step, reduce the defender's cover by 1.

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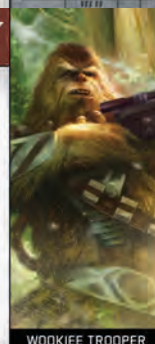


**WOOKIEE WARRIOR**  
BOWCASTER

**CHARGE:** After this unit performs a move action, it may perform a free melee attack action.

**INDOMITABLE:** When this unit performs its Rally step, it rolls red defense dice instead of white defense dice.

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COMBAT TRAINING

A-280 BLASTER RIFLE

14

CRITICAL 1

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

14

CRITICAL 1

6  
2

OVERPOWER

BOWCASTER

12

IMPACT 2

CRITICAL 2, IMPACT 1

8  
2

OVERPOWER

BOWCASTER

12

IMPACT 2

CRITICAL 2, IMPACT 1

8  
2

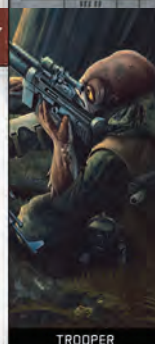
**REBEL COMMANDO**  
DH-447 SNIPER RIFLE

**CAMOUFLAGE:** When defending against a ranged attack, if this unit is obscured, it may cancel one ✱ result in the attack roll.

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.

**SHARPSHOOTER 2:** During the Determine Cover step, reduce the defender's cover by 2.

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**IMMOBILIZED VEHICLE**

**FIELD TRIAGE:** At the start of this unit's activation, choose any number of other friendly units at 6". Remove up to 3 total wounds from the chosen units.

**HEAVY ARMOR: FRONT, SIDES** Weapons without the IMPACT keyword may not be added to attack pools targeting this unit if the attacking unit is in this unit's front or side arcs.

**STATIONARY:** This unit cannot perform moves.

**LAST STAND:** This unit cannot be issued orders.

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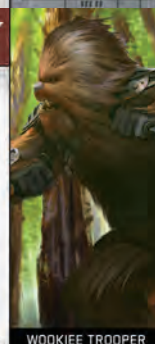
**WOOKIEE WARRIOR**  
RYYK BLADES

**CHARGE:** After this unit performs a move action, it may perform a free melee attack action.

**DISENGAGE:** This unit may perform move actions while it is engaged with enemy units.

**INDOMITABLE:** When this unit performs its Rally step, it rolls red defense dice instead of white defense dice.

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COMBAT TRAINING

DH-447 SNIPER RIFLE

18

CRITICAL 2, PIERCE 1

6  
2

CREW SMALL ARMS

WEAPON BATTERY

18

CRITICAL 2, FIXED: SIDES, REAR

CRITICAL 3, FIXED: FRONT

15  
-

RYYK BLADES

CRITICAL 2, IMPACT 2, PIERCE 1

8  
2

RYYK BLADES

CRITICAL 2, IMPACT 2, PIERCE 1

8  
2

**REBEL TROOPER**  
CAPTAIN

**INSPIRE 1:** At the start of this unit's activation, remove up to 1 suppression token from a friendly unit at 6".

**DANGER SENSE:** When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

**NIMBLE:** After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

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**REBEL TROOPER**

**DANGER SENSE:** When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

**NIMBLE:** After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

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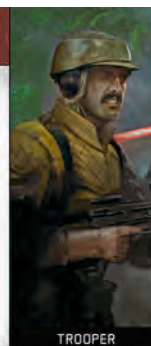


**REBEL TROOPER**

**DANGER SENSE:** When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

**NIMBLE:** After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

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COMBAT TRAINING

A-280 BLASTER RIFLE

12

CRITICAL 1

6  
3

COMBAT TRAINING

A-280 BLASTER RIFLE

12

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

12

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

12

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

12

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

12

6  
2

**REBEL TROOPER**

**DANGER SENSE:** When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

**NIMBLE:** After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

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**REBEL TROOPER**

**DANGER SENSE:** When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

**NIMBLE:** After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

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**REBEL TROOPER**  
DLT-20A HEAVY BLASTER RIFLE

**DANGER SENSE:** When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

**NIMBLE:** After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

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COMBAT TRAINING

A-280 BLASTER RIFLE

12

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

12

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

12

6  
2

COMBAT TRAINING

A-280 BLASTER RIFLE

12

6  
2

COMBAT TRAINING

DLT-20A BLASTER RIFLE

16

CRITICAL 2, SUPPRESSIVE 1

6  
2

COMBAT TRAINING

DLT-20A BLASTER RIFLE

16

6  
2

**REBEL PATHFINDER**

**AGILE 1:** After this unit performs a move action, it gains 1 dodge token.

**DANGER SENSE:** When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

**NIMBLE:** After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

**VALOR:** When this unit performs an attack action, remove up to 1 suppression token from a friendly unit at 6".

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**REBEL PATHFINDER**

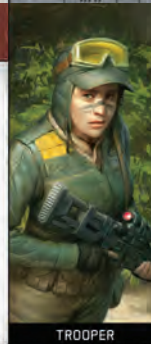
**AGILE 1:** After this unit performs a move action, it gains 1 dodge token.

**DANGER SENSE:** When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

**NIMBLE:** After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

**VALOR:** When this unit performs an attack action, remove up to 1 suppression token from a friendly unit at 6".

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**ASTROMECH**

**RESUPPLY:** Choose a friendly unit at 6". It gains 1 surge token or removes 1 suppression token.

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COMBAT TRAINING

A-300 BLASTER RIFLE

12

CRITICAL 2

7  
2

COMBAT TRAINING

A-300 BLASTER RIFLE

12

7  
2

COMBAT TRAINING

A-300 BLASTER RIFLE

12

7  
2

COMBAT TRAINING

A-300 BLASTER RIFLE

12

7  
2

COMBAT TRAINING

WELDING TORCH

4  
1

COMBAT TRAINING

WELDING TORCH

4  
1

<p><b>FLEXIBLE TRAINING</b></p> <p><b>LOADOUT 1A</b> When a unit in this Squad performs a dodge or aim action, it gains 1 surge token.</p> <p>REBEL COMMANDOS</p>	<p><b>VIGILANT</b></p> <p><b>LOADOUT 1B</b> During the End Phase, choose up to 3 friendly trooper units. They do not remove 1 dodge token during the Remove Tokens step.</p> <p>REBEL COMMANDOS</p>	<p><b>AGILITY TRAINING</b></p> <p><b>LOADOUT 2A</b> Units in this Squad can spend dodge tokens to cancel <math>\square</math> results.</p> <p>REBEL COMMANDOS</p>	<p><b>IMPROVED COMMS</b></p> <p><b>LOADOUT 2B</b> Units in this Squad ignore the effects of the Comms Disruption condition.</p> <p>REBEL COMMANDOS</p>	<p><b>EXTRA MUSCLE</b></p> <p><b>LOADOUT 3A</b> Replace the Wookiee Warrior, Bowcaster in your Squad with a Wookiee Warrior, Ryyk Blades.</p> <p>REBEL COMMANDOS</p>	<p><b>WITHERING FIRE</b></p> <p><b>LOADOUT 3B</b> When a friendly <math>\blacklozenge</math> unit performs a ranged attack, if the defending unit does not have a facedown order token, the attack pool gains <b>SUPPRESSIVE 1</b>. (After this attack is resolved, the defending unit gains 1 suppression token.)</p> <p>REBEL COMMANDOS</p>
<p><b>AGILITY TRAINING</b></p> <p><b>LOADOUT 1A</b> Units in this Squad can spend dodge tokens to cancel <math>\square</math> results.</p> <p>REBEL TROOPERS</p>	<p><b>CALM AND COLLECTED</b></p> <p><b>LOADOUT 1B</b> Units in this Squad can spend dodge tokens as if they were aim tokens.</p> <p>REBEL TROOPERS</p>	<p><b>FIRE ON MY TARGET!</b></p> <p><b>LOADOUT 2A</b> When a friendly Rebel Trooper, Captain or a Rebel Pathfinder performs an attack action, after the attack is resolved, the defender gains 2 observation tokens.</p> <p>REBEL TROOPERS</p>	<p><b>KEEP THEM BACK</b></p> <p><b>LOADOUT 2B</b> Units in this Squad at 3" of an objective token gain <b>PRECISE 1</b>. (When you spend an aim token to reroll attack dice, you may reroll one additional die.)</p> <p>REBEL TROOPERS</p>	<p><b>DUG IN</b></p> <p><b>LOADOUT 3A</b> At the start of the first Activation Phase, each unit in this Squad gains 1 dodge token.</p> <p>REBEL TROOPERS</p>	<p><b>DESPERATION</b></p> <p><b>LOADOUT 3B</b> At the start of the last round, each unit in this Squad recovers.</p> <p>REBEL TROOPERS</p>



### SILENT APPROACH

REBEL COMMANDOS



3 UNITS

Each unit in this Squad may choose up to 1 enemy miniature in LOS. Each chosen enemy miniature gains 1 observation token.

### SET CHARGES

REBEL COMMANDOS



1 UNIT

During a friendly Rebel Commando, Saboteur's activation, it gains the following weapon:

6 ♦♦♦♦♦

CRITICAL 3, IMPACT 3

### HERO OF THE REBELLION



1 UNIT OR 1 UNIT

When a unit is issued an order from this card, it recovers. Then, it gains 1 aim token and 1 dodge token.

### BUILT ON HOPE



1 UNIT & 2 UNITS

Each time a friendly unit Panics, it removes 1 suppression token.

### FEEL LIKE A HUNDRED



3 UNITS

When performing a ranged attack, friendly units' attack pools gain **SUPPRESSIVE 1**. (After this attack is resolved, the defending unit gains 1 suppression token)

### HOLD AT ANY COST

REBEL TROOPERS



3 UNITS

When a unit in this Squad is declared as the defender of an enemy attack, it may gain 1 suppression token. If it does, it gains 1 dodge token.

### LAST STAND

REBEL TROOPERS



3 UNITS

When a unit in this Squad Panics, it only suffers a wound if it rolls a ❷ result. Additionally, if it rolls a ❸ result, it removes 1 wound.

### STANDING ORDERS



1 UNIT

At the end of the Command Phase, return this card to your hand.

<p><b>IMPERIAL OFFICER</b></p> <p>➡ <b>GET THEM!</b> Choose up to 1 friendly Stormtrooper unit at 8". The chosen unit may make a move action, then it may make a melee attack.</p> <p>➡ <b>SPOTTER 1:</b> Choose a friendly unit at 6". It gains 1 aim token.</p> <p><b>CHAIN OF COMMAND:</b> When this unit is issued an order, you may choose up to 2 friendly Stormtrooper units at 8". If you do, each chosen unit gains a standby token.</p> <p>TROOPER</p>	<p><b>STORMTROOPER</b></p> <p><b>PRECISE 1:</b> When this unit spends an aim token to reroll dice, it may reroll one extra die.</p> <p><b>SENTINEL:</b> This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".</p> <p><b>UNRELENTING ADVANCE:</b> When this unit causes an enemy unit to panic, this unit may make a speed-1 move.</p> <p>TROOPER</p>	<p><b>STORMTROOPER</b></p> <p><b>PRECISE 1:</b> When this unit spends an aim token to reroll dice, it may reroll one extra die.</p> <p><b>SENTINEL:</b> This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".</p> <p><b>UNRELENTING ADVANCE:</b> When this unit causes an enemy unit to panic, this unit may make a speed-1 move.</p> <p>TROOPER</p>	<p><b>STORMTROOPER</b></p> <p><b>PRECISE 1:</b> When this unit spends an aim token to reroll dice, it may reroll one extra die.</p> <p><b>SENTINEL:</b> This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".</p> <p><b>UNRELENTING ADVANCE:</b> When this unit causes an enemy unit to panic, this unit may make a speed-1 move.</p> <p>TROOPER</p>
<p>COMBAT TRAINING</p> <p>RK-3 BLASTER PISTOL</p> <p>8</p> <p>CRITICAL 1</p> <p>TROOPER</p>	<p>COMBAT TRAINING</p> <p>E-11 BLASTER RIFLE</p> <p>12</p> <p>6</p> <p>1</p> <p>TROOPER</p>	<p>COMBAT TRAINING</p> <p>E-11 BLASTER RIFLE</p> <p>12</p> <p>6</p> <p>1</p> <p>TROOPER</p>	<p>COMBAT TRAINING</p> <p>E-11 BLASTER RIFLE</p> <p>12</p> <p>6</p> <p>1</p> <p>TROOPER</p>
<p><b>STORMTROOPER</b></p> <p><b>PRECISE 1:</b> When this unit spends an aim token to reroll dice, it may reroll one extra die.</p> <p><b>SENTINEL:</b> This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".</p> <p><b>UNRELENTING ADVANCE:</b> When this unit causes an enemy unit to panic, this unit may make a speed-1 move.</p> <p>TROOPER</p>	<p><b>STORMTROOPER</b> DLT-19 HEAVY BLASTER RIFLE</p> <p><b>PRECISE 1:</b> When this unit spends an aim token to reroll dice, it may reroll one extra die.</p> <p><b>SENTINEL:</b> This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".</p> <p><b>UNRELENTING ADVANCE:</b> When this unit causes an enemy unit to panic, this unit may make a speed-1 move.</p> <p>TROOPER</p>	<p><b>DEATH TROOPER</b></p> <p><b>BODYGUARD 2:</b> When a ♠ unit at 6" suffers wounds from an attack, this unit may suffer up to 2 of those wounds instead.</p> <p><b>STEALTH ARMOR:</b> Increase this unit's cover by 1.</p> <p><b>TACTICAL 1:</b> After this unit performs a move action, it gains 1 aim token.</p> <p><b>UNRELENTING ADVANCE:</b> When this unit causes an enemy unit to panic, this unit may make a speed-1 move.</p> <p>TROOPER</p>	<p><b>DEATH TROOPER</b></p> <p><b>BODYGUARD 2:</b> When a ♠ unit at 6" suffers wounds from an attack, this unit may suffer up to 2 of those wounds instead.</p> <p><b>STEALTH ARMOR:</b> Increase this unit's cover by 1.</p> <p><b>TACTICAL 1:</b> After this unit performs a move action, it gains 1 aim token.</p> <p><b>UNRELENTING ADVANCE:</b> When this unit causes an enemy unit to panic, this unit may make a speed-1 move.</p> <p>TROOPER</p>
<p>COMBAT TRAINING</p> <p>E-11 BLASTER RIFLE</p> <p>12</p> <p>6</p> <p>1</p> <p>TROOPER</p>	<p>COMBAT TRAINING</p> <p>DLT-19 HEAVY BLASTER RIFLE</p> <p>16</p> <p>6</p> <p>1</p> <p>IMPACT 1, SUPPRESSIVE 1</p> <p>TROOPER</p>	<p>CLOSE QUARTERS COMBAT</p> <p>E-11D BLASTER RIFLE</p> <p>12</p> <p>7</p> <p>3</p> <p>CRITICAL 2</p> <p>TROOPER</p>	<p>CLOSE QUARTERS COMBAT</p> <p>E-11D BLASTER RIFLE</p> <p>12</p> <p>7</p> <p>3</p> <p>CRITICAL 2</p> <p>TROOPER</p>
<p><b>DEATH TROOPER</b></p> <p><b>BODYGUARD 2:</b> When a ♠ unit at 6" suffers wounds from an attack, this unit may suffer up to 2 of those wounds instead.</p> <p><b>STEALTH ARMOR:</b> Increase this unit's cover by 1.</p> <p><b>TACTICAL 1:</b> After this unit performs a move action, it gains 1 aim token.</p> <p><b>UNRELENTING ADVANCE:</b> When this unit causes an enemy unit to panic, this unit may make a speed-1 move.</p> <p>TROOPER</p>	<p><b>FX-9 MEDICAL DROID</b></p> <p>➡ <b>MEDICAL AID:</b> Choose a friendly non-droid trooper unit at 3". It removes up to 2 wound tokens, if able.</p> <p>DROID TROOPER</p>	<p><b>IMMOBILIZED VEHICLE</b></p> <p><b>COMBINED ARMS:</b> At the start of the Activation Phase, choose up to one friendly unit at 6". It gains a standby token.</p> <p><b>HEAVY ARMOR: FRONT, SIDES</b> Weapons without the <b>IMPACT</b> keyword may not be added to attack pools targeting this unit if the attacking unit is in this unit's front or side arcs.</p> <p><b>STATIONARY:</b> This unit cannot perform moves.</p> <p><b>LAST STAND:</b> This unit cannot be issued orders.</p> <p>VEHICLE</p>	<p><b>IMMOBILIZED VEHICLE</b></p> <p><b>COMBINED ARMS:</b> At the start of the Activation Phase, choose up to one friendly unit at 6". It gains a standby token.</p> <p><b>HEAVY ARMOR: FRONT, SIDES</b> Weapons without the <b>IMPACT</b> keyword may not be added to attack pools targeting this unit if the attacking unit is in this unit's front or side arcs.</p> <p><b>STATIONARY:</b> This unit cannot perform moves.</p> <p><b>LAST STAND:</b> This unit cannot be issued orders.</p> <p>VEHICLE</p>
<p>CLOSE QUARTERS COMBAT</p> <p>E-11D BLASTER RIFLE</p> <p>12</p> <p>7</p> <p>3</p> <p>CRITICAL 2</p> <p>TROOPER</p>	<p>AGGRESSIVE BEEPING</p> <p>5</p> <p>1</p> <p>DROID TROOPER</p>	<p>CREW SMALL ARMS</p> <p>WEAPON BATTERY</p> <p>18</p> <p>18</p> <p>CRITICAL 2, FIXED: SIDES, REAR</p> <p>CRITICAL 3, FIXED: FRONT</p> <p>VEHICLE</p> <p>15</p> <p>-</p>	<p>CREW SMALL ARMS</p> <p>WEAPON BATTERY</p> <p>18</p> <p>18</p> <p>CRITICAL 2, FIXED: SIDES, REAR</p> <p>CRITICAL 3, FIXED: FRONT</p> <p>VEHICLE</p> <p>15</p> <p>-</p>





### PUSH THEM BACK!

#### LOADOUT 1A

When an enemy unit panics, choose one friendly unit. The chosen friendly unit loses 1 suppression token.

INFANTRY SQUAD

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### MISSION TACTICS

#### LOADOUT 1B

At the start of each friendly unit's activation, if it is at 3" of an objective token it gains 1 surge token.

INFANTRY SQUAD

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### INSPIRING ORATION

#### LOADOUT 2A

After a friendly Imperial Officer is issued an order, friendly units at 6" may remove 1 suppression token.

INFANTRY SQUAD

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### PORTABLE SCANNER

#### LOADOUT 2B

Units in this Squad ignore the effects of the Inclement Weather condition.

INFANTRY SQUAD

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### GUARD DUTY

#### LOADOUT 3A

During the End Step, after removing tokens, each friendly Stormtrooper unit that removed a standby token may gain an aim token.

INFANTRY SQUAD

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### INTERROGATION PROTOCOLS

#### LOADOUT 3B

Melee attacks made by a friendly FX-9 Medical Droid add 4 red dice to their attack pools.

INFANTRY SQUAD

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### FAN OUT

#### LOADOUT 1A

While they are not at 8" of a friendly Imperial Special Forces Captain, friendly Imperial Special Forces Troopers in this Squad gain **INDEPENDENT: AIM 1 OR DODGE 1**.

IMPERIAL SPECIAL FORCES

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### SURGICAL STRIKE

#### LOADOUT 1B

When a unit in this Squad is attacking, it may spend any number of aim tokens after the attack is resolved. For each aim token spent in this way, the defending unit gains 1 suppression token.

IMPERIAL SPECIAL FORCES

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### FOLLOW MY LEAD

#### LOADOUT 2A

When a friendly Imperial Special Forces Captain or Imperial Special Forces Trooper unit makes an aim or dodge action, you may choose up to 1 friendly Scout Trooper at 6". If you do, the chosen unit gains 1 matching aim or dodge token.

IMPERIAL SPECIAL FORCES

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### PRIORITY TARGET

#### LOADOUT 2B

At the start of each round, choose up to 2 different enemy units. Each chosen unit gains 1 observation token.

IMPERIAL SPECIAL FORCES

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### AMBUSH

#### LOADOUT 3A

Each friendly Imperial Special Forces Captain and Imperial Special Forces Trooper Covert Deploys. When a friendly Imperial Special Forces Captain or Imperial Special Forces Trooper is placed on the battlefield, it gains 1 aim or dodge token.

IMPERIAL SPECIAL FORCES

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### LOW-VIS EQUIPMENT

#### LOADOUT 3B

Units in this Squad ignore the effects of the Cover of Darkness or Inclement Weather conditions.

IMPERIAL SPECIAL FORCES

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YOU HAVE YOUR ORDERS
ELITE TROOPERS
OPPRESSION
FOR THE EMPIRE!



INFANTRY SQUAD

1 UNIT & 3 UNITS

Each friendly unit at 6" of a friendly Imperial Officer gains 1 surge token.



INFANTRY SQUAD

2 UNITS

Each unit issued an order with this card gains **STEADY** this turn. *(After this unit makes a move action, it may make a free attack action).*



OPPRESSION

NO UNITS

When an enemy unit rallies, it removes 1 less suppression token.



FOR THE EMPIRE!

2 UNITS

Each friendly unit at 3" of an objective token gains 1 aim token.

IMPERIAL TRAINING
SPECIAL FORCES
SHOCK AND AWE
STANDING ORDERS



IMPERIAL TRAINING

2 UNITS

When a unit is issued an order by this card, it may suffer 1 wound. If it does, it may make a free recover action.



SPECIAL FORCES

IMPERIAL SPECIAL FORCES

2 UNITS

When a or unit in this Squad attacks an enemy unit with a faceup order token, after the attack is resolved, shuffle that order token back into that player's order pool.



SHOCK AND AWE

IMPERIAL SPECIAL FORCES

2 UNITS

When a unit in this Squad defeats an enemy unit, before the enemy unit is removed from the battlefield, all other enemy units at 6" of the enemy unit gain 1 suppression token.






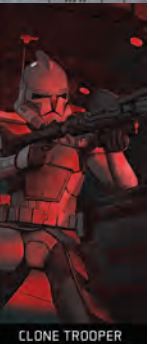
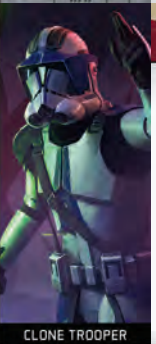



STANDING ORDERS

1 UNIT

At the end of the Command Phase, return this card to your hand.



<p><b>ARC TROOPER</b> CAPTAIN</p> <p><b>ARC TRAINING:</b> After this unit performs an attack, it gains 1 dodge token.</p> <p><b>CONCENTRATED FIRE:</b> When this unit performs a ranged attack, during the Assign Suppression Token to Defender step the enemy unit gains 1 additional suppression token for each <math>\blacklozenge</math> result in the attack pool.</p> <p><b>RAPID FIRE:</b> This unit may perform two attack actions.</p> <p><b>RELIABLE 1:</b> At the start of the Activation Phase, this unit gains 1 surge token.</p>		<p><b>ARC TROOPER</b></p> <p><b>ARC TRAINING:</b> After this unit performs an attack, it gains 1 dodge token.</p> <p><b>RELIABLE 1:</b> At the start of the Activation Phase, this unit gains 1 surge token.</p>		<p><b>ARC TROOPER</b></p> <p><b>ARC TRAINING:</b> After this unit performs an attack, it gains 1 dodge token.</p> <p><b>RELIABLE 1:</b> At the start of the Activation Phase, this unit gains 1 surge token.</p>	
<p>DC-17 HAND BLASTER</p> <p>CRITICAL 3, SUPPRESSIVE 1</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 3</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1, SUPPRESSIVE 1</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1, SUPPRESSIVE 1</p>
<p><b>ARC TROOPER</b> JET PACK</p> <p><b>BOUND:</b> When this unit performs a move action, it ignores other miniatures and terrain that is height 2 or lower.</p> <p><b>ARC TRAINING:</b> After this unit performs an attack, it gains 1 dodge token.</p> <p><b>RELIABLE 1:</b> At the start of the Activation Phase, this unit gains 1 surge token.</p>		<p><b>ARC TROOPER</b> JET PACK</p> <p><b>BOUND:</b> When this unit performs a move action, it ignores other miniatures and terrain that is height 2 or lower.</p> <p><b>ARC TRAINING:</b> After this unit performs an attack, it gains 1 dodge token.</p> <p><b>RELIABLE 1:</b> At the start of the Activation Phase, this unit gains 1 surge token.</p>		<p><b>ARC TROOPER</b> DC-15X LONG RIFLE</p> <p><b>BOUND:</b> When this unit performs a move action, it ignores other miniatures and terrain that is height 2 or lower.</p> <p><b>FIRE AND DISPLACE:</b> After this unit performs a ranged attack, it may perform a dash action.</p> <p><b>RELIABLE 1:</b> At the start of the Activation Phase, this unit gains 1 surge token.</p> <p><b>SHARPSHOOTER 2:</b> During the Determine Cover step, reduce the defender's cover by 2.</p>	
<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1, SUPPRESSIVE 1</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1, SUPPRESSIVE 1</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1</p>	<p>DC-17 HAND BLASTER</p> <p>CRITICAL 1, SUPPRESSIVE 1</p>
<p><b>IMMOBILIZED VEHICLE</b></p> <p><b>RALLY POINT:</b> At the start of this unit's activation, choose any number of friendly units at 6". Remove up to 3 total suppression tokens from the chosen units.</p> <p><b>HEAVY ARMOR: FRONT, SIDES</b> Weapons without the <b>IMPACT</b> keyword may not be added to attack pools targeting this unit if the attacking unit is in this unit's front or side arcs.</p> <p><b>STATIONARY:</b> This unit cannot perform moves.</p> <p><b>LAST STAND:</b> This unit cannot be issued orders.</p>	<p><b>CLONE COMMANDER</b></p> <p><b>SPOTTER 2:</b> Choose up to 2 friendly units at 6". They each gain 1 aim token.</p> <p><b>TAKE COVER 2:</b> Choose up to 2 friendly units at 6". They each gain 1 dodge token.</p> <p><b>FOR THE REPUBLIC!</b> At the start of this unit's activation, this unit and up to one friendly unit at 6" may make a free dash action.</p>		<p><b>CLONE TROOPER</b></p>		
<p>CREW SMALL ARMS</p> <p>CRITICAL 2, FIXED: SIDES, REAR</p>	<p>WEAPON BATTERY</p> <p>CRITICAL 3, FIXED: FRONT</p>	<p>VEHICLE</p> <p>CRITICAL 15</p>	<p>COMBAT TRAINING</p> <p>CRITICAL 2</p>	<p>DC-15 BLASTER RIFLE</p> <p>CRITICAL 2</p>	<p>COMBAT TRAINING</p> <p>CRITICAL 2</p>

# SPECIAL OPERATIONS



 <b>CLONE TROOPER</b> 		 <b>CLONE TROOPER</b> 		 <b>CLONE TROOPER</b> <i>Z-6 ROTARY BLASTER CANNON</i> 				
<b>COMBAT TRAINING</b> 	<b>DC-15 BLASTER RIFLE</b>   <b>CRITICAL 2</b>	 	<b>COMBAT TRAINING</b> 	<b>DC-15 BLASTER RIFLE</b>   <b>CRITICAL 2</b>	 	<b>COMBAT TRAINING</b> 	<b>Z-6 ROTARY BLASTER CANNON</b>   <b>CRITICAL 4, SUPPRESSIVE 1</b>	 
 <b>CLONE TROOPER</b> <i>MEDIC</i>  <p>➔ <b>HEAL:</b> Choose a friendly non-droid trooper unit at 3". It removes up to 2 wound tokens, if able.</p>		 <b>ASTROMECH DROID</b>  <p><b>INTERFACE PROTOCOLS:</b> When this unit makes an objective action, it may reroll any number dice rolled as a result of that action.</p>						
<b>COMBAT TRAINING</b> 	<b>DC-15 BLASTER RIFLE</b>   <b>CRITICAL 2</b>	 	<b>WELDING TORCH</b> 	 				

<p><b>FLEXIBLE TRAINING</b></p> <p><b>LOADOUT 1A</b> When a unit in this Squad performs a dodge or aim action, it gains 1 surge token.</p> <p><b>ARC TROOPERS</b></p>	<p><b>COMPLETE THE MISSION</b></p> <p><b>LOADOUT 1B</b> At the start of each unit in this Squad's activation, if it is at 3" of an objective token, it gains 1 surge token and may remove 1 suppression token.</p> <p><b>ARC TROOPERS</b></p>	<p><b>LOW-VIS EQUIPMENT</b></p> <p><b>LOADOUT 2A</b> Units in this Squad ignore the effects of the Cover of Darkness and Inclement Weather conditions.</p> <p><b>ARC TROOPERS</b></p>	<p><b>JUST LIKE THE SIMULATIONS</b></p> <p><b>LOADOUT 2B</b> Once per round, when a unit in this Squad is issued an order, it may recover.</p> <p><b>ARC TROOPERS</b></p>	<p><b>COVERT DEPLOYMENT</b></p> <p><b>LOADOUT 3A</b> Each friendly ARC Trooper, DC-15x Long Rifle and ARC Trooper, Jet Pack unit Covert Deploys.</p> <p><b>ARC TROOPERS</b></p>	<p><b>CROSS TRAINING</b></p> <p><b>LOADOUT 3B</b> Your ▲ units are treated as ● units for any mission special rules.</p> <p><b>ARC TROOPERS</b></p>
<p><b>I'M WITH YOU BROTHER</b></p> <p><b>LOADOUT 1A</b> Units in this Squad lose the Clone Trooper Unit Type and gain the Trooper Unit Type. When a unit in this Squad performs an attack action, after the attack is resolved another friendly unit at 4" may perform a dash action.</p> <p><b>CLONE TROOPERS</b></p>	<p><b>PART OF SOMETHING LARGER</b></p> <p><b>LOADOUT 1B</b> Units in this Squad gain <b>Aid: CLONE TROOPER</b>. (When this unit would gain an aim, dodge, or surge token, another friendly unit at 6" and in LOS may gain that token instead. If they do, this unit gains 1 suppression token.)</p> <p><b>CLONE TROOPERS</b></p>	<p><b>BACKPACK POWER SUPPLY</b></p> <p><b>LOADOUT 2A</b> A friendly Clone Trooper, Z-6 Rotary Blaster Cannon gains the following action: <b>STRAFE</b> ⚡⚡: This unit performs an attack action. After the attack is resolved, it may perform another attack action, targeting another enemy unit that is at 4" of the first target.</p> <p><b>CLONE TROOPERS</b></p>	<p><b>ADVANCED MEDICAL TRAINING</b></p> <p><b>LOADOUT 2B</b> When a friendly Clone Trooper, Medic performs the <b>HEAL</b> action, it may also remove up to 2 suppression tokens from the chosen unit.</p> <p><b>CLONE TROOPERS</b></p>	<p><b>ENVIRONMENTAL GEAR</b></p> <p><b>LOADOUT 3A</b> Units in this Squad ignore the effects of the Inclement Weather condition.</p> <p><b>CLONE TROOPERS</b></p>	<p><b>HIGH ALERT</b></p> <p><b>LOADOUT 3B</b> Units in this Squad gain <b>SENTINEL</b>. (This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".)</p> <p><b>CLONE TROOPERS</b></p>

### QUICK RESPONSE TEAM

ARC TROOPERS



2 UNITS

Each friendly ordered unit gains 1 dodge token. Then, it makes a speed-1 move.

### GOOD INTEL

ARC TROOPERS



1 UNIT

After your opponent issues orders, each enemy unit that does not have a faceup order token gains an observation token.

### BROTHERS IN ARMS



3 UNITS

Each friendly ordered unit removes 1 suppression token.

### TEAMWORK



1 UNIT AND 2 UNITS

When a friendly unit performs an attack, its attack pool gains **CRITICAL 1** for each other friendly unit at 3" of itself.

### BORN FOR THIS



2 UNITS

Each friendly ordered unit gains 1 surge token.

### TARGET DESIGNATION

CLONE TROOPERS



1 UNIT

After a friendly unit performs a ranged attack, the defending unit gains an observation token.

### FIRE SUPPORT

CLONE TROOPERS



NO UNITS

Choose an enemy unit, then roll 3 black attack dice. The enemy unit and each unit at 6" gains 1 wound for every result rolled, and 1 suppression token for every or result rolled.

### STANDING ORDERS



1 UNIT

At the end of the Command Phase, return this card to your hand.

**TACTICAL DROID** 1

**GUIDANCE:** Choose a friendly droid trooper unit at 12". It performs a free non-attack action.

**COMMAND NODE:** During the Command Phase, this unit may issue an order to a friendly ▲ unit at 6".

**DIRECTIVE:** While this unit has a faceup order token, the weapons of other friendly units at 12" of this unit gain **CRITICAL 1**.

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**BASH** **HAND BLASTER**

8

5  
2



**B1 BATTLE DROID** 1

**AI: ATTACK** During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

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**BASH** **E-5 BLASTER RIFLE**

12

SUPPRESSIVE 1



**B1 BATTLE DROID** 1

**AI: ATTACK** During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

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**BASH** **E-5 BLASTER RIFLE**

12

SUPPRESSIVE 1



**B1 BATTLE DROID** 1

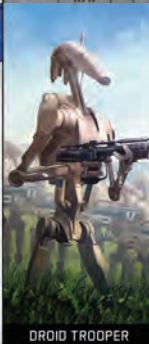
**AI: ATTACK** During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

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**BASH** **E-5 BLASTER RIFLE**

12

SUPPRESSIVE 1



**B1 BATTLE DROID** 1

**AI: ATTACK** During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

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**BASH** **E-5 BLASTER RIFLE**

12

SUPPRESSIVE 1



**B1 BATTLE DROID** 1

**AI: ATTACK** During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

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**BASH** **E-5 BLASTER RIFLE**

12

SUPPRESSIVE 1



**B1 BATTLE DROID**  
E-5C 1

**AI: ATTACK** During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

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**BASH** **E-5C BLASTER**

12

SUPPRESSIVE 2



**B2 SUPER BATTLE DROID** 1

**AI: ATTACK** During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

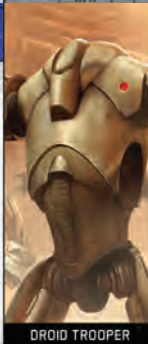
**ARMOR 1:** During the Modify Attack Dice step, this unit may cancel up to 1 ★ result.

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**BLUDGEON** **ARM CANNON**

12

SUPPRESSIVE 1, CRITICAL 2



**B2 SUPER BATTLE DROID** 1

**AI: ATTACK** During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

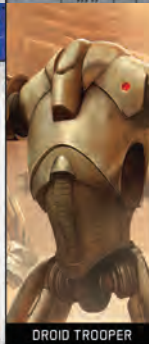
**ARMOR 1:** During the Modify Attack Dice step, this unit may cancel up to 1 ★ result.

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**BLUDGEON** **ARM CANNON**

12


SUPPRESSIVE 1, CRITICAL 2



**WORKER DROID**

**AI: DASH** During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform a dash action as its first action. If it cannot, it is free to perform other actions as normal.

**INTERFACE PROTOCOLS:** When this unit performs an objective action, it may reroll any number of dice rolled as a result of that action.



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DROID TROOPER

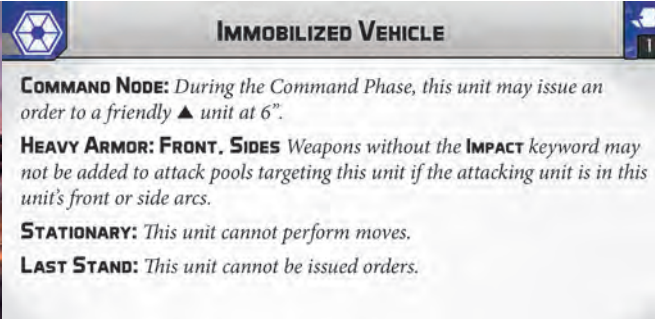
**IMMOBILIZED VEHICLE**

**COMMAND NODE:** During the Command Phase, this unit may issue an order to a friendly ▲ unit at 6".

**HEAVY ARMOR: FRONT, SIDES** Weapons without the **IMPACT** keyword may not be added to attack pools targeting this unit if the attacking unit is in this unit's front or side arcs.

**STATIONARY:** This unit cannot perform moves.

**LAST STAND:** This unit cannot be issued orders.




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**BX-SERIES DROID COMMANDO**  
COMMAND DROID

**PULSE SCAN:** Choose up to 2 enemy units at 10". Each chosen unit loses all dodge tokens and gains 1 observation token.

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.



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DROID TROOPER

**BLUDGEON**

◆◆◆◆◆



6  
8



**CREW SMALL ARMS**

18 ◆◆◆◆◆

**CRITICAL 2, FIXED: SIDES, REAR**

**WEAPON BATTERY**

18 ◆◆◆◆◆

**CRITICAL 3, FIXED: FRONT**

**VEHICLE**

15



**VIBROSWORD**

◆◆◆◆◆

**CRITICAL 1, IMPACT 1, PIERCE 1**

**COMMANDO E-5 BLASTER RIFLE**

12 ◆◆◆◆◆

**CRITICAL 2**


6  
2



**BX-SERIES DROID COMMANDO**  
DEFLECTOR SHIELD

**ARMOR 1:** During the Modify Attack Dice step, this unit may cancel up to 1 ✱ result.

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.



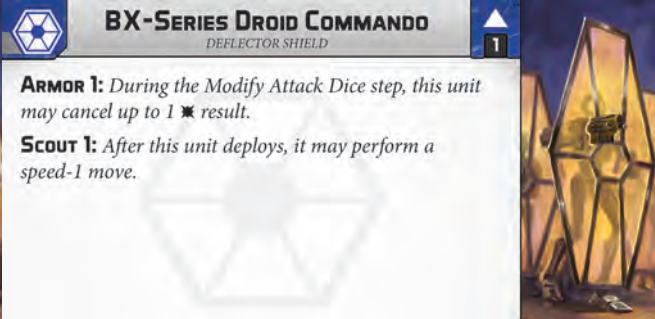
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DROID TROOPER

**BX-SERIES DROID COMMANDO**  
DEFLECTOR SHIELD

**ARMOR 1:** During the Modify Attack Dice step, this unit may cancel up to 1 ✱ result.

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.




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**BX-SERIES DROID COMMANDO**  
VIBROSWORD

**CHARGE:** After this unit performs a move action, it may perform a free melee attack action.

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.



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DROID TROOPER

**CLOSE QUARTERS COMBAT**

◆◆◆◆◆

5  
2



**CLOSE QUARTERS COMBAT**

◆◆◆◆◆

**COMMANDO E-5 BLASTER RIFLE**

12 ◆◆◆◆◆

**CRITICAL 1**

5  
2



**VIBROSWORD**

◆◆◆◆◆

**IMPACT 1, PIERCE 1**

**COMMANDO E-5 BLASTER RIFLE**

12 ◆◆◆◆◆

**CRITICAL 1**


5  
2



**BX-SERIES DROID COMMANDO**  
VIBROSWORD

**CHARGE:** After this unit performs a move action, it may perform a free melee attack action.

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.



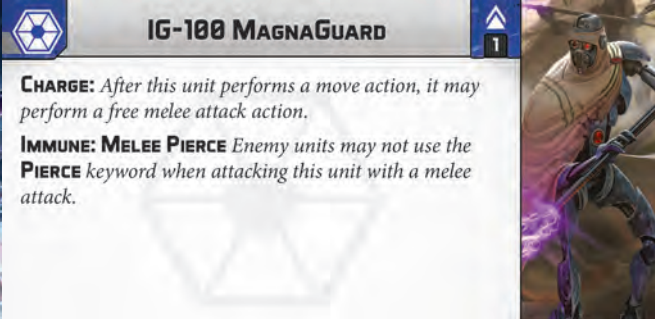
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DROID TROOPER

**IG-100 MAGNAGUARD**

**CHARGE:** After this unit performs a move action, it may perform a free melee attack action.

**IMMUNE: MELEE PIERCE** Enemy units may not use the **PIERCE** keyword when attacking this unit with a melee attack.

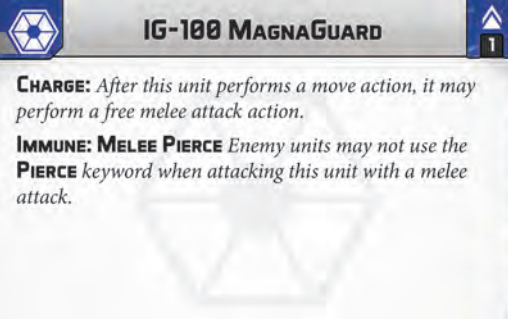


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**IG-100 MAGNAGUARD**

**CHARGE:** After this unit performs a move action, it may perform a free melee attack action.

**IMMUNE: MELEE PIERCE** Enemy units may not use the **PIERCE** keyword when attacking this unit with a melee attack.



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DROID TROOPER

**VIBROSWORD**

◆◆◆◆◆

**IMPACT 1, PIERCE 1**

5  
2



**ELECTROSTAFF**

◆◆◆◆◆

**SUPPRESSIVE 2**

**PRECISION LASER DART**

8 ◆◆◆◆◆

**CRITICAL 1**

7  
3



**ELECTROSTAFF**

◆◆◆◆◆

**SUPPRESSIVE 2**

**PRECISION LASER DART**

8 ◆◆◆◆◆

**CRITICAL 1**

7  
3






**IG-100 MAGNAGUARD**  
ELECTROWHIP

**CHARGE:** After this unit performs a move action, it may perform a free melee attack action.

**IMMUNE: MELEE PIERCE** Enemy units may not use the PIERCE keyword when attacking this unit with a melee attack.




**ELECTROWHIP** | **PRECISION LASER DART**

PIERCE 1, SUPPRESSIVE 3 | CRITICAL 1

7 3

**BX-SERIES DROID COMMANDO**  
SNIPER DROID

**SCOUT 1:** After this unit deploys, it may perform a speed-1 move.



**CLOSE QUARTERS COMBAT** | **BX-SERIES SNIPER RIFLE**

PIERCE 1

5 2

Transmitter Card



**NETWORKED CALCULATIONS** | **LINKED LEARNING** | **SENTRY MODE** | **MOBILITY PROGRAMMING**

**LOADOUT 1A**  
At the start of each Activation Phase, a friendly Tactical Droid gains 3 surge tokens. Friendly droid trooper units at 6" of a friendly Tactical Droid may spend its surge tokens as if they had them.

**LOADOUT 1B**  
Each time a friendly droid trooper unit spends an aim token, another friendly droid trooper unit without an aim token at 6" may gain 1 aim token.

**LOADOUT 2A**  
When a friendly B1 Battle Droid unit performs a standby action, it may either gain 1 aim token or perform a dash action.

**LOADOUT 2B**  
Friendly B1 Battle Droid units lose **AI: ATTACK** and gain **AI: ATTACK OR MOVE**.

**ADVANCED AI** | **ENHANCED DURASTEEL FRAMEWORK** | **NETWORKED CALCULATIONS** | **PACK HUNTERS**

**LOADOUT 3A**  
Friendly B2 Super Battle Droid units gain **INDEPENDENT: AIM 1**. (At the start of the Activation Phase, if this unit does not have an order token, it gains 1 aim token.)

**LOADOUT 3B**  
Friendly B2 Super Battle Droid units gain **INDOMITABLE**. (When this unit rallies, it rolls red defense dice.)

**LOADOUT 1A**  
At the start of each Activation Phase, a friendly BX-Series Droid Commando, Command Droid gains 3 surge tokens. Friendly droid trooper units at 6" of the BX-Series Droid Commando, Command Droid may spend its Surge tokens as if they have them.

**LOADOUT 1B**  
When a unit in this Squad spends an aim, dodge, or surge token, if there is another friendly unit with the same rank at 6", that unit may gain a matching token.

**SNIPER DROID** | **ELECTROWHIP MAGNAGUARD** | **MOBILITY CALIBRATION** | **OFFENSIVE CALIBRATION**

**LOADOUT 2A**  
Replace one of the IG-100 MagnaGuard units in this Squad with a BX-Series Droid Commando, Sniper Droid unit.

**LOADOUT 2B**  
Replace one of the IG-100 MagnaGuard units in this Squad with an IG-100 MagnaGuard, Electrowhip unit.

**LOADOUT 3A**  
Units in this Squad gain **INDEPENDENT: DODGE 1**.

**LOADOUT 3B**  
Units in this Squad gain **INDEPENDENT: AIM 1**.



**ONWARD TO VICTORY**

INVASION FORCE

**2** UNITS OR **2** UNITS

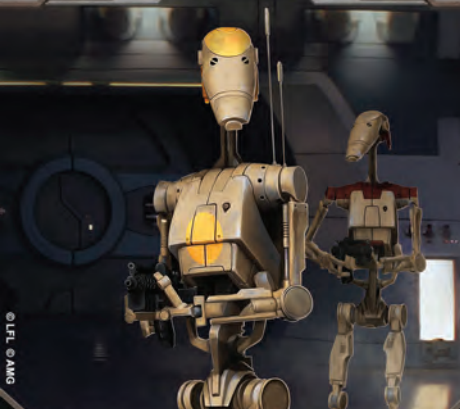
Each time a friendly unit with a faceup order token defeats an enemy unit or causes an enemy unit to panic, that friendly unit may perform a speed-1 move.

**ENDLESS LEGIONS**

INVASION FORCE

**2** DROID TROOPERS

At the start of the next End Phase, choose up to 2 friendly defeated or units. Remove all tokens from them, then place them in your deployment zone, not in base contact with an enemy unit. They are no longer defeated.

**COMBAT PROTOCOLS**

NO UNITS

Each friendly unit with **AI** gains 1 aim token. Each friendly unit without **AI** gains 1 surge token.

**OCCUPATION PROTOCOLS****1** UNIT

While a friendly unit is at 3" of an objective token, its attack pools gain **CRITICAL 1**.

**ORBITAL COMMAND SHIP****5** DROID TROOPERS

Each unit issued an order with this card gains 1 surge token.

**ANALYZE AND ANNIHILATE**

DROID COMMANDOS

**2** DROID TROOPERS

Choose up to 3 enemy units. Each chosen unit gains 1 observation token. When a unit in this Squad performs an attack against an enemy unit with an observation token, before rolling attack dice, the attacking unit gains 1 aim token.

**SURPRISE ATTACK**

DROID COMMANDOS

**1** BX-SERIES COMMANDO DROID

BX-Series Commando Droids in this Squad gain **Bound** this round. (When this unit performs a move action, it ignores other miniatures and terrain that is height 2 or lower.)

**STANDING ORDERS****1** UNIT

At the end of the Command Phase, return this card to your hand.