

# 2024 UNIT CARD UPDATES



**LEIA ORGANA**  
FEARLESS AND INVENTIVE  
TROOPER

➔ **TAKE COVER 2**  
**EXEMPLAR**  
**INSPIRE 2**  
**NIMBLE**  
**SHARPSHOOTER 2**

<b>MARTIAL ARTS</b>		3
<b>LEIA'S BLASTER</b>	#1-3	3



1

6 2



**LEIA ORGANA**  
FEARLESS AND INVENTIVE  
TROOPER

75




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**LUKE SKYWALKER**  
HERO OF THE REBELLION  
TROOPER

➔ **JUMP 1**  
**BLOCK**  
**CHARGE**  
**IMMUNE: PIERCE**  
**INSPIRE 2**  
**SHARPSHOOTER 1**

<b>ANAKIN'S LIGHTSABER</b>		2 3
<b>LUKE'S BLASTER</b>	#1-2	1 3



1

6 3



**LUKE SKYWALKER**  
HERO OF THE REBELLION  
TROOPER

120




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**R2-D2**  
HERO OF A THOUSAND DEVICES  
DROID TROOPER

➔ **REPAIR 2: CAPACITY 2**  
**INCONSPICUOUS**  
**INFILTRATE**  
**SECRET MISSION**

<b>ELECTRO-SHOCK</b>		-1 3
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1

4 2



**R2-D2**  
HERO OF A THOUSAND DEVICES  
DROID TROOPER

55





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**REBEL OFFICER**  
RESOLUTE COMMANDER  
TROOPER

➔ **TAKE COVER 1**  
**EXEMPLAR**  
**INSPIRE 1**

<b>UNARMED</b>		1
<b>BLASTER PISTOL</b>	#1-2	2




1

4 2



**REBEL OFFICER**  
RESOLUTE COMMANDER  
TROOPER

50




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# 2024 UNIT CARD UPDATES

**REBEL TROOPERS** ▲ 4

TROOPER

**AGILE 1**  
**NIMBLE**

UNARMED ☒ -1

A280 BLASTER RIFLE #1-3 ◆ 1

1 1

**REBEL TROOPERS** 40

TROOPER

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**FLEET TROOPERS** ▲ 4

TROOPER

**CHARGE**

DH-17 BLASTER PISTOL ☒ -2 ◆ 2

1 1

**FLEET TROOPERS** 40

TROOPER

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**1.4 FD LASER CANNON TEAM** ◆ 1

EMPLACEMENT TROOPER

**FULL PIVOT**  
**PREPARED POSITION**  
**SENTINEL**  
**STATIONARY**

UNARMED ☒ -2 ◆ 2

BLASTER PISTOLS #1-2 ◆ 4

1.4 FD LASER CANNON #1-5 ◆ 5  
IMPACT 2, FIXED: FRONT

6 2

**1.4 FD LASER CANNON TEAM** 65

EMPLACEMENT TROOPER

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**REBEL VETERANS** ▲ 4

TROOPER

**COORDINATE: EMPLACEMENT TROOPER**  
**LOW PROFILE**  
**PREPARED POSITION**

UNARMED ☒ -1

A280 BLASTER RIFLE #1-3 ◆ 1

1 1

**REBEL VETERANS** 48

TROOPER

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# 2024 UNIT CARD UPDATES



**REBEL COMMANDOS**  
STRIKE TEAM  
TROOPER

 1

*DETACHMENT: REBEL COMMANDOS*

*HEAVY WEAPON TEAM*

*LOW PROFILE*

*SCOUT 2*

*SHARPSHOOTER 1*

UNARMED	❌	1
A280 BLASTER RIFLE	#1-3	1

 1
  2








**REBEL COMMANDOS**  
STRIKE TEAM  
TROOPER


 20







**AT-RT**  
GROUND VEHICLE

 1



*ARMOR 2*


*CLIMBING VEHICLE*


*EXPERT CLIMBER*

*SCOUT 1*

GRAPPLING CLAWS	❌	3
A300 BLASTER RIFLE	#1-3	2

 6
  4








**AT-RT**  
GROUND VEHICLE


 50







**T-47 AIRSPEEDER**  
REPULSOR VEHICLE

 1

*ARMOR 3*



*ARSENAL 2*


*COVER 1*


*IMMUNE: BLAST, MELEE, RANGE 1 WEAPONS*

*SPEEDER 2*

DOUBLE LASER CANNON	#1-3	3	3
IMPACT 3. FIXED: FRONT			

 7
  5








**T-47 AIRSPEEDER**  
REPULSOR VEHICLE

 125







**X-34 LANDSPEEDER**  
REPULSOR VEHICLE

 1

*ARMOR 2*

*ARSENAL 3*

*COVER 1*

*SPEEDER 1*

BLASTER PISTOL	#1-2	2
----------------	------	---

 6
  4








**X-34 LANDSPEEDER**  
REPULSOR VEHICLE

 55








# 2024 UNIT CARD UPDATES


**A-A5 SPEEDER TRUCK**  1

REPULSOR VEHICLE

**ARMOR 5**  
**HOVER: GROUND**  
**REPOSITION**  
**TRANSPORT**  
**WEAK POINT 2: REAR**



 8  6



**A-A5 SPEEDER TRUCK**  65

REPULSOR VEHICLE




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# 2024 UNIT CARD UPDATES

**DIRECTOR ORSON KRENNIC**  
ARCHITECT OF TERROR  
TROOPER

▲ 1

▶ **SPOTTER 1**  
**COMPEL**  
**CUNNING**  
**ENTOURAGE: IMPERIAL DEATH TROOPERS**  
**EXEMPLAR**

**UNARMED** 1

**KRENNIC'S BLASTER** #1-2 3

6 2

**DIRECTOR ORSON KRENNIC**  
ARCHITECT OF TERROR  
TROOPER

65

▶ **SPOTTER 1**  
**COMPEL**  
**CUNNING**  
**ENTOURAGE: IMPERIAL DEATH TROOPERS**  
**EXEMPLAR**

**UNARMED** 1

**KRENNIC'S BLASTER** #1-2 3

6 2

**GENERAL VEERS**  
MASTER TACTICIAN  
TROOPER

▲ 1

▶ **GUIDANCE: GROUND VEHICLE**  
▶ **SPOTTER 2**  
**EXEMPLAR**  
**INSPIRE 1**  
**SHARPSHOOTER 1**

**COMBAT EXPERTISE** 2

**VEERS' BLASTER RIFLE** #1-3 3

5 2

**GENERAL VEERS**  
MASTER TACTICIAN  
TROOPER

75

▶ **GUIDANCE: GROUND VEHICLE**  
▶ **SPOTTER 2**  
**EXEMPLAR**  
**INSPIRE 1**  
**SHARPSHOOTER 1**

**COMBAT EXPERTISE** 2

**VEERS' BLASTER RIFLE** #1-3 3

5 2

**IMPERIAL OFFICER**  
RUTHLESS COMMANDER  
TROOPER

▲ 1

▶ **SPOTTER 1**  
**EXEMPLAR**  
**INSPIRE 1**

**UNARMED** 1

**BLASTER PISTOL** #1-2 2

4 2

**IMPERIAL OFFICER**  
RUTHLESS COMMANDER  
TROOPER

55

▶ **SPOTTER 1**  
**EXEMPLAR**  
**INSPIRE 1**

**UNARMED** 1

**BLASTER PISTOL** #1-2 2

4 2

**TX-225 GAVw OCCUPIER TANK**  
GROUND VEHICLE

▲ 1

**ARMOR 5**  
**ARSENAL 2**  
**REPOSITION**  
**TRANSPORT**  
**WEAK POINT 1: SIDES**

**TWIN CANNONS** #1-2 1 1  
SUPPRESSIVE, FIXED: FRONT

**QUAD CANNONS** #1-4 2 2  
IMPACT 2, FIXED: FRONT

8 6

**TX-225 GAVw OCCUPIER TANK**  
GROUND VEHICLE

125

**ARMOR 5**  
**ARSENAL 2**  
**REPOSITION**  
**TRANSPORT**  
**WEAK POINT 1: SIDES**

**TWIN CANNONS** #1-2 1 1  
SUPPRESSIVE, FIXED: FRONT

**QUAD CANNONS** #1-4 2 2  
IMPACT 2, FIXED: FRONT

8 6

# 2024 UNIT CARD UPDATES

**SHORETROOPERS** ▲ 4  
TROOPER

*COORDINATE: EMPLACEMENT TROOPER*  
*PREPARED POSITION*



UNARMED [Red X] 1

E-22 BLASTER RIFLE #1-3 LONG SHOT 1

1 1

**SHORETROOPERS** 52  
TROOPER



1 1

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**STORMTROOPERS** ▲ 4  
TROOPER

*PRECISE 1*



BLUDGEON [Red X] 1

E-11 BLASTER RIFLE #1-3 1

1 1

**STORMTROOPERS** 42  
TROOPER



1 1

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**SNOWTROOPERS** ▲ 4  
TROOPER

*STEADY*



BLUDGEON [Red X] 1

E-11 BLASTER RIFLE #1-3 1

1 1

**SNOWTROOPERS** 42  
TROOPER



1 1

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**STORMTROOPERS** ▲ 3  
HEAVY RESPONSE UNIT  
TROOPER

*FLEXIBLE RESPONSE 2*  
*PRECISE 1*  
*SPECIAL ISSUE: BLIZZARD FORCE*  
*UNHINDERED*



BLUDGEON [Red X] 1

E-11 BLASTER RIFLE #1-3 1

1 1

**STORMTROOPERS** 36  
HEAVY RESPONSE UNIT  
TROOPER



1 1

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# 2024 UNIT CARD UPDATES

**E-WEB HEAVY BLASTER TEAM** 1

EMPLACEMENT TROOPER

**PREPARED POSITION**  
**REPOSITION**  
**SENTINEL**

UNARMED 2

BLASTER RIFLES #1-3 2

E-WEB HEAVY BLASTER #1-4 1 2 2  
CUMBERSOME, FIXED, FRONT, IMPACT 1

4 2

**E-WEB HEAVY BLASTER TEAM** 60

EMPLACEMENT TROOPER

**SCOUT TROOPERS** 1

STRIKE TEAM  
TROOPER

**DETACHMENT: SCOUT TROOPERS**  
**HEAVY WEAPON TEAM**  
**LOW PROFILE**  
**SCOUT 3**  
**SHARPSHOOTER 1**

UNARMED 1

EC-17 HOLD-OUT BLASTER #1-2 2

1 2

**SCOUT TROOPERS** 20

STRIKE TEAM  
TROOPER

**IMPERIAL DARK TROOPERS** 3

DROID TROOPER

**ARMOR 3**  
**PLODDING**  
**UNCONCERNED**  
**UNSTOPPABLE**

CRUSHING PUNCH 1 1

E-11D BLASTER #1-3 1

2 -

**IMPERIAL DARK TROOPERS** 95

DROID TROOPER

**LAAT/LE PATROL TRANSPORT** 1

REPULSOR VEHICLE

**ARMOR 5**  
**ARSENAL 2**  
**COVER 1**  
**HOVER: AIR 2**  
**IMMUNE: BLAST, MELEE, RANGE 1 WEAPONS**  
**TRANSPORT**

TWIN LASER CANNONS #1-3 2 2  
IMPACT 1, FIXED: FRONT

8 6

**LAAT/LE PATROL TRANSPORT** 100

REPULSOR VEHICLE

# 2024 UNIT CARD UPDATES

**MAJOR MARQUAND**  
TEMPEST SCOUT 2  
GROUND VEHICLE

1

**ARMOR 5. ARSENAL 2. DIRECT: VEHICLE**  
**FIELD COMMANDER**  
**WEAK POINT: REAR 1**  
**SPECIAL ISSUE: TEMPEST FORCE**

**GRENADE LAUNCHER** -2 2  
FIXED: FRONT, BLAST

**88 TWIN LIGHT BLASTER** -3   
FIXED: FRONT, IMPACT 1

**MS-4 TWIN BLASTER** 1-4   
FIXED: FRONT, IMPACT 3

11 8



**MAJOR MARQUAND**  
TEMPEST SCOUT 2  
GROUND VEHICLE

180



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**AT-ST**  
GROUND VEHICLE


1

**ARMOR 5**  
**ARSENAL 2**  
**WEAK POINT 1: REAR**

**FENCE-CUTTING BLADES** 4

**MS-4 TWIN BLASTER** 1-4   
FIXED: FRONT, IMPACT 3

11 8



**AT-ST**  
GROUND VEHICLE

145



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# 2024 UNIT CARD UPDATES

**R2-D2**  
HERO OF A THOUSAND DEVICES  
DROID TROOPER

▲ 1

REPAIR 2: CAPACITY 2  
INCONSPICUOUS  
INFILTRATE  
SECRET MISSION



4 2

ELECTRO-SHOCK -1  
SUPPRESSIVE

3

⚡ ⚡ ⚡ ⚡ ⚡ ⚡

**R2-D2**  
HERO OF A THOUSAND DEVICES  
DROID TROOPER

55




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**CLONE TROOPER INFANTRY**  
CLONE TROOPER

▲ 4

RELIABLE 1



1 2

UNARMED 1

DC-15A BLASTER CARBINE #1-3 1

⚡ ⚡ ⚡ ⚡ ⚡ ⚡

**CLONE TROOPER INFANTRY**  
CLONE TROOPER

56



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**ARC TROOPERS**  
CLONE TROOPER

▼ 4

CHARGE  
IMPERVIOUS  
SCALE  
SCOUT 2  
SHARPSHOOTER 1  
TACTICAL 1



1 2

DC-17 HAND BLASTERS -2 2

⚡ ⚡ ⚡ ⚡ ⚡ ⚡

**ARC TROOPERS**  
CLONE TROOPER

58



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**ARC TROOPERS**  
STRIKE TEAM  
CLONE TROOPER

▼ 1

CHARGE  
DETACHMENT: ARC TROOPERS  
HEAVY WEAPON TEAM  
IMPERVIOUS  
SCALE  
SCOUT 2  
SHARPSHOOTER 1  
TACTICAL 1



1 2

DC-17 HAND BLASTERS -2 2

⚡ ⚡ ⚡ ⚡ ⚡ ⚡

**ARC TROOPERS**  
STRIKE TEAM  
CLONE TROOPER

24



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# 2024 UNIT CARD UPDATES

**SABER-CLASS TANK** 1

REPULSOR VEHICLE

**ARMOR 5**  
**ARSENAL 2**  
**HOVER: GROUND**  
**OUTMANEUVER**  
**WEAK POINT 1: REAR, SIDES**



**HEAVY LASER CANNONS** #1-4 2 2 2

CRITICAL 1, FIXED: FRONT, IMPACT 2

9 6

⚔️ : ⚡️ ⚔️ -

**SABER-CLASS TANK** 155

REPULSOR VEHICLE



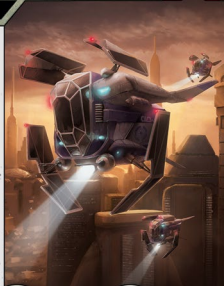
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**LAAT/LE PATROL TRANSPORT** 1

REPULSOR VEHICLE

**ARMOR 5**  
**ARSENAL 2**  
**COVER 1**  
**HOVER: AIR 2**  
**IMMUNE BLAST, MELEE, RANGE 1 WEAPONS**  
**TRANSPORT**



**TWIN LASER CANNONS** #1-3 2 2

FIXED: FRONT, IMPACT 1

8 6

- ⚔️ ⚡️ : ▼

**LAAT/LE PATROL TRANSPORT** 100

REPULSOR VEHICLE




⚔️  
⚡️  
⚔️  
⚔️  
⚔️

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**RADDAUGH GNASP FLUTTERCRAFT** 1

ATTACK CRAFT  
 REPULSOR VEHICLE

**ATTACK RUN**  
**COVER 2**  
**IMMUNE: BLAST, MELEE, RANGE 1 WEAPONS**  
**REPOSITION**  
**SPEEDER 2**  
**SPECIAL ISSUE: WOOKIEE DEFENDERS**



**PILOT'S KASHYYYK PISTOL** #1-2 1 1

6 3

⚔️ : ⚡️ ⚔️ ⚡️ : ▼

**RADDAUGH GNASP FLUTTERCRAFT** 57

ATTACK CRAFT  
 REPULSOR VEHICLE




⚔️  
⚡️

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**AT-RT** 1

GROUND VEHICLE

**ARMOR 2**  
**CLIMBING VEHICLE**  
**EXPERT CLIMBER**  
**SCOUT 1**



**GRAPPLING CLAWS** 3

IMPACT 1

**ROCKET LAUNCHER** #1-3 2 1

CRITICAL 1, IMPACT 1

6 4

⚔️ : ⚡️ ⚔️ -

**AT-RT** 60

GROUND VEHICLE



⚡️  
⚔️  
⚔️

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# 2024 UNIT CARD UPDATES

## T-SERIES TACTICAL DROID

PROGRAMMED FOR STRATEGY

DROID TROOPER

▲ **BOLSTER 2**

**DIRECT:** ▲ DROID TROOPER UNIT

**EXEMPLAR**

1

BLUDGEON	❌	1
BLASTER RIFLE	#1-3	2

4 2

## T-SERIES TACTICAL DROID

PROGRAMMED FOR STRATEGY

DROID TROOPER

60

4 2

## •SUPER TACTICAL DROID

COMMANDING CONTROLLER

DROID TROOPER

▲ **STRATEGIZE 1**

**DIRECT:** AI UNIT

**EXEMPLAR**

**OVERRIDE**

**SHARPSHOOTER 1**

1

COMBAT EXPERTISE	❌	2
BLASTER RIFLE	#1-3	2 1

LETHAL 1

5 2

## •SUPER TACTICAL DROID

COMMANDING CONTROLLER

DROID TROOPER

75

5 2

## •SUPER TACTICAL DROID

KALANI

DROID TROOPER

▲ **STRATEGIZE 2**

**DIRECT:** AI UNIT

**EXEMPLAR**

**REINFORCEMENTS**

**SHARPSHOOTER 1**

1

COMBAT EXPERTISE	❌	2
BLASTER RIFLE	#1-3	3

LETHAL 1

5 2

## •SUPER TACTICAL DROID

KALANI

DROID TROOPER

85

5 2

## •SUPER TACTICAL DROID

KRAKEN

DROID TROOPER

▲ **STRATEGIZE 1**

**CHARGE**

**EXEMPLAR**

**OVERRIDE**

**SHARPSHOOTER 1**

1

OVERWHELM	❌	4
BLASTER RIFLE	#1-3	3

LETHAL 1

5 2

## •SUPER TACTICAL DROID

KRAKEN

DROID TROOPER

80

5 2

# 2024 UNIT CARD UPDATES

## POGGLE THE LESSER

PUBLIC LEADER OF THE GEONSIANS

TROOPER

▲ 1

▶ JUMP 2

COMPEL: ▲ SEPARATIST ALLIANCE TROOPER

ENTOURAGE: B2 SUPER BATTLE DROIDS

VERRIDE

WEIGHED DOWN



STAFF OF COMMAND

2

CONCEALED BLASTER

#1-3

2

4 3

⚡ : ✖

## POGGLE THE LESSER

PUBLIC LEADER OF THE GEONSIANS

TROOPER

80



STAFF OF COMMAND

2

CONCEALED BLASTER

#1-3

2

4 3

⚡ : ✖

## COUNT DOOKU

DARTH TYRANUS

TROOPER

▲ 1

CUNNING


DEFLECT

DIRECT: TROOPER UNIT

IMMUNE: PIERCE

MAKASHI MASTERY

MASTER OF THE FORCE 2



DOOKU'S LIGHTSABER

IMPACT 2, PIERCE 2

5

FORCE LIGHTNING

#1-2

6

6 3

⚡ : ⚙ : ✖

## COUNT DOOKU

DARTH TYRANUS

TROOPER

165



DOOKU'S LIGHTSABER

IMPACT 2, PIERCE 2

5

FORCE LIGHTNING

#1-2

6

6 3

⚡ : ⚙ : ✖

## GENERAL GRIEVOUS

SINISTER CYBORG

TROOPER

▲ 1

BLOCK

ENTOURAGE: IG-100 MAGNAGUARD

IMMUNE: PIERCE

JEDI HUNTER

RELENTLESS

SCALE



TROPHY LIGHTSABERS

CRITICAL 1, IMPACT 2, PIERCE 2

2 2 4

DT-57 "ANNIHILATOR"

CRITICAL 1, PIERCE 1, VERSATILE

2 2

8 2

⚡ : ✖

## GENERAL GRIEVOUS

SINISTER CYBORG

TROOPER

130



TROPHY LIGHTSABERS

CRITICAL 1, IMPACT 2, PIERCE 2

2 2 4

DT-57 "ANNIHILATOR"

CRITICAL 1, PIERCE 1, VERSATILE

2 2

8 2

⚡ : ✖

## B1 BATTLE DROIDS

DROID TROOPER

▲ 6

AI: ATTACK

COORDINATE: DROID TROOPER



BLUDGEON

1

E-5 BLASTER RIFLE

#1-3

1

1 1

⚡ : ✖

## B1 BATTLE DROIDS

DROID TROOPER

38



BLUDGEON

1

E-5 BLASTER RIFLE


#1-3

1

1 1

⚡ : ✖

# 2024 UNIT CARD UPDATES

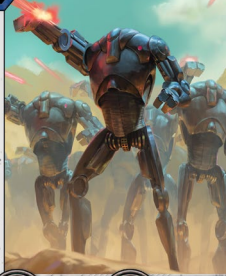


**B2 SUPER BATTLE DROIDS**  
DROID TROOPER

▲ 3

**AI: ATTACK**

<b>WRIST ROCKETS</b>	#1	1
IMPACT 1		
<b>ARM CANNONS</b>	-2	2



2 2



**B2 SUPER BATTLE DROIDS**  
DROID TROOPER

64

**AI: ATTACK**

<b>WRIST ROCKETS</b>	#1	1
IMPACT 1		
<b>ARM CANNONS</b>	-2	2



2 2



**BX-SERIES DROID COMMANDOS**  
DROID TROOPER

▼ 4

▶ **JUMP 1**

**AI: DODGE, MOVE**

**IMPERVIOUS**

**SCALE**

**SCOUT 3**

**SHARPSHOOTER 1**

<b>UNARMED</b>	-2	1
IMPACT 1		
<b>COMMANDO E-5 BLASTER</b>	#1-3	2



1 2



**BX-SERIES DROID COMMANDOS**  
DROID TROOPER

64

**AI: DODGE, MOVE**

**IMPERVIOUS**

**SCALE**

**SCOUT 3**

**SHARPSHOOTER 1**

<b>UNARMED</b>	-2	1
IMPACT 1		
<b>COMMANDO E-5 BLASTER</b>	#1-3	2



1 2



**BX-SERIES DROID COMMANDOS**  
STRIKE TEAM  
DROID TROOPER

▼ 1

▶ **JUMP 1**

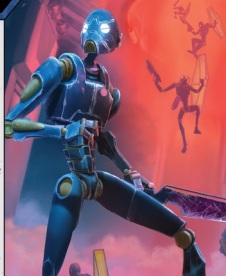
**AI: DODGE, MOVE**

**DETACHMENT: BX-SERIES DROID COMMANDOS**

**HEAVY WEAPON TEAM. IMPERVIOUS**

**SCALE. SCOUT 3. SHARPSHOOTER 1**

<b>UNARMED</b>	-2	1
IMPACT 1		
<b>COMMANDO E-5 BLASTER</b>	#1-3	2



1 2



**BX-SERIES DROID COMMANDOS**  
STRIKE TEAM  
DROID TROOPER

20

**AI: DODGE, MOVE**

**DETACHMENT: BX-SERIES DROID COMMANDOS**


**HEAVY WEAPON TEAM. IMPERVIOUS**

**SCALE. SCOUT 3. SHARPSHOOTER 1**

<b>UNARMED</b>	-2	1
IMPACT 1		
<b>COMMANDO E-5 BLASTER</b>	#1-3	2



1 2



**IG-100 MAGNAGUARD**  
PROTOTYPE ASSASSIN DROIDS  
TROOPER

▼ 4

**AI: DODGE, MOVE**


**CHARGE**

**IMMUNE: MELEE PIERCE**

**SPECIAL ISSUE: EXPERIMENTAL DROIDS**

**UNHINDERED**

<b>ELECTROSTAFF</b>	-2	1 1
IMPACT 1		
<b>PRECISION LASER DART</b>	#1-2	1 1



1 1



**IG-100 MAGNAGUARD**  
PROTOTYPE ASSASSIN DROIDS  
DROID TROOPER

56

**AI: DODGE, MOVE**

**CHARGE**

**IMMUNE: MELEE PIERCE**

**SPECIAL ISSUE: EXPERIMENTAL DROIDS**

**UNHINDERED**

<b>ELECTROSTAFF</b>	-2	1 1
IMPACT 1		
<b>PRECISION LASER DART</b>	#1-2	1 1



1 1

# 2024 UNIT CARD UPDATES



## AAT BATTLE TANK

REPULSOR VEHICLE



**AI: ATTACK**

**ARMOR 5**

**ARSENAL 2**

**BARRAGE**

**HOVER: GROUND**

**WEAK POINT 2: REAR**

**ANTI-PERSONNEL LASERS** #1-2  
FIXED: FRONT

3

**ARTILLERY CANNON** #2-4  
CRITICAL 2, HIGH VELOCITY, IMPACT 2

4


9


6


-





## AAT BATTLE TANK

REPULSOR VEHICLE

165

**AI: ATTACK**

**ARMOR 5**

**ARSENAL 2**

**BARRAGE**

**HOVER: GROUND**

**WEAK POINT 2: REAR**

**ANTI-PERSONNEL LASERS** #1-2  
FIXED: FRONT

3

**ARTILLERY CANNON** #2-4  
CRITICAL 2, HIGH VELOCITY, IMPACT 2


4


9


6



-





## PERSUADER-CLASS TANK DROID

PROTOTYPE TANK DROID  
GROUND VEHICLE



**ARMOR 5, ARSENAL 3**

**DIRECT: ▲ TROOPER UNIT**

**PROGRAMMED**

**REPOSITION**

**SPECIAL ISSUE: EXPERIMENTAL DROIDS**


**WEAK POINT 1: SIDES**


**PROTOTYPE ION CANNONS** #1-2  
FIXED: FRONT, IMPACT 1, ION 1


1


**HEAVY BLASTERS** #1-4  
CRITICAL 1, FIXED: FRONT


2


11


7


-





## PERSUADER-CLASS TANK DROID

PROTOTYPE TANK DROID  
GROUND VEHICLE

130

**ARMOR 5, ARSENAL 3**

**DIRECT: ▲ TROOPER UNIT**

**PROGRAMMED**

**REPOSITION**

**SPECIAL ISSUE: EXPERIMENTAL DROIDS**


**WEAK POINT 1: SIDES**


**PROTOTYPE ION CANNONS** #1-2  
FIXED: FRONT, IMPACT 1, ION 1


1


**HEAVY BLASTERS** #1-4  
CRITICAL 1, FIXED: FRONT


2


11


7



-





## PERSUADER-CLASS TANK DROID

GROUND VEHICLE



**ARMOR 5**

**ARSENAL 2**

**PROGRAMMED**

**REPOSITION**

**TRANSPORT**


**WEAK POINT 1: SIDES**


**ION CANNONS** #1-2  
CRITICAL 1, FIXED: FRONT, IMPACT 1, ION 1


1


**HEAVY BLASTERS** #1-4  
CRITICAL 1, FIXED: FRONT


2


11


7


-





## PERSUADER-CLASS TANK DROID

GROUND VEHICLE

130

**ARMOR 5**

**ARSENAL 2**

**PROGRAMMED**

**REPOSITION**

**TRANSPORT**


**WEAK POINT 1: SIDES**


**ION CANNONS** #1-2  
CRITICAL 1, FIXED: FRONT, IMPACT 1, ION 1


1


**HEAVY BLASTERS** #1-4  
CRITICAL 1, FIXED: FRONT

2


11


7


-



# 2024 UNIT CARD UPDATES

**•CHEWBACCA**  
LET THE WOOKIEE WIN  
GROUND VEHICLE

1

**ARMOR 5. ARSENAL 2. INSPIRE 3**  
**INCOGNITO**  
**WEAK POINT 1: REAR**

**GRENADE LAUNCHER** -2 2  
FIXED: FRONT, BLAST

**88 TWIN LIGHT BLASTER** -3   
FIXED: FRONT, IMPACT 1

**MS-4 TWIN BLASTER** 1-4   
FIXED: FRONT, IMPACT 3

11 8



**•CHEWBACCA**  
LET THE WOOKIEE WIN  
GROUND VEHICLE

180



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**EWOK SLINGERS**  
TROOPER


6

**MERCENARY: ♻**  
**INDEPENDENT: SURGE 1**  
**LOW PROFILE**  
**TARGET 1**  
**UNHINDERED**

**STONES**

**SLINGS** 1-2   
PRIMITIVE

1 1



**EWOK SLINGERS**  
TROOPER

35



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**EWOK SKIRMISHERS**  
TROOPER

6

**MERCENARY: ♻**  
**LOW PROFILE**  
**UNHINDERED**

**SPEAR**

1 1



**EWOK SKIRMISHERS**  
TROOPER

40




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**A-A5 SPEEDER TRUCK**  
REPULSOR VEHICLE

1

**ARMOR 5**  
**HOVER: GROUND**  
**REPOSITION**  
**TRANSPORT**  
**WEAK POINT 2: REAR**

8 6



**A-A5 SPEEDER TRUCK**  
REPULSOR VEHICLE

65



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# STAR WARS™ LEGION™

## 2024 COMMAND CARD UPDATES



**LEAD FROM THE FRONT**

1 UNIT

When building a command hand, treat this card as though it has 2 pips. After a friendly is issued an order by this card, choose up to 3 other friendly units at of the unit. Each chosen unit gains 1 aim or 1 dodge token.



**TACTICAL PLANNING**

2 OR UNITS

After a friendly or unit performs an attack against a unit that has a faceup order token this round, shuffle that token back into its order pool.



**LEADERS OF THE 501ST**

3 OR UNITS

**PERMANENT.** Friendly units at range of a friendly Anakin Skywalker and/or a friendly Clone Captain Rex gain **INDOMITABLE**.



**501ST LEGION**

**THIS IS WHERE THE FUN BEGINS**

**ANAKIN SKYWALKER**

Anakin Skywalker gains **JUMP 2** this round and can perform up to 2 attack actions during his activation this round.

**Divulge: Resolve Setup Effects Step.** Anakin Skywalker gains **PREPARED POSITION** this game.

**ANAKIN SKYWALKER**



**501ST LEGION**

**YOU UNDERESTIMATE MY POWER**

**ANAKIN SKYWALKER & 1 UNIT**

This round, while Anakin Skywalker is attacking a unit that has a facedown order token, during the Form Attack Pool step, he adds 6 white attack dice to his attack pool.

**ANAKIN SKYWALKER**



**501ST LEGION**

**GENERAL SKYWALKER**

**ANAKIN SKYWALKER & 2 UNITS**

Anakin Skywalker gains **INSPIRE 2** this round. When Anakin Skywalker issues an order to a unit with this card, that unit gains 1 aim token.

**ANAKIN SKYWALKER**



# STAR WARS™ LEGION™

## 2024 COMMAND CARD UPDATES



CALL ME CAPTAIN

CLONE CAPTAIN REX

Once per activation this round while Clone Captain Rex has a faceup order token, when another friendly unit attacks an enemy unit at **2** and in LOS of Clone Captain Rex, add 3 red attack dice to the friendly unit's attack pool during the Form Attack Pools step.



SIZE MATTERS SOMETIMES

CHEWBACCA & YODA

If Chewbacca is at **1** of a friendly Yoda and Yoda is on the battlefield, place Yoda in base contact with Chewbacca. If you do, Yoda cannot perform moves, and after Chewbacca moves, place Yoda in base contact with Chewbacca. While Yoda is in base contact with Chewbacca, Chewbacca gains **DEFLECT**, can spend Yoda's dodge tokens, and rolls red defense dice while defending or using **GUARDIAN**.



DIPLOMATIC COVER

PADMÉ AMIDALA

**Permanent.** If this card was divulged, Padmé Amidala gains **SECRET MISSION**. If it was not, she gains **INSPIRE 1** instead.

**Divulge: Resolve Setup Effects Step.** Padmé Amidala gains **INFILTRATE** this game. This card must be selected during round 1.



CLONE CAPTAIN REX

DO NOT UNDERESTIMATE OUR MEANS

3 DROID TROOPERS OR AI UNITS

If this card was not divulged, at the start of the Activation Phase this round, choose up to 2 friendly units that have faceup order tokens. Each chosen unit recovers.

**Divulge: Resolve Setup Effects Step.** Choose up to 3 friendly units with **AI**. Each chosen unit gains **REINFORCEMENTS** this game.

SUPER TACTICAL DROID



CHEWBACCA

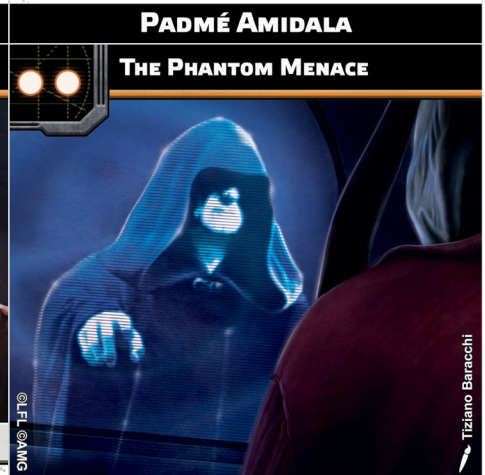
YES, MY MASTER

NO UNITS

You must divulge this card. It stays in play. **Divulge: Resolve Setup Effects Step.** Choose 1 of the following effects to resolve:

- Permanent.** Asajj Ventress gains **BOUNTY** and **REINFORCEMENTS**.
- Permanent.** Asajj Ventress gains **DEMORALIZE 1**, **MAKASHI MASTERY**, and **OUTMANEUVER**.

ASAJJ VENTRESS



PADMÉ AMIDALA

THE PHANTOM MENACE

MAUL & 1 TROOPER

This round, Maul cannot attack and enemy units beyond **2** of Maul cannot attack him.

**Divulge: Resolve Setup Effects Step.** Maul gains **INFILTRATE** this game.

MAUL



# STAR WARS™ LEGION™

## 2024 COMMAND CARD UPDATES



**I MAKE THE RULES NOW**

**CAD BANE**

If this card was not divulged, place 1 Bane token within 1 of Cad Bane and beyond 1 of all enemy units.

**Divulge: Resolve Setup Effects Step.** Place 3 Bane tokens on the battlefield beyond 1 of enemy territory. This card must be selected during round 1. This game, Cad Bane cannot deploy or perform any actions until a friendly Here I Am token is revealed.

**BOOBY TRAP**

1

2 2

BLAST, CRITICAL 4, IMPACT 2, SUPPRESSIVE



**LET THE EXECUTIONS BEGIN!**

**POGGLE THE LESSER**

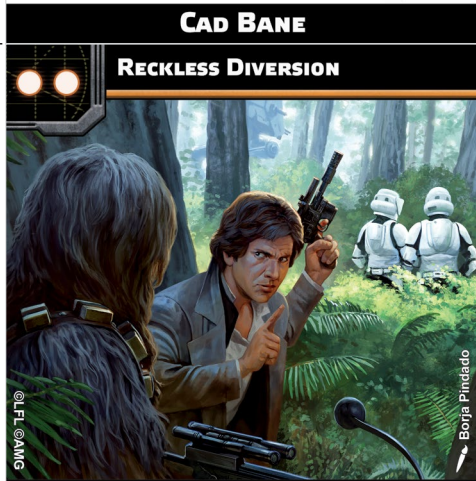
This round, when a friendly ▲ trooper unit performs an attack, if the defending unit is at 2 and in LOS of Poggle the Lesser during the Roll Attack Dice step, the attacking unit's surge conversion chart gains 2:1 during that attack.



**SUPREME COMMANDER**

**2 TROOPERS**

General Grievous gains **RUTHLESS** this round. When a friendly unit is issued an order by this card, that unit and each other friendly trooper unit at 1 and in LOS of that unit gains 1 surge token.



**CAD BANE**

**RECKLESS DIVERSION**

**HAN SOLO & 1 UNIT**

When an enemy unit performs an attack this round, it must attack a trooper unit that has a faceup order token, if able. Friendly trooper units that have faceup order tokens do not benefit from backup this round.

**HAN SOLO**



**POGGLE THE LESSER**

**HOLD AT ANY COST**

**3 ▲ OR ♣ UNITS**

Each friendly trooper unit that is issued an order using this card gains 1 aim and 1 standby token.

**ECHO BASE DEFENDERS**



**GENERAL GRIEVOUS**

**I AM NO JEDI**

**AHSOKA TANO**

**Rebel only.**

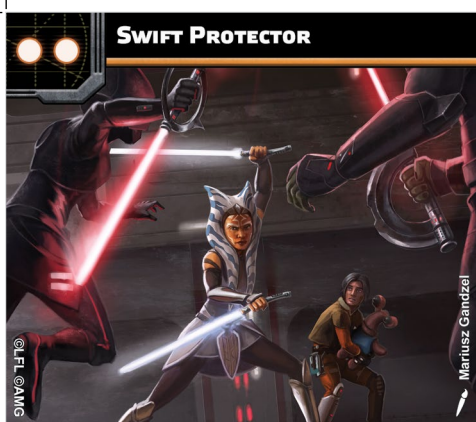
Ahsoka Tano gains **AGILE 1** this round. While attacking this round, during the Form Attack Pool step, Ahsoka Tano adds 1 white die to her attack pool for each dodge token that she has, to a maximum of 3.

**AHSOKA TANO**



# STAR WARS LEGION

## 2024 COMMAND CARD UPDATES



SWIFT PROTECTOR

AHSOKA TANO

**Rebel only.**

Ahsoka Tano gains **GUARDIAN 2** this round. When another friendly small-base trooper unit at 1 of Ahsoka Tano is declared as a defending unit this round, it may gain 1 dodge token.



A NEW BEGINNING

AHSOKA TANO & 2 UNITS

**Rebel only.**

When a small-base trooper unit is issued an order using this card, it gains either 1 aim or 1 dodge token. Ahsoka Tano gains **INSPIRE 2** this round. At the start of Ahsoka Tano's activation this round, she recovers.



FEAR AND DEAD MEN

DARTH VADER

After an attack against Darth Vader is resolved this round, the attacking unit suffers 1 wound for each wound Darth Vader suffered during that attack.



AHSOKA TANO  
DARKNESS DESCENDS

DARTH VADER

**Permanent.** If this card was not divulged, Darth Vader gains **RELIABLE 2**.

**Divulge: Resolve Setup Effects Step.** Darth Vader gains **INFILTRATE** this game. This card must be selected during round 1.

DARTH VADER



AHSOKA TANO  
ANNIHILATION LOOMS

DIRECTOR ORSON KRENNIC & 2 UNITS

Each trooper unit gains 2 suppression tokens. If it is round 4 or 5, each trooper unit gains 1 additional suppression token.

DIRECTOR ORSON KRENNIC



DARTH VADER  
MOMENT OF CONSIDERATION

3 ▲ OR ♣ UNITS

Units issued an order by this card gain 1 standby token.

MOFF GIDEON

# STAR WARS™ LEGION™

## 2024 COMMAND CARD UPDATES



**UNRELENTING FIRE**

2 UNITS

Enemy units cannot remove more than 1 suppression token during their Rally step this round.



**OVERWHELMING BARRAGE**

2 UNITS

Once this round, at the end of the activation of a friendly unit, it may perform an attack using the following weapon:

<b>OVERWHELMING BARRAGE</b>			
BLAST, BEAM 1, CRITICAL 3, IMMUNE: DEFLECT, SUPPRESSIVE			



**DEBARK FOR GROUND ASSAULT**

3 UNITS

Each friendly trooper unit that is issued an order using this card gains **SPUR** this round. The weapons of each friendly trooper unit that is issued an order using this card gain **SUPPRESSIVE** this round.

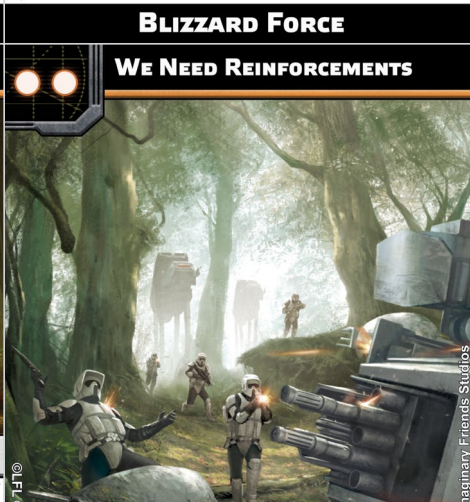


**BLIZZARD FORCE**

**DRIVE THEM OUT**

1 VEHICLE

Friendly vehicles gain **DEMORALIZE 1** this round. The first time a friendly vehicle with a faceup order token ends a move at  $\frac{1}{2}$  of an enemy unit this round, roll a white defense die for each miniature in that enemy unit. For every or result, the enemy unit suffers 1 wound.



**BLIZZARD FORCE**

**WE NEED REINFORCEMENTS**

2 TROOPERS

Friendly units that have a faceup order token gain **DISENGAGE** this round.



**BLIZZARD FORCE**

**CONSTANTLY ALERT**

3 UNITS

When a unit is issued an order with this card, it gains 1 aim token for each enemy unit at . If it did not gain any aim tokens, it gains a standby token.

**TEMPEST FORCE**

**TEMPEST FORCE**

**TEMPEST FORCE**



# STAR WARS™ LEGION™

## 2024 COMMAND CARD UPDATES



**GUNNER, INFANTRY!**

**MAJOR MARQUAND**

During his activation this round, Major Marquand reduces his speed by 1, to a minimum of 1. Major Marquand gains **TACTICAL 1** this round, and his weapons gain **SUPPRESSIVE** this round.



**SQUADRON, ON ME**

**MAJOR MARQUAND**

At the start of Major Marquand's activation this round, each other friendly vehicle unit at **1** of him may perform a free pivot. Then, they may perform a speed-1 move.

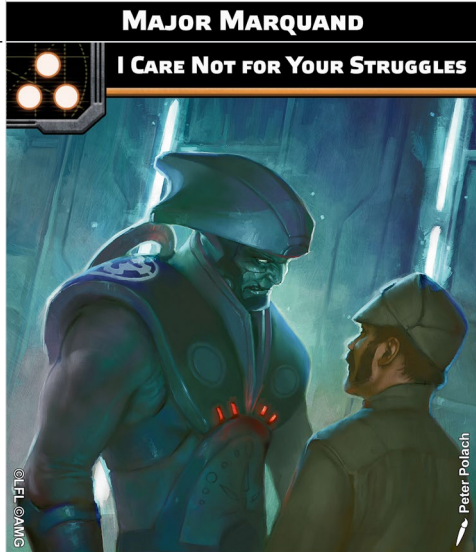


**ARMORED CAVALRY**

**3 VEHICLES**

When another friendly vehicle begins its activation at **1** of friendly Major Marquand this round, it may choose 1 of the following effects:

- If it is in his front arc or is undeployed, it may gain 1 dodge token.
- If it is in his side arc, it may gain 1 aim token.
- If it is in his rear arc, it may perform a speed-1 move.



**MAJOR MARQUAND**

**I CARE NOT FOR YOUR STRUGGLES**

**FIFTH BROTHER & 2 TROOPERS**

Units that are issued an order by this card gain **DAUNTLESS** this round.

**FIFTH BROTHER**

**MAJOR MARQUAND**

**MAJOR MARQUAND**

# STAR WARS™ LEGION™

## 2024 UPGRADE CARD UPDATES

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3



**IMPACT GRENADE**  -1 

IMPACT 4

### IMPACT GRENADES

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12



**A-A5 SPEEDER TRUCK ONLY.**

➔ Remove 1 wound or poison token from, or restore 1 mini to, a friendly non-droid trooper unit at **1** and in line of sight. Then roll 2 white defense dice. That unit gains 1 suppression token for each **▼** and **♣** result.

### BACKWORLD MEDIC

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16



**A-A5 SPEEDER TRUCK ONLY.**

When this unit activates, roll 3 red defense dice. For each **▼** or **♣** result, choose a different friendly unit at **3**. Each chosen unit gains 1 aim token.

### UNORTHODOX TACTICIAN

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15



**AT-RT ONLY.**

**FLAMETHROWER**  -1 

BLAST, FIXED, FRONT, SPRAY

### AT-RT FLAMETHROWER

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**VEHICLE ONLY.**

This unit gains **COORDINATE: TROOPER**.

### ONBOARD COMMS CHANNEL



# STAR WARS LEGION

## 2024 UPGRADE CARD UPDATES

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**REBEL TROOPERS ONLY.**  
Add 1 MPL-57 Ion Trooper miniature.

**MPL-57 ION** #1-3 ⬆️ ⬇️  
CRITICAL 1, IMPACT 1, ION 1

**MPL-57 ION TROOPER**

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22



**FLEET TROOPERS ONLY.**  
Add 1 MPL-57 Barrage Trooper miniature.

**CYCLE.**

**MPL-57 BARRAGE** #1-3 ⬇️ ⬆️  
BLAST, IMPACT 2

**MPL-57 BARRAGE TROOPER**

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22



**FLEET TROOPERS ONLY.**  
Add 1 Scatter Gun Trooper miniature.

**SCATTER GUN** ⚡-2 ⬇️  
PIERCE 1

**SCATTER GUN TROOPER**

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20




**REBEL COMMANDOS ONLY.**  
Add 1 Proton Charge Saboteur miniature.

**PROTON CHARGE** ⚡-1 ⬆️ ⬇️  
BLAST, CRITICAL 2, IMPACT 3

**PROTON CHARGE SABOTEUR**

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45



**REBEL TROOPERS ONLY.**  
Add 5 Rebel Trooper miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

**REBEL TROOPER SQUAD**

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**FLEET TROOPERS ONLY.**  
Add 5 Fleet Trooper miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

**FLEET TROOPER SQUAD**






# STAR WARS™ LEGION™

## 2024 UPGRADE CARD UPDATES

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**63**



**REBEL VETERANS ONLY.**  
Add 5 Rebel Veteran miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at **1** of the unit leader instead of at **1/2**.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

**REBEL VETERAN SQUAD**

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**33**



**REBEL PATHFINDERS ONLY.**  
Add 1 Bistan miniature.

**ION BLASTER** #1-4 4 1  
CRITICAL 1, IMPACT 1, ION 1

**•BISTAN**

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**10**



**REBEL ONLY. ⚡ ONLY.**  
This unit gains **FIELD COMMANDER**.  
► Choose a friendly trooper unit at **2**.  
The chosen unit gains 1 dodge token and may gain 1 suppression token.

**•SHRIV SUURGAV**

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**28**




**X-34 LANDSPEEDER ONLY.**

**M-45 ION BLASTER** #1-4 2 2  
CRITICAL 1, FIXED: FRONT, IMPACT 1, ION 1

**M-45 ION BLASTER**

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**28**




**EWOK SKIRMISHERS ONLY.**  
Add 4 Ewok Skirmisher miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at **1** of the unit leader instead of at **1/2**.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

**EWOK SKIRMISHER SQUAD**

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**23**



**EWOK SLINGERS ONLY.**  
Add 4 Ewok Slinger miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at **1** of the unit leader instead of at **1/2**.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.


**EWOK SLINGER SQUAD**

# STAR WARS LEGION



## 2024 UPGRADE CARD UPDATES

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**CLONE TROOPER INFANTRY ONLY.**  
Add 1 DP-23 Clone Trooper miniature.


**DP-23**  -2 

PIERCE 1



**DP-23 CLONE TROOPER**

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22



**CLONE TROOPER INFANTRY ONLY.**  
Add 1 Z-6 Trooper miniature.

**Z-6**  1-3 

**Z-6 CLONE TROOPER**

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23



**CLONE TROOPER INFANTRY OR CLONE MARKSMEN ONLY.**  
Add 1 RPS-6 Clone Trooper miniature.


**RPS-6**  2-4  

CUMBERSOME. IMPACT 2



**RPS-6 CLONE TROOPER**

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**CLONE TROOPER INFANTRY OR CLONE MARKSMEN ONLY.**  
Add 1 Mortar Clone Trooper miniature.


**CLONE MORTAR**  2-4 

CRITICAL 1. SUPPRESSIVE. CUMBERSOME



**MORTAR CLONE TROOPER**

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**▲ OR ▼ CLONE TROOPER ONLY.**  
Add 1 Echo miniature.  
**LEADER.**  
This unit gains **RELIABLE 1**.

**DC-15x**  1-5 

CRITICAL 1. LETHAL 1. IMMUNE: DEFLECT

**•ECHO,  
ARC MARKSMAN**

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**CLONE TROOPER INFANTRY ONLY.**  
Add 1 Clone Trooper Infantry miniature.

**CLONE TROOPER INFANTRY**




# STAR WARS™ LEGION™

## 2024 UPGRADE CARD UPDATES

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**56**




**CLONE TROOPER INFANTRY ONLY.**  
Add 5 Clone Trooper Infantry miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

**CLONE TROOPER INFANTRY SQUAD**

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**30**




**▲ CLONE TROOPER ONLY.**  
Add 1 Clone Comms Technician miniature.  
This unit gains **FIRE SUPPORT**.

**CLONE COMMS TECHNICIAN**

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**17**




**▲ CLONE TROOPER ONLY.**  
Add 1 Clone Medic miniature.  
**► TREAT 1: CAPACITY 1.**

**CLONE MEDIC**

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**17**



**▲ CLONE TROOPER ONLY.**  
Add 1 Clone Engineer miniature.  
**► REPAIR 1: CAPACITY 1.**

**CLONE ENGINEER**

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**17**




**▲ CLONE TROOPER ONLY.**  
Add 1 Clone Specialist miniature.  
This unit gains a 1 upgrade icon.  
**►►** Gain 1 aim, dodge, or surge token.

**CLONE SPECIALIST**

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**20**



**▲ CLONE TROOPER ONLY.**  
Add 1 Boil miniature.  
**LEADER.**  
This unit gains **GUARDIAN 1** and **SCOUT 1**.

**•BOIL**

# STAR WARS LEGION

## 2024 UPGRADE CARD UPDATES


<p>©FL ©AMG</p> <p>20</p>  <p><b>▲ CLONE TROOPER ONLY.</b> Add 1 Waxer miniature. <b>LEADER.</b> This unit gains <b>DISCIPLINED 1</b> and <b>SCOUT 1</b>.</p> <p><b>•WAXER</b></p>	<p>©FL ©AMG</p> <p>40</p>  <p><b>CLONE TROOPER ONLY.</b> Add 1 Fives miniature. <b>LEADER.</b> This unit's courage is increased by 1. This unit gains <b>CHARGE</b> and <b>COORDINATE: CLONE TROOPER.</b></p> <p>FIVES' BLASTERS  -3 </p> <p><b>•FIVES</b></p>	<p>©FL ©AMG</p> <p>22</p>  <p><b>CLONE TROOPER ONLY.</b> Add 1 Clone Commander miniature. <b>LEADER.</b> This unit gains <b>INSPIRE 1</b> and <b>RELIABLE 1</b>.</p> <p><b>CLONE COMMANDER</b></p>
<p>©FL ©AMG</p> <p>22</p>  <p><b>CLONE TROOPER ONLY.</b> Add 1 Clone Captain miniature. <b>LEADER.</b> This unit gains <b>OUTMANEUVER</b> and <b>DEFEND 1</b>.</p> <p><b>CLONE CAPTAIN</b></p>	<p>©FL ©AMG</p> <p>10</p>  <p><b>REPUBLIC ONLY. LAAT/LE PATROL TRANSPORT ONLY.</b> This unit gains <b>FIELD COMMANDER.</b> ► Choose a friendly trooper unit at . The chosen unit gains 1 surge token and may remove 1 suppression token.</p> <p><b>•CLONE COMMANDER FOX</b></p>	<p>©FL ©AMG</p> <p>4</p>  <p><b>REPUBLIC ONLY. LAAT/LE PATROL TRANSPORT ONLY.</b> When this unit performs an attack action, after the action is resolved, choose up to 1 friendly unit at  of this unit. The chosen unit gains 1 surge token.</p> <p><b>CLONE SHOCK TROOPER PILOT</b></p>

# STAR WARS LEGION

## 2024 UPGRADE CARD UPDATES

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**BARC SPEEDER ONLY.**  
Reduce your maximum speed by 1.

**ION RIFLE** ⚡ 1-3 ⬇️ ⬅️  
CRITICAL 1, FIXED: FRONT, REAR, IMPACT 1, ION 1

**BARC ION GUNNER**

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8



**INFANTRY SUPPORT PLATFORM ONLY.**  
When this unit performs an attack action, after the action is resolved, each defending unit gains 1 observation token.

**327TH STAR CORPS PILOT**

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23



**SCOUT TROOPERS ONLY.**  
Add 1 Sonic Charge Saboteur miniature.

**SONIC CHARGE** ⚡ -1 ⬇️ ⬅️  
BLAST, IMPACT 2, SUPPRESSIVE

**SONIC CHARGE SABOTEUR**

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**SNOWTROOPERS ONLY.**  
Add 1 Flametrooper miniature.

**FLAMETHROWER** 🔥 -1 ⬇️  
BLAST, SPRAY

**FLAMETROOPER**

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**SNOWTROOPERS ONLY.**  
Add 1 T-7 Ion Snowtrooper miniature.

**T-7 ION RIFLE** ⚡ 1-3 ⬇️ ⬅️  
CRITICAL 1, IMPACT 1, ION 1

**T-7 ION SNOWTROOPER**

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**STORMTROOPERS ONLY.**  
Add 1 HH-12 Stormtrooper miniature.

**HH-12** ⚡ 2-4 ⬇️  
CUMBERSOME, IMPACT 3

**HH-12 STORMTROOPER**




# STAR WARS™ LEGION™

## 2024 UPGRADE CARD UPDATES

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**46**



**STORMTROOPERS ONLY.**  
Add 5 Stormtrooper miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

### STORMTROOPER SQUAD

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**46**



**SNOWTROOPERS ONLY.**  
Add 5 Snowtrooper miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

### SNOWTROOPER SQUAD

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**70**



**SHORETROOPERS ONLY.**  
Add 5 Shoretrooper miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

### SHORETROOPER SQUAD

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**5**



**IMPERIAL ONLY. ♣ ONLY.**  
This unit gains **FIELD COMMANDER**.  
► Choose a friendly trooper unit at ♣.  
The chosen unit gains 1 aim token and 1 suppression token.

### GOVERNOR PRYCE

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**10**



**DEWBACK RIDER ONLY.**

<b>CR-24 FLAME RIFLE</b>	♣ -1	♣	♣
BLAST, SPRAY			

### CR-24 FLAME RIFLE

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**18**



**B1 BATTLE DROIDS ONLY.**  
Add 1 E-60R B1 Trooper miniature.

<b>E-60R</b>	♣ 2-4	♣	♣
CUMBERSOME, IMPACT 2			

### E-60R B1 TROOPER




# STAR WARS™ LEGION™

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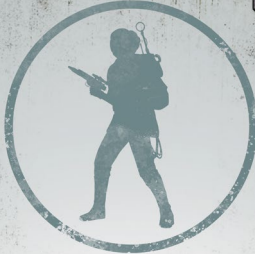
**BX-SERIES DROID COMMANDOS ONLY.**  
Add 1 Dioxis Mine Saboteur miniature.

<b>DIOXIS MINE</b>	☒ -1	☒	☒
BLAST, POISON 1		☒	☒

**DIOXIS MINE SABOTEUR**

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**38**




**B1 BATTLE DROIDS ONLY.**  
Add 7 B1 Battle Droid miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at ① of the unit leader instead of at ②.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

**B1 BATTLE DROID SQUAD**

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**B2 SUPER BATTLE DROIDS ONLY.**  
Add 4 B2 Super Battle Droid miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at ① of the unit leader instead of at ②.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

**B2 SUPER BATTLE DROID SQUAD**

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**GEONOSIAN WARRIORS ONLY.**  
Add 5 Geonosian Warrior miniatures.  
This unit gains **INDOMITABLE**.  
This unit is in cohesion if all miniatures are at ① of the unit leader instead of at ②.  
This unit cannot be deployed or issued orders using the **TRANSPORT** keyword.

**GEONOSIAN WARRIOR SQUAD**

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**DSD1 DWARF SPIDER DROID ONLY.**

<b>FLAMETHROWER</b>	☒ -1	☒	☒
BLAST, FIXED: FRONT, SPRAY		☒	☒

**NOSE-MOUNTED FLAMETHROWER**

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**DSD1 DWARF SPIDER DROID ONLY.**

<b>ION BLASTER</b>	☒ 2-4	☒	☒
CRITICAL 1, FIXED: FRONT, IMPACT 2, ION 1		☒	☒

**NOSE-MOUNTED ION BLASTER**

