

# 2024 UNIT CARD UPDATES



**LEIA ORGANA**  
FEARLESS AND INVENTIVE  
TROOPER

↗ 1



➔ **TAKE COVER 2**

**EXEMPLAR**

**INSPIRE 2**

**NIMBLE**

**SHARPSHOOTER 2**

MARTIAL ARTS



3

LEIA'S BLASTER



1-3

3



6



2





**LEIA ORGANA**  
FEARLESS AND INVENTIVE  
TROOPER

75



➔ **TAKE COVER 2**

**EXEMPLAR**

**INSPIRE 2**

**NIMBLE**

**SHARPSHOOTER 2**

MARTIAL ARTS



3

LEIA'S BLASTER



1-3

3




6



2





**LUKE SKYWALKER**  
HERO OF THE REBELLION  
TROOPER

↗ 1



➔ **JUMP 1**

**BLOCK**

**CHARGE**

**IMMUNE: PIERCE**

**INSPIRE 2**

**SHARPSHOOTER 1**

ANAKIN'S LIGHTSABER



2

3

IMPACT 2, PIERCE 1

LUKE'S BLASTER



1-2

1

3

LONG SHOT, PIERCE 1



6



3





**LUKE SKYWALKER**  
HERO OF THE REBELLION  
TROOPER

120



➔ **JUMP 1**

**BLOCK**

**CHARGE**

**IMMUNE: PIERCE**

**INSPIRE 2**

**SHARPSHOOTER 1**

ANAKIN'S LIGHTSABER



2

3

IMPACT 2, PIERCE 1

LUKE'S BLASTER



1-2

1

3

LONG SHOT, PIERCE 1



6



3





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

↗ 1



➔ **REPAIR 2: CAPACITY 2**

**INCONSPICUOUS**

**INFILTRATE**

**SECRET MISSION**

ELECTRO-SHOCK



-1

3

SUPPRESSIVE



4



2





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

55



➔ **REPAIR 2: CAPACITY 2**

**INCONSPICUOUS**

**INFILTRATE**

**SECRET MISSION**

ELECTRO-SHOCK



-1

3

SUPPRESSIVE



4



2





**REBEL OFFICER**  
RESOLUTE COMMANDER  
TROOPER

↗ 1



➔ **TAKE COVER 1**

**EXEMPLAR**

**INSPIRE 1**

UNARMED



1

BLASTER PISTOL



1-2

2



4



2





**REBEL OFFICER**  
RESOLUTE COMMANDER  
TROOPER

50



➔ **TAKE COVER 1**

**EXEMPLAR**

**INSPIRE 1**

UNARMED



1

BLASTER PISTOL



1-2

2



4



2





# 2024 UNIT CARD UPDATES



## REBEL TROOPERS

TROOPER

▲ 4

**AGILE 1**  
**NIMBLE**

UNARMED		1
A280 BLASTER RIFLE		1-3



1
1

—
1
⚡
⚡
⚡



## REBEL TROOPERS

TROOPER

40

**AGILE 1**  
**NIMBLE**

UNARMED		1
A280 BLASTER RIFLE		1-3



1
1

—
1
⚡
⚡
⚡



## FLEET TROOPERS

TROOPER

▲ 4

**CHARGE**

DH-17 BLASTER PISTOL		-2
----------------------	---	----



1
1

⚡
⚡
⚡
⚡
⚡



## FLEET TROOPERS

TROOPER

40


**CHARGE**

DH-17 BLASTER PISTOL		-2
----------------------	---	----



1
1

⚡
⚡
⚡
⚡
⚡






## 1.4 FD LASER CANNON TEAM

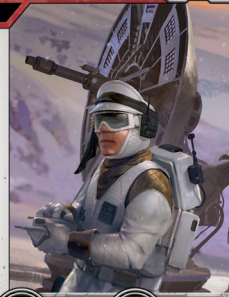
EMPLACEMENT TROOPER

⬇ 1

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

UNARMED		2
BLASTER PISTOLS		1-2
1.4 FD LASER CANNON		1-5

IMPACT 2. FIXED: FRONT



6
2

⚡
⚡
⚡
⚡
⚡



## 1.4 FD LASER CANNON TEAM

EMPLACEMENT TROOPER

65

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

UNARMED		2
BLASTER PISTOLS		1-2
1.4 FD LASER CANNON		1-5

IMPACT 2. FIXED: FRONT



6
2

⚡
⚡
⚡
⚡
⚡



## REBEL VETERANS

TROOPER

▲ 4

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

UNARMED		1
A280 BLASTER RIFLE		1-3



1
1

⚡
⚡
⚡
⚡
⚡



## REBEL VETERANS

TROOPER

48

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

UNARMED		1
A280 BLASTER RIFLE		1-3



1
1

⚡
⚡
⚡
⚡
⚡



# 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












**REBEL COMMANDOS**  
STRIKE TEAM  
TROOPER

 20






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**AT-RT**  
GROUND VEHICLE

 1

*ARMOR 2*

*CLIMBING VEHICLE*

*EXPERT CLIMBER*

*SCOUT 1*


GRAPPLING CLAWS


3


A300 BLASTER RIFLE


#1-3

2













**AT-RT**  
GROUND VEHICLE

 50






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**T-47 AIRSPEDER**  
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











**T-47 AIRSPEDER**  
REPULSOR VEHICLE

 125






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**X-34 LANDSPEDER**  
REPULSOR VEHICLE

 1

*ARMOR 2*

*ARSENAL 3*

*COVER 1*

*SPEEDER 1*

BLASTER PISTOL

#1-2

2











**X-34 LANDSPEDER**  
REPULSOR VEHICLE

 55






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# 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** ⚔ ↓

**E-11 BLASTER RIFLE** # 1-3 ↓  
*LONG SHOT*

1 1

**SHORETROOPERS** 52  
TROOPER



1 1

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**STORMTROOPERS** ▲ 4  
TROOPER

*PRECISE 1*



**BLUDGEON** ⚔ ↓

**E-11 BLASTER RIFLE** # 1-3 ↓

1 1

**STORMTROOPERS** 42  
TROOPER



1 1

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**SNOWTROOPERS** ▲ 4  
TROOPER

*STEADY*



**BLUDGEON** ⚔ ↓

**E-11 BLASTER RIFLE** # 1-3 ↓

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** ⚔ ↓

**E-11 BLASTER RIFLE** # 1-3 ↓

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**

<b>GRENADE LAUNCHER</b>	-2	2
FIXED: FRONT. BLAST		
<b>88 TWIN LIGHT BLASTER</b>	-3	1 1
FIXED: FRONT. IMPACT 1		
<b>MS-4 TWIN BLASTER</b>	1-4	2 2
FIXED: FRONT. IMPACT 3		

11 8

⚔️ : ⚡️ : 📦 : 🗨️ : ▼

**MAJOR MARQUAND**  
TEMPEST SCOUT 2  
GROUND VEHICLE

180

**AT-ST**  
GROUND VEHICLE

1

**ARMOR 5**

**ARSENAL 2**

**WEAK POINT 1: REAR**

<b>FENCE-CUTTING BLADES</b>	4
FIXED: FRONT. IMPACT 3	
<b>MS-4 TWIN BLASTER</b>	1-4
FIXED: FRONT. IMPACT 3	

11 8

— : 📦 : 🗨️ : ▼

**AT-ST**  
GROUND VEHICLE

145

🗨️ : 🗨️ : 🗨️ : 🗨️ : 🗨️



# 2024 UNIT CARD UPDATES

**PADMÉ AMIDALA**  
SPIRITED SENATOR  
TROOPER

▲ 1

➔ **BOLSTER 2**  
**AGILE 1**  
**INSPIRE 2**  
**NIMBLE**  
**SHARPSHOOTER 2**

**MARTIAL ARTS** [Red Icon] 3

**PADMÉ'S BLASTER** [Blue 1-2] 3

6 3

**PADMÉ AMIDALA**  
SPIRITED SENATOR  
TROOPER

60

60

**YODA**  
GRAND MASTER OF THE JEDI ORDER  
TROOPER

▲ 1

➔ **GUIDANCE: TROOPER**  
**ATARU MASTERY**  
**DEFLECT**  
**IMMUNE: PIERCE**  
**MASTER OF THE FORCE 2**

**YODA'S LIGHTSABER** [Red Icon] 4  
IMPACT 2, PIERCE 2

**FORCE WAVE** [Blue 1-2] 4  
BLAST, SUPPRESSIVE

5 4

**YODA**  
GRAND MASTER OF THE JEDI ORDER  
TROOPER

170

170

**ANAKIN SKYWALKER**  
THE CHOSEN ONE  
TROOPER

▲ 1

➔ **JUMP 1**  
**CHARGE**  
**DEFLECT**  
**DJEM SO MASTERY**  
**IMMUNE: PIERCE**  
**MASTER OF THE FORCE 1**  
**TEMPTED**

**ANAKIN'S LIGHTSABER** [Red Icon] 5  
IMPACT 3, PIERCE 3

6 3

**ANAKIN SKYWALKER**  
THE CHOSEN ONE  
TROOPER

170

170

**Obi-Wan Kenobi**  
CIVILIZED WARRIOR  
TROOPER

▲ 1

➔ **JUMP 1**  
**CHARGE**  
**DEFLECT**  
**GUARDIAN 3**  
**IMMUNE: PIERCE**  
**MASTER OF THE FORCE 1**  
**SORESUS MASTERY**

**Obi-Wan's Lightsaber** [Red Icon] 2 2 2  
CRITICAL 2, IMPACT 2, PIERCE 2

6 3

**Obi-Wan Kenobi**  
CIVILIZED WARRIOR  
TROOPER

150

150



# 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

⚡

⚡ ⚡ ⚡ ⚡ ⚡

**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

64



⚡ ⚡ ⚡ ⚡ ⚡

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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

26



⚡ ⚡ ⚡ ⚡ ⚡

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# 2024 UNIT CARD UPDATES



## SABER-CLASS TANK

REPULSOR VEHICLE



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



 **9**
 **6**

**HEAVY LASER CANNONS** #1-4









## SABER-CLASS TANK


REPULSOR VEHICLE

155













## LAAT/LE PATROL TRANSPORT

REPULSOR VEHICLE






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



 **8**
 **6**

**TWIN LASER CANNONS** #1-3





## LAAT/LE PATROL TRANSPORT


REPULSOR VEHICLE

100













## RADDAUGH GNASP FLUTTERCRAFT

ATTACK CRAFT  
REPULSOR VEHICLE






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



 **6**
 **3**

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





## RADDAUGH GNASP FLUTTERCRAFT


ATTACK CRAFT  
REPULSOR VEHICLE

57













## AT-RT

GROUND VEHICLE





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





 **6**
 **4**


**GRAPPLING CLAWS**





**ROCKET LAUNCHER** #1-3





## AT-RT

GROUND VEHICLE

60









# 2024 UNIT CARD UPDATES

**T-SERIES TACTICAL DROID**  
PROGRAMMED FOR STRATEGY  
DROID TROOPER

▲ 1

➔ **BOLSTER 2**  
**DIRECT: ▲ DROID TROOPER UNIT**  
**EXEMPLAR**

**BLUDGEON** [Red X] [1]

**BLASTER RIFLE** [Blue #1-3] [2]

4 [Yellow Diamond] 2

**T-SERIES TACTICAL DROID**  
PROGRAMMED FOR STRATEGY  
DROID TROOPER

60

Icons: [Red X], [Blue #1-3], [Yellow Diamond], [Green Circle]

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**•SUPER TACTICAL DROID**  
COMMANDING CONTROLLER  
DROID TROOPER

▲ 1

➔ **STRATEGIZE 1**  
**DIRECT: AI UNIT**  
**EXEMPLAR**  
**OVERRIDE**  
**SHARPSHOOTER 1**

**COMBAT EXPERTISE** [Red X] [2]

**BLASTER RIFLE** [Blue #1-3] [2] [1]  
LETHAL 1

5 [Yellow Diamond] 2

**•SUPER TACTICAL DROID**  
COMMANDING CONTROLLER  
DROID TROOPER

75

Icons: [Red X], [Blue #1-3], [Yellow Diamond], [Green Circle]

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**•SUPER TACTICAL DROID**  
KALANI  
DROID TROOPER

▲ 1

➔ **STRATEGIZE 2**  
**DIRECT: AI UNIT**  
**EXEMPLAR**  
**REINFORCEMENTS**  
**SHARPSHOOTER 1**

**COMBAT EXPERTISE** [Red X] [2]

**BLASTER RIFLE** [Blue #1-3] [3]  
LETHAL 1

5 [Yellow Diamond] 2

**•SUPER TACTICAL DROID**  
KALANI  
DROID TROOPER

85

Icons: [Red X], [Blue #1-3], [Yellow Diamond], [Green Circle]

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**•SUPER TACTICAL DROID**  
KRAKEN  
DROID TROOPER

▲ 1

➔ **STRATEGIZE 1**  
**CHARGE**  
**EXEMPLAR**  
**OVERRIDE**  
**SHARPSHOOTER 1**

**OVERWHELM** [Red X] [4]  
LETHAL 1

**BLASTER RIFLE** [Blue #1-3] [3]  
LETHAL 1

5 [Yellow Diamond] 2

**•SUPER TACTICAL DROID**  
KRAKEN  
DROID TROOPER

80

Icons: [Red X], [Blue #1-3], [Yellow Diamond], [Green Circle]

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# 2024 UNIT CARD UPDATES



**POGGLE THE LESSER**  
PUBLIC LEADER OF THE GEONSIANS  
TROOPER



▶▶ **JUMP 2**

**COMPEL:** ▲ *SEPARATIST ALLIANCE TROOPER*

**ENTOURAGE:** B2 *SUPER BATTLE DROIDS*

**OVERRIDE**

**WEIGHED DOWN**

**STAFF OF COMMAND**  2

 4  3

 -







**POGGLE THE LESSER**  
PUBLIC LEADER OF THE GEONSIANS  
TROOPER

80





**COUNT DOOKU**  
DARTH TYRANUS  
TROOPER



**CUNNING**


**DEFLECT**

**DIRECT:** TROOPER UNIT



**IMMUNE:** PIERCE


**MAKASHI MASTERY**


**MASTER OF THE FORCE 2**

**DOOKU'S LIGHTSABER**  5


IMPACT 2, PIERCE 2


 6  3

 -

**FORCE LIGHTNING**  1-2 6


PIERCE 1, SCATTER, SUPPRESSIVE







**COUNT DOOKU**  
DARTH TYRANUS  
TROOPER

165





**GENERAL GRIEVOUS**  
SINISTER CYBORG  
TROOPER



**BLOCK**


**ENTOURAGE:** IG-100 *MAGNAGUARD*

**IMMUNE:** PIERCE



**JEDI HUNTER**


**RELENTLESS**


**SCALE**

**TROPHY LIGHTSABERS**  2 2 4


CRITICAL 1, IMPACT 2, PIERCE 2

 8  2

 -

**DT-57 "ANNIHILATOR"**  -2 2 2

CRITICAL 1, PIERCE 1, VERSATILE







**GENERAL GRIEVOUS**  
SINISTER CYBORG  
TROOPER

130





**B1 BATTLE DROIDS**  
DROID TROOPER




**AI: ATTACK**


**COORDINATE:** DROID TROOPER

**BLUDGEON**  1

 1  1

 -

**E-5 BLASTER RIFLE**  1-3 1





**B1 BATTLE DROIDS**  
DROID TROOPER

38






# 2024 UNIT CARD UPDATES

**B2 SUPER BATTLE DROIDS** ▲ 3  
DROID TROOPER


**AI: ATTACK**



**WRIST ROCKETS** #1 1  
IMPACT 1

**ARM CANNONS** -2 2

2 2



**B2 SUPER BATTLE DROIDS** 64  
DROID TROOPER



**BX-SERIES DROID COMMANDOS** ▼ 4  
DROID TROOPER

▶ **JUMP 1**  
**AI: DODGE, MOVE**  
**IMPERVIOUS**  
**SCALE**  
**SCOUT 3**  
**SHARPSHOOTER 1**

**UNARMED** 1

**COMMANDO E-5 BLASTER** #1-3 2

1 2



**BX-SERIES DROID COMMANDOS** 64  
DROID TROOPER



**BX-SERIES DROID COMMANDOS** ▼ 1  
STRIKE TEAM  
DROID TROOPER

▶ **JUMP 1**  
**AI: DODGE, MOVE**  
**DETACHMENT: BX-SERIES DROID COMMANDOS**  
**HEAVY WEAPON TEAM. IMPERVIOUS**  
**SCALE. SCOUT 3. SHARPSHOOTER 1**

**UNARMED** 1

**COMMANDO E-5 BLASTER** #1-3 2

1 2



**BX-SERIES DROID COMMANDOS** 20  
STRIKE TEAM  
DROID TROOPER




**IG-100 MAGNAGUARD** ▼ 4  
PROTOTYPE ASSASSIN DROIDS  
DROID TROOPER

**AI: DODGE, MOVE**  
**CHARGE**  
**IMMUNE: MELEE PIERCE**  
**SPECIAL ISSUE: EXPERIMENTAL DROIDS**  
**UNHINDERED**

**ELECTROSTAFF** 1 1

**PRECISION LASER DART** #1-2 1 1

1 1




**IG-100 MAGNAGUARD** 56  
PROTOTYPE ASSASSIN DROIDS  
DROID TROOPER





# 2024 UNIT CARD UPDATES



## AAT BATTLE TANK

REPULSOR VEHICLE

 1

**AI: ATTACK**

**ARMOR 5**

**ARSENAL 2**

**BARRAGE**

**HOVER: GROUND**

**WEAK POINT 2: REAR**

**ANTI-PERSONNEL LASERS** #1-2


3

FIXED: FRONT

**ARTILLERY CANNON** #2-4

4

CRITICAL 2, HIGH VELOCITY, IMPACT 2

 9
  6






## AAT BATTLE TANK

REPULSOR VEHICLE

165




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## PERSUADER-CLASS TANK DROID

PROTOTYPE TANK DROID  
GROUND VEHICLE

 1

**ARMOR 5, ARSENAL 3**

**DIRECT: ▲ TROOPER UNIT**

**PROGRAMMED**

**REPOSITION**

**SPECIAL ISSUE: EXPERIMENTAL DROIDS**

**WEAK POINT 1: SIDES**

**PROTOTYPE ION CANNONS** #1-2



1 1

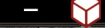
FIXED: FRONT, IMPACT 1, ION 1


**HEAVY BLASTERS** #1-4

2 2

CRITICAL 1, FIXED: FRONT

 11
  7







## PERSUADER-CLASS TANK DROID

PROTOTYPE TANK DROID  
GROUND VEHICLE

130




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## PERSUADER-CLASS TANK DROID

GROUND VEHICLE

 1

**ARMOR 5**

**ARSENAL 2**

**PROGRAMMED**

**REPOSITION**

**TRANSPORT**

**WEAK POINT 1: SIDES**

**ION CANNONS** #1-2



1 1


CRITICAL 1, FIXED: FRONT, IMPACT 1, ION 1


**HEAVY BLASTERS** #1-4

2 2

CRITICAL 1, FIXED: FRONT

 11
  7






## PERSUADER-CLASS TANK DROID

GROUND VEHICLE

130



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# 2024 UNIT CARD UPDATES

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

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

**GRENADA 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



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

**180**



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**EWOK SLINGERS**  
TROOPER

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

**STONES** 1

**SLINGS** 1-2 1  
PRIMITIVE



**EWOK SLINGERS**  
TROOPER

**35**



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**EWOK SKIRMISHERS**  
TROOPER

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

**SPEAR** 1



**EWOK SKIRMISHERS**  
TROOPER

**40**



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**A-A5 SPEEDER TRUCK**  
REPULSOR VEHICLE

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



**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.



**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.



**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**

**ANAKIN SKYWALKER**

**ANAKIN SKYWALKER**





# STAR WARS™ LEGION™

## 2024 COMMAND CARD UPDATES



**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.



**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**.



**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.



**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**

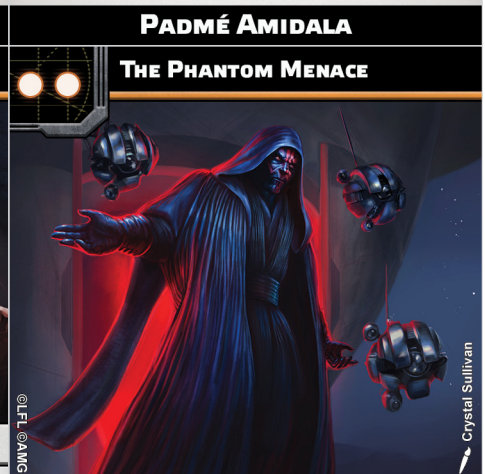


**NO UNITS**

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**



**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  
BLAST, CRITICAL 4, IMPACT 2, SUPPRESSIVE



**LET THE EXECUTIONS BEGIN!**

**POGGLE THE LESSER**

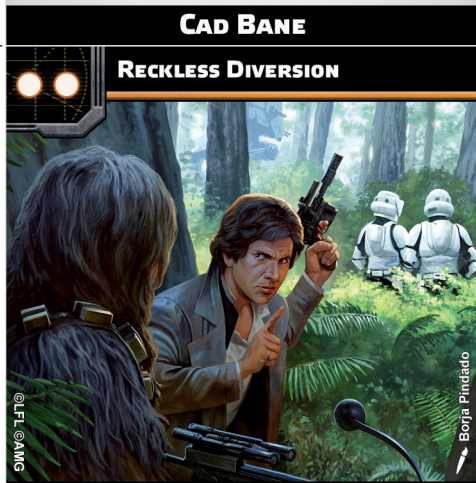
This round, when a friendly ▲ trooper unit performs an attack, if the defending unit is at 2 and in LOS of Poggle the Lesser during the Roll Attack Dice step, the attacking unit's surge conversion chart gains 2 during that attack.



**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**

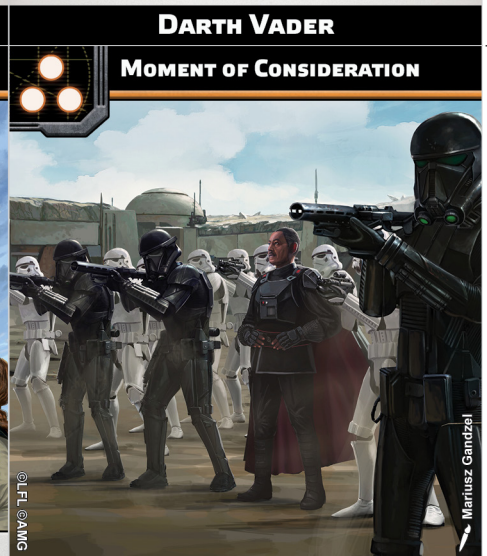


**AHSOKA TANO**  
**ANNIHILATION LOOMS**

**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  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 . 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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10



**VEHICLE ONLY.**

This unit gains **COORDINATE: TROOPER.**

**ONBOARD COMMS CHANNEL**





# STAR WARS LEGION

## 2024 UPGRADE CARD UPDATES

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27



**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



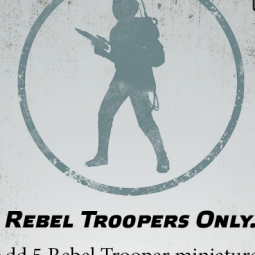
**REBEL COMMANDOS ONLY.**  
Add 1 Proton Charge Saboteur miniature.

**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 has this keyword even if these miniatures are defeated.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 1/2.  
This unit has this rule even if these miniatures are defeated.  
This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

**REBEL TROOPER SQUAD**

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45



**FLEET TROOPER ONLY.**  
Add 5 Fleet Trooper miniatures.  
This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 1/2.  
This unit has this rule even if these miniatures are defeated.  
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 VETERAN SQUAD ONLY.**  
Add 5 Rebel Veteran miniatures.  
This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.  
This unit is in cohesion if all miniatures are at ① of the unit leader instead of at ②.  
This unit has this rule even if these miniatures are defeated.  
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 has this keyword even if these miniatures are defeated.  
This unit is in cohesion if all miniatures are at ① of the unit leader instead of at ②.  
This unit has this rule even if these miniatures are defeated.  
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 has this keyword even if these miniatures are defeated.  
This unit is in cohesion if all miniatures are at ① of the unit leader instead of at ②.  
This unit has this rule even if these miniatures are defeated.  
This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

**EWOK SLINGER SQUAD**





# STAR WARS™ LEGION™

## 2024 UPGRADE CARD UPDATES

<p>©FL ©AMG</p> <p>22</p>  <p><b>CLONE TROOPER INFANTRY ONLY.</b> Add 1 DP-23 Clone Trooper miniature.</p> <p><b>DP-23</b>  -2  2</p> <p>PIERCE 1</p> <p><b>DP-23 CLONE TROOPER</b></p>	<p>©FL ©AMG</p> <p>22</p>  <p><b>CLONE TROOPER INFANTRY ONLY.</b> Add 1 Z-6 Trooper miniature.</p> <p><b>Z-6</b>  1-3  6</p> <p><b>Z-6 CLONE TROOPER</b></p>	<p>©FL ©AMG</p> <p>23</p>  <p><b>CLONE TROOPER INFANTRY OR CLONE MARKSMEN ONLY.</b> Add 1 RPS-6 Clone Trooper miniature.</p> <p><b>RPS-6</b>  2-4  1  1</p> <p>CUMBERSOME, IMPACT 2</p> <p><b>RPS-6 CLONE TROOPER</b></p>
<p>©FL ©AMG</p> <p>20</p>  <p><b>CLONE TROOPER INFANTRY OR CLONE MARKSMEN ONLY.</b> Add 1 Mortar Clone Trooper miniature.</p> <p><b>CLONE MORTAR</b>  2-4  2</p> <p>CRITICAL 1, SUPPRESSIVE, CUMBERSOME</p> <p><b>MORTAR CLONE TROOPER</b></p>	<p>©FL ©AMG</p> <p>52</p>  <p><b>▲ OR ▼ CLONE TROOPER ONLY.</b> Add 1 Echo miniature. <b>LEADER.</b> This unit gains <b>RELIABLE 1</b>.</p> <p><b>DC-15x</b>  1-5  2</p> <p>CRITICAL 1, LETHAL 1, IMMUNE: DEFLECT</p> <p><b>•ECHO, ARC MARKSMAN</b></p>	<p>©FL ©AMG</p> <p>13</p>  <p><b>CLONE TROOPER INFANTRY ONLY.</b> Add 1 Clone Trooper Infantry miniature.</p> <p><b>CLONE TROOPER INFANTRY</b></p>






# 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 has this keyword even if these miniatures are defeated.  
This unit is in cohesion if all miniatures are at **1** of the unit leader instead of at **2**.  
This unit has this rule even if these miniatures are defeated.  
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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**20**




**▲ 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  is increased by 1. This unit gains <b>CHARGE</b> and <b>COORDINATE: CLONE TROOPER.</b></p>  <p><b>•FIVES</b></p>	<p>©FL ©AMG</p> <p>30</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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**25**



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

**ION RIFLE** ⚡ 1-3 ⚡ 1 2

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 ⚡ 1 2

BLAST, IMPACT 2, SUPPRESSIVE

### SONIC CHARGE SABOTEUR

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**20**



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

**FLAMETHROWER** ⚡ -1 ⚡ 1

BLAST, SPRAY

### FLAMETROOPER

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**24**



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

**T-7 ION RIFLE** ⚡ 1-3 ⚡ 1 2

CRITICAL 1, IMPACT 1, ION 1

### T-7 ION SNOWTROOPER

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**22**



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

**HH-12** ⚡ 2-4 ⚡ 3

CUMBERSOME, IMPACT 3

### HH-12 STORMTROOPER





# STAR WARS LEGION

## 2024 UPGRADE CARD UPDATES

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### STORMTROOPERS ONLY.

Add 5 Stormtrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.

This unit has this rule even if these miniatures are defeated.

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 has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.

This unit has this rule even if these miniatures are defeated.

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 has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.

This unit has this rule even if these miniatures are defeated.

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.

CR-24 FLAME RIFLE

♣ -1



BLAST, SPRAY

### CR-24 FLAME RIFLE

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18

### B1 BATTLE DROIDS ONLY.

Add 1 E-60R B1 Trooper miniature.

E-60R

♣ 2-4



CUMBERSOME, IMPACT 2

### E-60R B1 TROOPER






# STAR WARS™ LEGION™

## 2024 UPGRADE CARD UPDATES

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**28**




**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 has this keyword even if these miniatures are defeated.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.  
This unit has this rule even if these miniatures are defeated.  
This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

### B1 BATTLE DROID SQUAD

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**77**




**B2 SUPER BATTLE DROIDS ONLY.**  
Add 4 B2 Super Battle Droid miniatures.  
This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.  
This unit has this rule even if these miniatures are defeated.  
This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

### B2 SUPER BATTLE DROID SQUAD

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**51**




**GEONOSIAN WARRIORS ONLY.**  
Add 5 Geonosian Warrior miniatures.  
This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.  
This unit is in cohesion if all miniatures are at 1 of the unit leader instead of at 2.  
This unit has this rule even if these miniatures are defeated.  
This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

### GEONOSIAN WARRIOR SQUAD

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**15**



**DSD1 DWARF SPIDER DROID ONLY.**

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

### NOSE-MOUNTED FLAMETHROWER

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**30**



**DSD1 DWARF SPIDER DROID ONLY.**

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

### NOSE-MOUNTED ION BLASTER





# STAR WARS™ LEGION™

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