PINNED DOWN

2 ✷ OR ✷ UNITS

Each time an allied ✷ unit or ✷ unit makes an attack against a unit that has a faceup Order token this Round, after the attack is resolved, shuffle the defending unit's Order token back into that player's Order Pool.

GALACTIC EMPIRE

COVERT OBSERVATION

1 ⬟ OR ⬟⬟ UNIT

When an enemy unit is issued an Order with a Command Card this Round, that unit gains 1 Suppression token.

GALACTIC EMPIRE

COORDINATED FIRE

3 ▲ UNITS

This Round, when an allied ▲ unit spends 1 or more Aim tokens while making a Ranged attack, after the attack is resolved, choose another allied unit within ❷. The chosen unit may gain 1 Aim token.
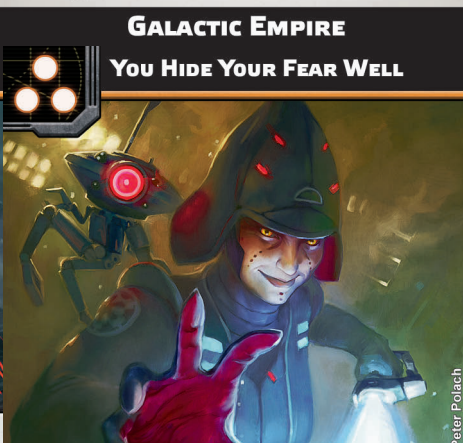
GALACTIC EMPIRE

COME AND PROVE IT

FIFTH BROTHER & SEVENTH SISTER

This Round, **Fifth Brother** and **Seventh Sister** gain *INDOMITABLE* and roll 1 extra defense die during the **Roll Defense Die** step while they are defending. Until the end of the Round, each time **Seventh Sister** is declared as the target of an attack, if she has a faceup Order token, she gains 1 Dodge token at the start of the **Apply Dodge and Cover** step.

SEVENTH SISTER

YOU HIDE YOUR FEAR WELL

SEVENTH SISTER & 2 UNITS

Seventh Sister gains *DEMORALIZE 1* this Round. Until the end of the Round, each time a Suppressed enemy unit within ❶ of **Seventh Sister** spends an Aim token to re-roll 1 or more dice, that unit re-rolls 1 fewer die.

SEVENTH SISTER

UNEXPECTED, BUT NOT UNWELCOME

FIFTH BROTHER & SEVENTH SISTER

When a unit is issued an Order with this card, it makes a Recover action. This Round, each time **Seventh Sister** attacks a ⬟⬟ or ⬟ unit that has 1 or more facedown Order tokens, at the start of the **Roll Attack Dice** step she may gain up to 2 Suppression tokens. If she does, she gains 1 Aim token for each Suppression token gained in this way.

SEVENTH SISTER

I CARE NOT FOR YOUR STRUGGLES

FIFTH BROTHER & 2 TROOPER UNITS

When a unit is issued an Order with this card, it gains *DAUNTLESS* this Round.

FIFTH BROTHER

YOU WOULD QUESTION ME?

FIFTH BROTHER & SEVENTH SISTER

PERMANENT. Each time **Fifth Brother** gains 1 or more Aim tokens, **Seventh Sister** gains 1 Dodge token. Each time **Fifth Brother** gains 1 or more Dodge tokens, **Seventh Sister** gains 1 Aim token. When either of those units would gain 1 or more Aim tokens or Dodge tokens, the other unit may gain 1 Immobilize token. If it does, the first unit gains 1 additional token of the same type.

FIFTH BROTHER

DIE AT MY HAND

MOFF GIDEON

Moff Gideon gains 1 Aim token and 1 Dodge token and gains *RELENTLESS* this Round.

MOFF GIDEON

v1.2

You Have Something I Want
2 UNITS

This card cannot be chosen during the first Round. After Orders have been issued, choose an allied **Imperial Dark Troopers** unit that has a faceup Order token. Remove the chosen unit from the battlefield, keeping all its tokens, then place it on the battlefield not within 🔵2 of any enemy units. Then flip the chosen unit's Order token facedown.

MOFF GIDEON

Moment of Consideration
3 ▲ OR 🔷 UNITS

When a unit is issued an Order with this card, it gains 1 Standby token.

MOFF GIDEON

Voracious Ambition
DIRECTOR ORSON KRENNIC

At the start of this Round's **Activation Phase**, place 3 random Order tokens from your Order Pool face down on this card. You may look at these Order tokens at any time. When you would draw an Order token from your Order Pool, you may choose 1 of the Order tokens on this card and use that token instead.

DIRECTOR ORSON KRENNIC

Deploy the Garrison
2 TROOPER UNITS

At the start of this Round's **Activation Phase**, choose up to 2 allied Trooper units that have faceup Order tokens. Each chosen unit may make a free Standby action.

DIRECTOR ORSON KRENNIC

Annihilation Looms
DIRECTOR ORSON KRENNIC & 2 UNITS

Each Trooper unit on the battlefield gains 2 Suppression tokens. Then, if it is Round 4 or 5, each Trooper unit gains 1 additional Suppression token.

DIRECTOR ORSON KRENNIC

Maximum Firepower
GENERAL VEERS

At the end of **General Veers'** next Activation, he may make an attack using the weapon below.

AT-AT CANNONS	⚔4–⚔	🔴4
IMMUNE: DEFLECT. IMPACT 2		

GENERAL VEERS

Evasive Maneuvers
2 VEHICLE UNITS

When an allied Vehicle unit is issued an Order with this card, it gains 1 Dodge token. Allied Vehicle units gain **NIMBLE** this Round.

GENERAL VEERS

Imperial Discipline
GENERAL VEERS & 2 UNITS

When an allied unit is issued an Order with this card, it may make a Recover action.

GENERAL VEERS

Vader's Might
DARTH VADER

This Round, **Darth Vader** gains the following free action.

≫ Choose another non-🔷 unit within 🔴1. Place the chosen unit's unit leader on the battlefield within 🔵 and within Height 1 of its current position. Then place the rest of the chosen unit in cohesion with the unit leader. Then, if it is an enemy unit, roll 1 white defense die for each miniature in the unit. That unit suffers 1 Wound for each ▼ and 🔶 result in the roll.

DARTH VADER

IMPLACABLE
DARTH VADER

At the start of each of **Darth Vader**'s Activations this Round, he gains 1 Dodge token. At the end of **Darth Vader**'s first Activation this Round, he may suffer 1 Wound. If he does, shuffle his Order token into the Order Pool. During **Darth Vader**'s second Activation this Round, he makes 1 fewer action.

DARTH VADER

NEW WAYS TO MOTIVATE THEM
2 TROOPER UNITS

This Round, when an allied non–**Darth Vader** Trooper unit that has a faceup Order token starts its Activation, it may suffer 1 Wound. If it does, it may make 1 additional action during that Activation.

DARTH VADER

FEAR AND DEAD MEN
DARTH VADER

This Round, when **Darth Vader** suffers 1 or more Wounds from an enemy attack, after the effect is resolved, the attacking unit suffers an equal number of Wounds.

DARTH VADER

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

MASTER OF EVIL
DARTH VADER & 2 UNITS

Darth Vader gains 1 Dodge token. At the start of **Darth Vader**'s next Activation, each enemy Trooper unit within ❷ of him gains 3 Suppression tokens.

DARTH VADER

FACE ME!
AGENT KALLUS

Agent Kallus gains **HOLD THE LINE** this Round. Additionally, until the end of the Round, enemy Trooper units that are Engaged with **Agent Kallus** cannot Move, except to Pivot.

AGENT KALLUS

ISB INVESTIGATION
AGENT KALLUS & 1 UNIT

Declare a number and choose an opponent. Set this card aside. Then, the chosen opponent sets aside, faceup, all Command Cards in their Command Hand that have the declared number of pips. During the **End Phase**, do not discard this card. After the chosen opponent plays a Command Card in a subsequent Round, they return the set-aside Command Cards to their Command Hand. Then discard this card.

AGENT KALLUS

RUTHLESS TACTICS
3 UNITS

This Round, each time an allied unit with a faceup Order token makes a Ranged attack, after that attack is resolved, the defending unit gains 1 Observation token. Additonally, until the end of the Round, each time an allied unit declares an attack against an enemy unit that has 1 or more Observation tokens, the attacking unit may spend one of those tokens. If it does, the Attack Pool gains **SUPPRESSIVE**.

AGENT KALLUS
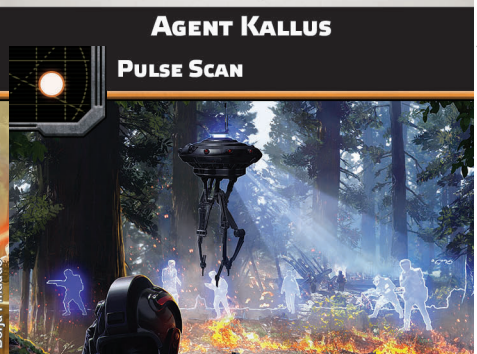
PULSE SCAN
IDEN VERSIO

Iden Versio gains 1 Aim token and gains **SHARPSHOOTER 2** this Round.

At the end of **Iden Versio**'s next Activation, she gains 1 Dodge token and 1 Standby token.

IDEN VERSIO

v1.2

INCAPACITATE
IDEN VERSIO

This Round, **Iden Versio** gains the following free action.

» Choose an enemy Trooper unit within 🌕 and in LOS of an allied **Iden's ID10 Seeker Droid**.

The chosen unit gains 3 Suppression tokens. Then, if the chosen unit is a ▲ unit that has not activated this Round, flip its Order token facedown, if able. If that ▲ unit's Order token could not be flipped face down, instead assign it a facedown ▲ Order token from its controlling player's Order Pool.

IDEN VERSIO

TACTICAL STRIKE
IDEN VERSIO & 2 TROOPER UNITS

This Round, when **Iden Versio** or an allied ▼▲▼ unit that has a faceup Order token starts its Activation, it may reduce its maximum Speed to 1 until the end of that Activation. If it does, it gains *Steady* and *Tactical 1* until the end of that Activation.

IDEN VERSIO

CONCUSSIVE BLAST
IDEN VERSIO

When **Iden Versio** starts her Activation this Round, she makes a Recover action.

During **Iden Versio**'s Activation this Round, she gains the weapon below.

GRENADE LAUNCHER	#1-2	5
BLAST. SCATTER. SUPPRESSIVE		

IDEN VERSIO

UNRELENTING FIRE
2 UNITS

This Round, each enemy unit cannot remove more than 1 Suppression token during its **Rally** step.
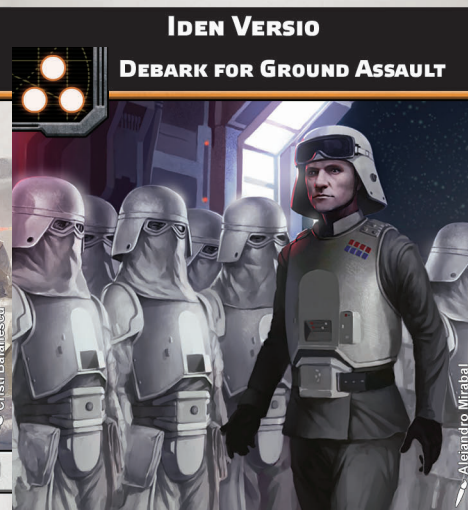
BLIZZARD FORCE

OVERWHELMING BARRAGE
2 UNITS

Once this Round, at the end of an allied ◢▲◣ unit's Activation, that unit may make an attack using the weapon below.

Overwhelming Barrage	#4-#	4
BEAM 1. BLAST. CRITICAL 3. IMMUNE: DEFLECT. SUPPRESSIVE		

BLIZZARD FORCE

DEBARK FOR GROUND ASSAULT
3 UNITS

When an ▲ Trooper unit is issued an Order with this card, until the end of the Round, it gains *Spur*, and its weapons gain *Suppressive*.

BLIZZARD FORCE

DRIVE THEM OUT
1 VEHICLE UNIT

Allied Vehicles gain *Demoralize 1* this Round. The first time an allied Vehicle that has a faceup Order token ends a Move within ½ of 1 or more enemy units this Round, choose 1 of those units. Roll 1 white defense die for each miniature in the chosen unit. The chosen unit suffers 1 Wound for every ⚡ or ▼ result in the roll.

TEMPEST FORCE

WE NEED REINFORCEMENTS
2 TROOPER UNITS

When a unit is issued an Order with this card, it gains *Disengage* this Round.

TEMPEST FORCE

CONSTANTLY ALERT
3 UNITS

When a unit is issued an Order with this card, it gains 1 Aim token for each enemy unit within 🌕 of it. Then, if it did not gain any Aim tokens this way, it gains 1 Standby token.

TEMPEST FORCE

v1.2

GUNNER, INFANTRY!

MAJOR MARQUAND

Until the end of the Round, **Major Marquand** gains *TACTICAL 1* and his weapons gain *SUPPRESSIVE*. During his next Activation, **Major Marquand** reduces his maximum Speed by 1, to a minimum of 1.

MAJOR MARQUAND

SQUADRON, ON ME

MAJOR MARQUAND

At the start of **Major Marquand**'s next Activation, each other allied Vehicle unit within ❶ of him may make a free Pivot. Then those units may make a Speed-1 Move.

MAJOR MARQUAND

ARMORED CAVALRY

3 VEHICLE UNITS

Until the end of the Round, each time another allied Vehicle unit starts its Activation within ❶ of **Major Marquand**, it may choose and resolve 1 of the following effects:

- If the Vehicle unit is in **Major Marquand**'s front arc or is undeployed, it may gain 1 Dodge token.
- If the Vehicle unit is in **Major Marquand**'s side arc, it may gain 1 Aim token.
- If the Vehicle unit is in **Major Marquand**'s rear arc, it may make a Speed-1 Move.

MAJOR MARQUAND