20

STORMTROOPERS ONLY.

Add 1 DLT-19 Stormtrooper miniature.

DLT-19 BLASTER RIFLE	#1-4	2
IMPACT 1		

DLT-19 STORMTROOPER

20

STORMTROOPERS ONLY.

Add 1 DLT-19 Stormtrooper miniature.

DLT-19 BLASTER RIFLE	#1-4	2
IMPACT 1		

DLT-19 STORMTROOPER

20

STORMTROOPERS ONLY.

Add 1 DLT-19 Stormtrooper miniature.

DLT-19 BLASTER RIFLE	#1-4	2
IMPACT 1		

DLT-19 STORMTROOPER

20

STORMTROOPERS ONLY.

Add 1 T-21 Stormtrooper miniature.

T-21 REPEATING BLASTER	#1-3	4
CRITICAL 2		

T-21 STORMTROOPER

20

STORMTROOPERS ONLY.

Add 1 T-21 Stormtrooper miniature.

T-21 REPEATING BLASTER	#1-3	4
CRITICAL 2		

T-21 STORMTROOPER

20

STORMTROOPERS ONLY.

Add 1 T-21 Stormtrooper miniature.

T-21 REPEATING BLASTER	#1-3	4
CRITICAL 2		

T-21 STORMTROOPER

22

STORMTROOPERS ONLY.

Add 1 RT-97C Stormtrooper miniature.

RT-97C BLASTER RIFLE	#1-4	1	3

RT-97C STORMTROOPER

22

STORMTROOPERS ONLY.

Add 1 RT-97C Stormtrooper miniature.

RT-97C BLASTER RIFLE	#1-4	1	3

RT-97C STORMTROOPER

22

STORMTROOPERS ONLY.

Add 1 RT-97C Stormtrooper miniature.

RT-97C BLASTER RIFLE	#1-4	1	3

RT-97C STORMTROOPER

v1.2

22

STORMTROOPERS ONLY.

Add 1 HH-12 Stormtrooper miniature.

HH-12 ROCKET LAUNCHER	✳ 2-4	◈ 3
CUMBERSOME. IMPACT 3		

HH-12 STORMTROOPER

22

STORMTROOPERS ONLY.

Add 1 HH-12 Stormtrooper miniature.

HH-12 ROCKET LAUNCHER	✳ 2-4	◈ 3
CUMBERSOME. IMPACT 3		

HH-12 STORMTROOPER

22

STORMTROOPERS ONLY.

Add 1 HH-12 Stormtrooper miniature.

HH-12 ROCKET LAUNCHER	✳ 2-4	◈ 3
CUMBERSOME. IMPACT 3		

HH-12 STORMTROOPER

20

SNOWTROOPERS ONLY.

Add 1 Flametrooper miniature.

FLAMETHROWER	✕ -1	◇ 1
BLAST. SPRAY		

FLAMETROOPER

20

SNOWTROOPERS ONLY.

Add 1 Flametrooper miniature.

FLAMETHROWER	✕ -1	◇ 1
BLAST. SPRAY		

FLAMETROOPER

20

SNOWTROOPERS ONLY.

Add 1 Flametrooper miniature.

FLAMETHROWER	✕ -1	◇ 1
BLAST. SPRAY		

FLAMETROOPER

24

SNOWTROOPERS ONLY.

Add 1 T-7 Ion Rifle Snowtrooper miniature.

T-7 ION RIFLE	✳ 1-3	◇ 1 ◇ 2
CRITICAL 1. IMPACT 1. ION 1		

T-7 ION RIFLE SNOWTROOPER

24

SNOWTROOPERS ONLY.

Add 1 T-7 Ion Rifle Snowtrooper miniature.

T-7 ION RIFLE	✳ 1-3	◇ 1 ◇ 2
CRITICAL 1. IMPACT 1. ION 1		

T-7 ION RIFLE SNOWTROOPER

24

SNOWTROOPERS ONLY.

Add 1 T-7 Ion Rifle Snowtrooper miniature.

T-7 ION RIFLE	✳ 1-3	◇ 1 ◇ 2
CRITICAL 1. IMPACT 1. ION 1		

T-7 ION RIFLE SNOWTROOPER

v1.2

30

STORMTROOPER RIOT SQUAD ONLY.

Add 2 KX-Series Security Droid miniatures.

| OPPRESS | ⊠ | ◇ 1 |
| IMPACT 1 | | |

KX-SERIES SECURITY DROIDS

30

STORMTROOPER RIOT SQUAD ONLY.

Add 2 KX-Series Security Droid miniatures.

| OPPRESS | ⊠ | ◇ 1 |
| IMPACT 1 | | |

KX-SERIES SECURITY DROIDS

30

STORMTROOPER RIOT SQUAD ONLY.

Add 2 KX-Series Security Droid miniatures.

| OPPRESS | ⊠ | ◇ 1 |
| IMPACT 1 | | |

KX-SERIES SECURITY DROIDS

30

STORMTROOPER RIOT SQUAD ONLY.

Add 1 Stormtrooper Marksman miniature.

➔ If this unit is not Engaged, choose an unengaged enemy Trooper unit in LOS and roll 1 red attack die. If the result is a ✹ or ⌿, the chosen unit suffers 1 Wound and gains 1 Suppression token.

STORMTROOPER MARKSMAN

30

STORMTROOPER RIOT SQUAD ONLY.

Add 1 Stormtrooper Marksman miniature.

➔ If this unit is not Engaged, choose an unengaged enemy Trooper unit in LOS and roll 1 red attack die. If the result is a ✹ or ⌿, the chosen unit suffers 1 Wound and gains 1 Suppression token.

STORMTROOPER MARKSMAN

30

STORMTROOPER RIOT SQUAD ONLY.

Add 1 Stormtrooper Marksman miniature.

➔ If this unit is not Engaged, choose an unengaged enemy Trooper unit in LOS and roll 1 red attack die. If the result is a ✹ or ⌿, the chosen unit suffers 1 Wound and gains 1 Suppression token.

STORMTROOPER MARKSMAN

32

SHORETROOPERS ONLY.

Add 1 T-21B Shoretrooper miniature.

| T-21B REPEATING BLASTER | ⚅ 1-4 | ⬢2 ⬡2 |
| CRITICAL 1 | | |

T-21B SHORETROOPER

32

SHORETROOPERS ONLY.

Add 1 T-21B Shoretrooper miniature.

| T-21B REPEATING BLASTER | ⚅ 1-4 | ⬢2 ⬡2 |
| CRITICAL 1 | | |

T-21B SHORETROOPER

32

SHORETROOPERS ONLY.

Add 1 T-21B Shoretrooper miniature.

| T-21B REPEATING BLASTER | ⚅ 1-4 | ⬢2 ⬡2 |
| CRITICAL 1 | | |

T-21B SHORETROOPER

v1.2

38

SCOUT TROOPERS ONLY.

Add 1 DLT-19x Sniper miniature.

DLT-19x SNIPER RIFLE	⚔ 1-5	◇ 2
HIGH VELOCITY. PIERCE 1		

DLT-19x SNIPER

38

SCOUT TROOPERS ONLY.

Add 1 DLT-19x Sniper miniature.

DLT-19x SNIPER RIFLE	⚔ 1-5	◇ 2
HIGH VELOCITY. PIERCE 1		

DLT-19x SNIPER

38

SCOUT TROOPERS ONLY.

Add 1 DLT-19x Sniper miniature.

DLT-19x SNIPER RIFLE	⚔ 1-5	◇ 2
HIGH VELOCITY. PIERCE 1		

DLT-19x SNIPER

38

SCOUT TROOPERS ONLY.

Add 1 DLT-19x Sniper miniature.

DLT-19x SNIPER RIFLE	⚔ 1-5	◇ 2
HIGH VELOCITY. PIERCE 1		

DLT-19x SNIPER

23

SCOUT TROOPERS ONLY.

Add 1 Sonic Charge Saboteur miniature.

SONIC CHARGE	✕ -1	◇ 1 / 2
BLAST. IMPACT 2. SUPPRESSIVE		

SONIC CHARGE SABOTEUR

23

SCOUT TROOPERS ONLY.

Add 1 Sonic Charge Saboteur miniature.

SONIC CHARGE	✕ -1	◇ 1 / 2
BLAST. IMPACT 2. SUPPRESSIVE		

SONIC CHARGE SABOTEUR

23

SCOUT TROOPERS ONLY.

Add 1 Sonic Charge Saboteur miniature.

SONIC CHARGE	✕ -1	◇ 1 / 2
BLAST. IMPACT 2. SUPPRESSIVE		

SONIC CHARGE SABOTEUR

23

SCOUT TROOPERS ONLY.

Add 1 Sonic Charge Saboteur miniature.

SONIC CHARGE	✕ -1	◇ 1 / 2
BLAST. IMPACT 2. SUPPRESSIVE		

SONIC CHARGE SABOTEUR

30

IMPERIAL DEATH TROOPERS ONLY.

Add 1 DLT-19D Trooper miniature.

DLT-19D BLASTER RIFLE	⚔ 1-4	◇ 2 / 1
IMPACT 1		

DLT-19D TROOPER

v1.2

30

IMPERIAL DEATH TROOPERS ONLY.

Add 1 DLT-19D Trooper miniature.

| DLT-19D BLASTER RIFLE | #1–4 | 2 | 1 |
| IMPACT 1 | | | |

DLT-19D TROOPER

15

2

IMPERIAL DEATH TROOPERS ONLY.

Add 1 DT-F16 miniature.

This unit gains *COMPEL*.

LEADER.

| E-11D BLASTER RIFLE | #1–3 | 1 | 1 |

•DT-F16

35

2

IMPERIAL SPECIAL FORCES
OR ✪ ▲ TROOPER ONLY.

Add 1 Del Meeko miniature.

❯❯ *REPAIR 2: CAPACITY 1*.

| DEL'S DLT-19x | #1–5 | 2 |
| HIGH VELOCITY. LETHAL 1 | | |

•DEL MEEKO

29

2

IMPERIAL SPECIAL FORCES OR
✪ ▲ TROOPER ONLY.

Add 1 Gideon Hask miniature.

LEADER.

This unit increases its ◈ by 1. This unit gains
COORDINATE: ▲ TROOPER.

| GIDEON'S E-11 | #1–3 | 2 |

•GIDEON HASK

27

IMPERIAL SPECIAL FORCES ONLY.

Add 1 T-21 Trooper miniature.

| T-21 REPEATING BLASTER | #1–3 | 4 |
| CRITICAL 2 | | |

T-21 SPECIAL FORCES TROOPER

27

IMPERIAL SPECIAL FORCES ONLY.

Add 1 T-21 Trooper miniature.

| T-21 REPEATING BLASTER | #1–3 | 4 |
| CRITICAL 2 | | |

T-21 SPECIAL FORCES TROOPER

25

RANGE TROOPERS ONLY.

Add 1 DLT-20A Range Trooper miniature.

| DLT-20A BLASTER RIFLE | #1–5 | 2 |
| IMPACT 2 | | |

DLT-20A RANGE TROOPER

25

RANGE TROOPERS ONLY.

Add 1 DLT-20A Range Trooper miniature.

| DLT-20A BLASTER RIFLE | #1–5 | 2 |
| IMPACT 2 | | |

DLT-20A RANGE TROOPER

28

RANGE TROOPERS ONLY.

Add 1 T-21A Range Trooper miniature.
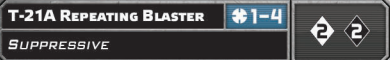
| T-21A REPEATING BLASTER | #1–4 | 2 | 2 |
| SUPPRESSIVE | | | |

T-21A RANGE TROOPER

v1.2

28

RANGE TROOPERS ONLY.

Add 1 T-21A Range Trooper miniature.

T-21A REPEATING BLASTER	⚡1-4	◆2	◆2
SUPPRESSIVE			

T-21A RANGE TROOPER

45

IMPERIAL DARK TROOPERS ONLY.

Add 1 SM-9 Frag Launcher Dark Trooper miniature.

SM-9 FRAG LAUNCHER	⚡1-2	◆2	◆1
BLAST. CYCLE. IMPACT 2			
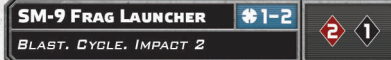
SM-9 FRAG LAUNCHER DARK TROOPER

55

IMPERIAL DARK TROOPERS ONLY.

Add 1 XS-IV Assault Cannon Dark Trooper miniature.

XS-IV ASSAULT CANNON	⚡1-3	◆4
CRITICAL 1		

XS-IV ASSAULT CANNON DARK TROOPER

36

IMPERIAL DARK TROOPERS ONLY.

Add 1 Mertalizer Dark Trooper miniature.

MERTALIZER	⚔	◆2	◆1
SUPPRESSIVE			
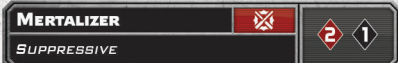
MERTALIZER DARK TROOPER

8

STORMTROOPERS ONLY.

Add 1 Stormtrooper miniature.

STORMTROOPER

8

STORMTROOPERS ONLY.

Add 1 Stormtrooper miniature.

STORMTROOPER

8

STORMTROOPERS ONLY.

Add 1 Stormtrooper miniature.

STORMTROOPER

46

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 within ❶ of the unit leader instead of within ½. 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

46

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 within ❶ of the unit leader instead of within ½. 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

v1.2

STORMTROOPER SQUAD
46

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 within ⬢ of the unit leader instead of within ⬢. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

STORMTROOPER CAPTAIN
10

STORMTROOPERS ONLY.

Add 1 Stormtrooper Captain miniature.

This unit gains a ⌄ upgrade icon.

At the start of this unit's Activation, you may ↪ this card. If you do, this unit cannot remove Suppression tokens or be Suppressed during this Activation.

LEADER.

STORMTROOPER CAPTAIN
10

STORMTROOPERS ONLY.

Add 1 Stormtrooper Captain miniature.

This unit gains a ⌄ upgrade icon.

At the start of this unit's Activation, you may ↪ this card. If you do, this unit cannot remove Suppression tokens or be Suppressed during this Activation.

LEADER.

STORMTROOPER CAPTAIN
10

STORMTROOPERS ONLY.

Add 1 Stormtrooper Captain miniature.

This unit gains a ⌄ upgrade icon.

At the start of this unit's Activation, you may ↪ this card. If you do, this unit cannot remove Suppression tokens or be Suppressed during this Activation.

LEADER.

STORMTROOPER SPECIALIST
9

STORMTROOPERS ONLY.

Add 1 Stormtrooper Specialist miniature.

This unit gains a 🎲 upgrade icon.

↪ » This unit gains 1 Aim token or 1 Surge token.

STORMTROOPER SPECIALIST
9

STORMTROOPERS ONLY.

Add 1 Stormtrooper Specialist miniature.

This unit gains a 🎲 upgrade icon.

↪ » This unit gains 1 Aim token or 1 Surge token.

STORMTROOPER SPECIALIST
9

STORMTROOPERS ONLY.

Add 1 Stormtrooper Specialist miniature.

This unit gains a 🎲 upgrade icon.

↪ » This unit gains 1 Aim token or 1 Surge token.

IMPERIAL OFFICER
17

✦ ▲ TROOPER ONLY.

Add 1 Imperial Officer miniature.

LEADER.

This unit increases its ◈ by 1.
This unit gains **INSPIRE 1**.

IMPERIAL OFFICER
17

✦ ▲ TROOPER ONLY.

Add 1 Imperial Officer miniature.

LEADER.

This unit increases its ◈ by 1.
This unit gains **INSPIRE 1**.

v1.2

17

⚙️▲ TROOPER ONLY.

Add 1 Imperial Officer miniature.

LEADER.

This unit increases its ◆ by 1.
This unit gains *INSPIRE 1*.

IMPERIAL OFFICER

10

⚙️▲ TROOPER ONLY.

Add 1 Imperial Comms Technician miniature.

This unit gains 1 🔩 upgrade icon. This unit
must equip at least 1 🔩 upgrade.

IMPERIAL COMMS TECHNICIAN
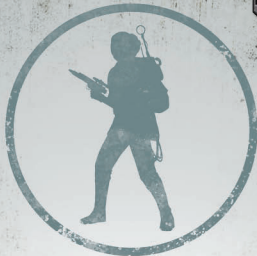
10

⚙️▲ TROOPER ONLY.

Add 1 Imperial Comms Technician miniature.

This unit gains 1 🔩 upgrade icon. This unit
must equip at least 1 🔩 upgrade.

IMPERIAL COMMS TECHNICIAN

10

⚙️▲ TROOPER ONLY.

Add 1 Imperial Comms Technician miniature.

This unit gains 1 🔩 upgrade icon. This unit
must equip at least 1 🔩 upgrade.

IMPERIAL COMMS TECHNICIAN

22

⚙️▲ TROOPER ONLY.

Add 1 FX-9 Medical Droid miniature.

NONCOMBATANT.

≫ TREAT 1: CAPACITY 2.

FX-9 MEDICAL DROID

22

⚙️▲ TROOPER ONLY.

Add 1 FX-9 Medical Droid miniature.

NONCOMBATANT.

≫ TREAT 1: CAPACITY 2.

FX-9 MEDICAL DROID

22

⚙️▲ TROOPER ONLY.

Add 1 FX-9 Medical Droid miniature.

NONCOMBATANT.

≫ TREAT 1: CAPACITY 2.

FX-9 MEDICAL DROID

8

SNOWTROOPERS ONLY.

Add 1 Snowtrooper miniature.

SNOWTROOPER

8

SNOWTROOPERS ONLY.

Add 1 Snowtrooper miniature.

SNOWTROOPER

v1.2

8

SNOWTROOPERS ONLY.

Add 1 Snowtrooper miniature.

SNOWTROOPER

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 within ❶ of the unit leader instead of within ⅓. 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

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 within ❶ of the unit leader instead of within ⅓. 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

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 within ❶ of the unit leader instead of within ⅓. 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

10

SHORETROOPERS ONLY.

Add 1 Shoretrooper miniature.

SHORETROOPER

10

SHORETROOPERS ONLY.

Add 1 Shoretrooper miniature.

SHORETROOPER

10

SHORETROOPERS ONLY.

Add 1 Shoretrooper miniature.

SHORETROOPER

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 within ❶ of the unit leader instead of within ⅓. 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

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 within ❶ of the unit leader instead of within ⅓. 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

v1.2

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 within ❶ of the unit leader instead of within ½❷. 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

15

RANGE TROOPERS ONLY.

Add 1 Range Trooper miniature.

RANGE TROOPER

15

RANGE TROOPERS ONLY.

Add 1 Range Trooper miniature.

RANGE TROOPER

32

IMPERIAL DARK TROOPERS ONLY.

Add 1 Imperial Dark Trooper miniature.

IMPERIAL DARK TROOPER

5

✪ 🎖 ONLY.

This unit gains **FIELD COMMANDER**.

➤ Choose an allied Trooper unit within ❷ of this unit.
The chosen unit gains 1 Aim token and 1 Suppression token.

•GOVERNOR PRYCE

5

✪ **GROUND VEHICLE ONLY.**

This unit gains **TACTICAL 1**.

•FIRST SERGEANT ARBMAB

5

✪ **GROUND VEHICLE ONLY.**

This unit gains **ARSENAL 2** and **FIELD COMMANDER**.

•GENERAL WEISS

8

✪ **REPULSOR VEHICLE ONLY.**

This unit gains **MARKSMAN**.

After this unit makes a Recover action, it gains 1 Aim token.

•BARON RUDOR

10

✪ **GROUND VEHICLE ONLY.**

This unit gains ⚡ : ✶.

IMPERIAL HAMMERS ELITE ARMOR PILOT

8

Repulsor Vehicle Only.

This unit increases its maximum Speed by 1.

IMPERIAL TIE PILOT

10

AT-ST Only.

88i Twin Light Blaster	✪1-3	1	◇ 1
Fixed: Front. Impact 1			

88i TWIN LIGHT BLASTER

5

AT-ST Only.

AT-ST Mortar Launcher	✪4-✪	❸
Fixed: Front. Suppressive		

AT-ST MORTAR LAUNCHER

8

AT-ST Only.

DW-3 Grenade Launcher	✪1-2	②
Fixed: Front. Blast		

DW-3 GRENADE LAUNCHER

18

TX-225 GAVw Occupier Tank Only.

DLT-19 Blaster Rifle	✪1-4	2
Impact 1		

PINTLE-MOUNTED DLT-19

14

TX-225 GAVw Occupier Tank Only.

RT-97C Blaster Rifle	✪1-4	1	❸

PINTLE-MOUNTED RT-97C

5

Imperial Dark Troopers Only.

This unit can only be issued Orders by a ⌃ unit. This unit gains **Retinue:** ⌃

PROGRAMMED LOYALTY

0

Imperial Death Troopers Only.

Reconfigure.

E-11D Focused Fire	✪1-4	◇ 1
Suppressive		

E-11D FOCUSED FIRE CONFIGURATION

0

Imperial Death Troopers Only.

Reconfigure.

E-11D Grenade Launcher	✪1-2	1
Blast		

E-11D GRENADE LAUNCHER CONFIGURATION

E-11D Focused Fire Configuration

0

IMPERIAL DEATH TROOPERS ONLY.

RECONFIGURE.

E-11D FOCUSED FIRE	#1-4	◇1
SUPPRESSIVE		

E-11D Grenade Launcher Configuration

0

IMPERIAL DEATH TROOPERS ONLY.

RECONFIGURE.

E-11D GRENADE LAUNCHER	#1-2	◆1
BLAST		

CR-24 Flame Rifle

10

DEWBACK RIDER ONLY.

CR-24 FLAME RIFLE	⊠-1	◇1 ◇1
BLAST. SPRAY		

CR-24 Flame Rifle

10

DEWBACK RIDER ONLY.

CR-24 FLAME RIFLE	⊠-1	◇1 ◇1
BLAST. SPRAY		

RT-97C Blaster Rifle

5

DEWBACK RIDER ONLY.

RT-97C BLASTER RIFLE	#1-4	◆1 ❸

RT-97C Blaster Rifle

5

DEWBACK RIDER ONLY.

RT-97C BLASTER RIFLE	#1-4	◆1 ❸

T-21 Blaster Rifle

5

DEWBACK RIDER ONLY.

T-21 BLASTER RIFLE	#1-3	◇4
CRITICAL 2		

T-21 Blaster Rifle

5

DEWBACK RIDER ONLY.

T-21 BLASTER RIFLE	#1-3	◇4
CRITICAL 2		

•The Darksaber

15

MOFF GIDEON ONLY.

This unit gains **DEMORALIZE 1** and **IMMUNE: MELEE PIERCE**.

THE DARKSABER	⊠	◇5
IMPACT 1. PIERCE 1		

v1.2

5

***FIFTH BROTHER OR
SEVENTH SISTER ONLY.***

This unit gains ***DEMORALIZE 1***. When an enemy unit within ❶ exhausts a 😊 upgrade, you may roll a red defense die. On a ▼ or ⚡ result, cancel that upgrade's effect. The upgrade remains exhausted.

INQUISITORIUS TRAINING

5

***FIFTH BROTHER OR
SEVENTH SISTER ONLY.***

This unit gains ***DEMORALIZE 1***. When an enemy unit within ❶ exhausts a 😊 upgrade, you may roll a red defense die. On a ▼ or ⚡ result, cancel that upgrade's effect. The upgrade remains exhausted.

INQUISITORIUS TRAINING

9

✪ ▲ ***TROOPER ONLY.***

Add 1 R4 Astromech miniature.

NONCOMBATANT.

This unit gains ▶ ***REPAIR 1: CAPACITY 2.***

R4 ASTROMECH

9

✪ ▲ ***TROOPER ONLY.***

Add 1 R4 Astromech miniature.

NONCOMBATANT.

This unit gains ▶ ***REPAIR 1: CAPACITY 2.***

R4 ASTROMECH

9

✪ ▲ ***TROOPER ONLY.***

Add 1 R4 Astromech miniature.

NONCOMBATANT.

This unit gains ▶ ***REPAIR 1: CAPACITY 2.***

R4 ASTROMECH

v1.2