



## DUEL OF THE FATES

### MAUL

Maul gains 1 Dodge token and gains **DISENGAGE** this Round. While Maul is Engaged with an enemy unit this Round, that unit cannot spend Aim tokens, Dodge tokens, Standby tokens, or Surge tokens.



## THE PHANTOM MENACE

### MAUL & 1 TROOPER UNIT

This Round, Maul cannot make attacks and enemy units not within 2 of Maul cannot attack him.

**DIVULGE:** Resolve Setup Effects step. Maul gains **INFILTRATE** this Game.



## AT LAST

### MAUL

While building a Command Hand, treat this card as though it has 3 pips.

Maul gains 1 Aim token and gains **JEDI HUNTER** this Round. At the start of Maul's next Activation, he may suffer 1 Wound.



## MAUL

### PLAY

### NO UNITS

This Round, at the start of the **Activation Phase**, choose 1 Order token from your Order Pool and place it face down on this card. Then shuffle your Order Pool. You may look at this token at any time. This Round, when you would draw an Order token from your Order Pool, you may use the Order token on this card instead.

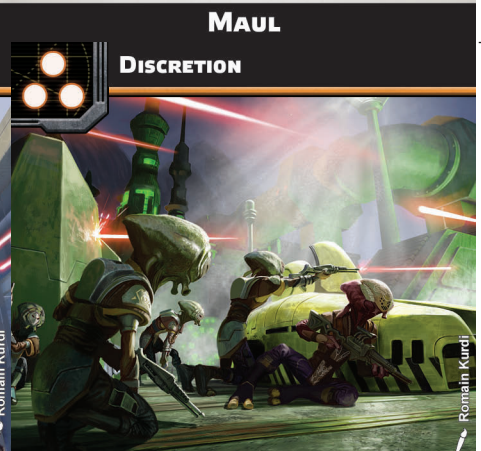


## MAUL

### AGGRESSION

### 2 UNITS

When issuing Orders with this card, you may choose to not issue up to 2 Orders. Then, for each Order not issued in this way, choose a different allied Mercenary unit within 2 of the nominated Commander. Each chosen unit gains 1 Aim token.

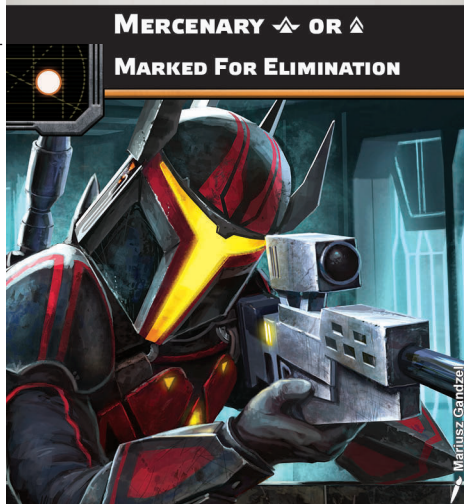


## MAUL

### DISCRETION

### 3 UNITS

When issuing Orders with this card, you may choose to not issue up to 3 Orders. Then, for each Order not issued in this way, choose a different allied Mercenary unit within 2 of the nominated Commander. Each chosen unit gains 1 Dodge token.



## MERCENARY ♠ OR ♠

### MARKED FOR ELIMINATION

### GAR SAXON

When Gar Saxon is issued an Order with this card, he gains 2 Aim tokens. Then choose an enemy ♠ or ♠ unit. The chosen unit gains 4 Observation tokens and 2 Suppression tokens.



## MERCENARY ♠ OR ♠

### FIGHT ANOTHER DAY

### GAR SAXON & 2 TROOPER UNITS

This Round, Gar Saxon cannot issue Orders to allied units that are not within 1 of him. When a unit is issued an Order with this card, it gains 1 Dodge token.

Gar Saxon and allied ♠ units gain **OUTMANEUVER** this Round.



## MERCENARY ♠ OR ♠

### VICTORY OR DEATH!

### GAR SAXON & 2 TROOPER UNITS

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

Gar Saxon and allied ♠ units gain **INDOMITABLE** this Round.

### GAR SAXON

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## HIS EMINENCE

### MAUL & 1 UNIT

**Maul** gains 1 Dodge token. Each other Trooper unit within 1 of **Maul** gains 1 Suppression token. Until the end of the Round, each time an allied Trooper unit starts its Activation within 1 of **Maul**, it skips its **Rally** step and cannot be Suppressed or Panicked this Round.



## WITCH MAGICK

### MAUL

While building a Command Hand, treat this card as though it has 1 pip.  
Remove up to 2 Wound tokens and any number of Poison tokens or Immobilize tokens from **Maul**. At the start of **Maul's** next Activation, he makes a Recover action.



## SEIZE WHAT POWER WE CAN

### MAUL & 2 UNITS

Place 1 Aim token and 3 Surge tokens on this card. Until the end of the Round, each time an enemy unit within 1 of **Maul** spends 1 or more Aim tokens, Dodge tokens, or Surge tokens, place 1 token of the same type on this card. Allied Mercenary units can spend tokens on this card as if they have those tokens.



## MAUL, A RIVAL

### I'M YOUR WORST NIGHTMARE

### CAD BANE

Cad Bane gains **UNCANNY LUCK 2** this Round. During **Cad Bane's** Activation this Round, he can make up to 2 Attack actions instead of the normal 1.



## MAUL, A RIVAL

### I MAKE THE RULES NOW

### CAD BANE

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

**DIVULGE:** Resolve **Setup Effects** step. Place 3 Bane tokens on the battlefield not within 1 of enemy Territory. **Cad Bane** cannot Deploy or make any actions until an allied Here I Am token is revealed. This card must be selected during Round 1.

**BOOBY TRAP** #1 2 2  
BLAST, CRITICAL 4, IMPACT 2, SUPPRESSIVE



## MAUL, A RIVAL

### I'M IN CONTROL

### CAD BANE & 1 UNIT

At the start and end of **Cad Bane's** next Activation, he may remove any number of Suppression tokens. For each Suppression token removed in this way, choose another unit within 2 of him. The chosen unit gains 1 Suppression token. Each time an enemy Trooper unit gains 1 or more Suppression tokens in this way, if it has no Immobilize tokens, it gains 1 Immobilize token.



## CAD BANE

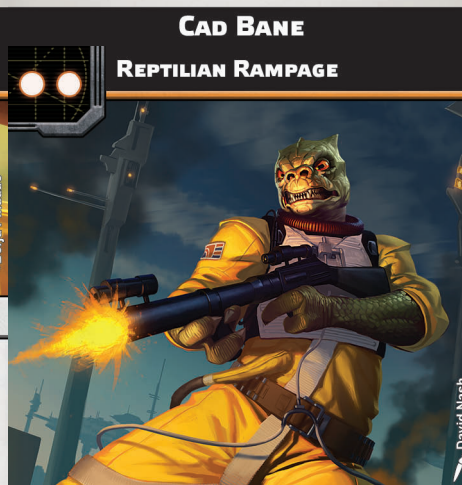
### MERCILESS MUNITIONS

### BOSSK

**PERMANENT.** During the Round this card is played, **Bossk** gains **ARM 1: DIOXIS CHARGE**. After **Bossk** makes this action, he may make a Speed-1 Move. Until the end of the Game, **Bossk** gains **DETONATE 1: DIOXIS CHARGE**. After a Trooper unit defends against a **Dioxix Charge** attack, that unit gains 1 Poison token. Do not discard this card from play.

**DIOXIS CHARGE** #1 1 1  
BLAST, CRITICAL 2

### Bossk



## CAD BANE

### REPTILIAN RAMPAGE

### BOSSK

During **Bossk's** next Activation, he can make up to 2 Attack actions instead of the normal 1. Once during **Bossk's** next Activation, he may suffer 1 Wound. If he does, he may make a free Move action.

### Bossk



## CAD BANE

### LYING IN WAIT

### BOSSK

**Bossk** gains **SHARPSHOOTER 1** this Round. Until the end of the Round, each time an enemy unit ends its Activation, **Bossk** gains 1 Aim token.

### Bossk





### THE HAND THING

This card cannot be selected during the **Command Phase**. When an allied unit within ① and in LOS of **Grogu** is declared as a defender against a Ranged attack, you may discard this card from your Command Hand. If you do, the defending unit gains 2 Dodge tokens and gains **DEFLECT** until the attack is resolved.



### RULE WITH RESPECT

#### BOBA FETT & 2 UNITS

Each time an allied unit within ① and in LOS of **Boba Fett** makes a Ranged attack this Round, if **Boba Fett** has a faceup Order token, add 1 black die to 1 of that unit's Attack Pools during the **Form Attack Pool** step.



### MAKING HIS WAY IN THE GALAXY

#### BOBA FETT

During his next Activation, **Boba Fett** cannot make Attack actions. At the end of **Boba Fett**'s next Activation, he may make an attack with only the following weapon against each enemy unit within ① and in LOS.

<b>No DISINTEGRATIONS</b>	☒ -1	2	1
<b>BLAST. IMPACT 1. VERSATILE</b>			



### GROGU

#### A SIMPLE MAN

#### 1 UNIT

At the start of the next **Activation Phase**, if **Boba Fett** has a faceup Order token, an allied unit within ① of **Boba Fett** may make a Speed-1 Move.

Otherwise, **Boba Fett** gains 1 Aim token and, until the end of the Round, increases the Range of his Ranged weapons by 1 to a maximum of 5 and gains **MARKSMAN**.



### BOBA FETT

#### Z-6 JETPACK ROCKET

#### BOBA FETT

This Round, **Boba Fett** gains the weapon below during his Activation.

<b>Z-6 JETPACK ROCKET</b>	☒ 3-4	3
<b>BLAST. IMPACT 2</b>		



### BOBA FETT

#### WHIPCORD LAUNCHER

#### BOBA FETT

This Round, while **Boba Fett** is Engaged, he can make Moves as normal if any unit he is Engaged with has 1 or more Immobilize tokens. During **Boba Fett**'s next Activation, he gains the following free action.

► Choose an enemy Trooper unit within ① and in LOS. The chosen unit gains 2 Immobilize tokens and 2 Suppression tokens.



### BOBA FETT

#### INDEPENDENT PROGRAMMING

#### IG-88

**PERMANENT.** When IG-88 issues an Order to himself, he gains 1 Aim token.

IG-88 gains **INDEPENDENT: DODGE 1**.

#### IG-88



### BOBA FETT

#### FOCUSED ON THE KILL

#### IG-88

**PERMANENT.** When IG-88 makes an attack against a unit that has 1 or more Bounty tokens, the defending unit cannot spend tokens during that attack.

IG-88 is not defeated when he is assigned Wound tokens equal to his Wound threshold. At the start of the **End Phase**, if IG-88 has a number of Wound tokens equal to or exceeding his Wound threshold, he is defeated.

#### IG-88



### BOBA FETT

#### A MACHINE MADE FOR KILLING

#### IG-11 OR IG-88

When a unit is issued an Order with this card, it gains 1 Aim token and gains **DEMORALIZE 3** and **STEADY** this Round.

#### IG-11 OR IG-88



## MECHANICAL CARNAGE



IG-11

IG-11 loses **GUNSLINGER** this Round. The first time IG-11 declares an Attack action during his next Activation, he makes 1 attack against each enemy unit within 2 and in LOS instead of attacking normally.

## ANTI-CAPTURE PROTOCOLS



IG-11

When building a Command Hand, if your army includes IG-11, this card must be included.

This Round, IG-11 gains **SELF-DESTRUCT 4** and must make a **SELF-DESTRUCT 4** action during his Activation, if able.

## THIS IS THE WAY



DIN DJARIN

Din Djarin gains 1 Dodge token and gains **RELENTLESS** this Round.

## IG-11

### I LIKE THOSE ODDS



DIN DJARIN

Din Djarin gains 1 Aim token. This Round, when Din Djarin makes an Attack action, after that Attack action is resolved, he may make an attack against a different unit.

## IG-11

### WHISTLING BIRDS



DIN DJARIN

During Din Djarin's next Activation, he gains the following action.

➡ Choose up to 3 enemy units within 1 and in LOS. For each chosen unit, roll 1 white attack die for each miniature in that unit. That unit suffers 1 Wound for each ✖, ⚡, and ⚡ result rolled.

## DIN DJARIN

### WE DO WHAT WE DO



THE BAD BATCH

This Round:

While **The Bad Batch** contains **Hunter**, it increase its maximum Speed by 1.

While it contains **Tech**, it gains **TACTICAL 1**.

While it contains **Echo**, it gains **RELIABLE 1**.

While it contains **Crosshair**, it gains **PRECISE 1**.

While it contains **Omega**, it gains **INSPIRE 1**.

While it contains **Wrecker**, its weapons gain **SUPPRESSIVE**.

## DIN DJARIN

## DIN DJARIN

## THE BAD BATCH