

10



**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 Electro-Whip Soldier miniature.

ELECTRO-WHIP

-1

IMMOBILIZE 1. SUPPRESSIVE

2

ELECTRO-WHIP SOLDIER

18



**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 Pyke Syndicate Capo miniature.

LEADER.

This unit increases its **☠** by 1 and gains
INDEPENDENT: SURGE 1.

PYKE SYNDICATE CAPO

18



**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 Pyke Syndicate Capo miniature.

LEADER.

This unit increases its **☠** by 1 and gains
INDEPENDENT: SURGE 1.

PYKE SYNDICATE CAPO

10



**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 Electro-Whip Soldier miniature.

ELECTRO-WHIP

-1

IMMOBILIZE 1. SUPPRESSIVE

2

ELECTRO-WHIP SOLDIER

10



**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 Electro-Whip Soldier miniature.

ELECTRO-WHIP

-1

IMMOBILIZE 1. SUPPRESSIVE

2

ELECTRO-WHIP SOLDIER

9



**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 Pyke Syndicate Foot Soldier miniature.

This unit gains **CACHE: AIM 1.**

This unit has this keyword even if this
miniature is defeated.

**PYKE SYNDICATE
FOOT SOLDIER**

9



**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 Pyke Syndicate Foot Soldier miniature.

This unit gains **CACHE: AIM 1.**

This unit has this keyword even if this
miniature is defeated.

**PYKE SYNDICATE
FOOT SOLDIER**

9



**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 Pyke Syndicate Foot Soldier miniature.

This unit gains **CACHE: AIM 1.**

This unit has this keyword even if this
miniature is defeated.

**PYKE SYNDICATE
FOOT SOLDIER**

18



**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 Pyke Syndicate Capo miniature.

LEADER.

This unit increases its **☠** by 1 and gains
INDEPENDENT: SURGE 1.

PYKE SYNDICATE CAPO

16

**BLACK SUN ENFORCERS ONLY.**

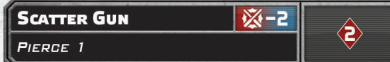
Add 1 Mag-Det Enforcer miniature.

**MAG-DET ENFORCER**

28

**BLACK SUN ENFORCERS ONLY.**

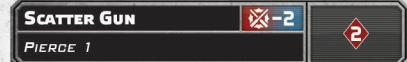
Add 1 Scatter Gun Enforcer miniature.

**SCATTER GUN ENFORCER**

28

**BLACK SUN ENFORCERS ONLY.**

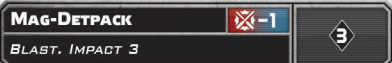
Add 1 Scatter Gun Enforcer miniature.

**SCATTER GUN ENFORCER**

16

**BLACK SUN ENFORCERS ONLY.**

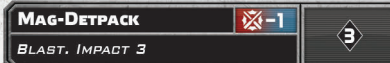
Add 1 Mag-Det Enforcer miniature.

**MAG-DET ENFORCER**

16

**BLACK SUN ENFORCERS ONLY.**

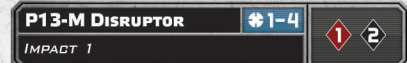
Add 1 Mag-Det Enforcer miniature.

**MAG-DET ENFORCER**

24

**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 P13-M Disruptor Soldier miniature.

**P13-M DISRUPTOR
SOLDIER**

24

**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 P13-M Disruptor Soldier miniature.

**P13-M DISRUPTOR
SOLDIER**

24

**PYKE SYNDICATE
FOOT SOLDIERS ONLY.**

Add 1 P13-M Disruptor Soldier miniature.

**P13-M DISRUPTOR
SOLDIER**

28

**BLACK SUN ENFORCERS ONLY.**

Add 1 Scatter Gun Enforcer miniature.

**SCATTER GUN ENFORCER**

28


**MANDALORIAN SUPER
COMMANDOS ONLY.**

Add 1 Super Commando Gunslinger
miniature.

DUAL BLASTER PISTOLS -2

LETHAL 1


**SUPER COMMANDO
GUNSLINGER**

28


**MANDALORIAN SUPER
COMMANDOS ONLY.**

Add 1 Super Commando Marksman
miniature.

This unit gains **PRECISE 1**.

BLASTER CARBINE

#1-3


**SUPER COMMANDO
MARKSMAN**

28


**MANDALORIAN SUPER
COMMANDOS ONLY.**

Add 1 Super Commando Marksman
miniature.

This unit gains **PRECISE 1**.

BLASTER CARBINE

#1-3


**SUPER COMMANDO
MARKSMAN**

24


**MANDALORIAN SUPER
COMMANDOS ONLY.**

Add 1 Mandalorian Super Commando
miniature.

This unit gains **CACHE: SURGE 2**.

This unit has this keyword even if this
miniature is defeated.

**MANDALORIAN
SUPER COMMANDO**

24


**MANDALORIAN SUPER
COMMANDOS ONLY.**

Add 1 Mandalorian Super Commando
miniature.

This unit gains **CACHE: SURGE 2**.

This unit has this keyword even if this
miniature is defeated.

**MANDALORIAN
SUPER COMMANDO**

20


BLACK SUN ENFORCERS ONLY.

Add 1 Black Sun Vigo miniature.

LEADER.

This unit increases its by 1 and gains
INDEPENDENT: SURGE 1.

BLACK SUN VIGO

20


BLACK SUN ENFORCERS ONLY.

Add 1 Black Sun Vigo miniature.

LEADER.

This unit increases its by 1 and gains
INDEPENDENT: SURGE 1.

BLACK SUN VIGO

20


BLACK SUN ENFORCERS ONLY.

Add 1 Black Sun Vigo miniature.

LEADER.

This unit increases its by 1 and gains
INDEPENDENT: SURGE 1.

BLACK SUN VIGO

35


**MANDALORIAN SUPER
COMMANDOS ONLY.**

Add 1 Rook Kast miniature.

LEADER.

This unit gains **RETINUE: MAUL**.

ROOK'S BLASTER PISTOLS -2

#1-3



•ROOK KAST


5



IG-11 ONLY.

This unit gains **BOUNTY** and **AI: AIM, ATTACK**.

If this unit chooses a  as the target of **BOUNTY**, this unit's weapons gain **PIERCE 1**.

If this unit chooses an  as the target of **BOUNTY**, this unit's weapons gain **SUPPRESSIVE**.

"BOUNTY" PROGRAMMING

12



A-A5 SPEEDER TRUCK ONLY.

HEAVY LASER CANNON  1-4

CRITICAL 1






HEAVY LASER RETROFIT

16



A-A5 SPEEDER TRUCK ONLY.




At the start of this unit's Activation, roll 3 red defense dice. For each  or  result, choose a different allied unit within . Each chosen unit gains 1 Aim token.

UNORTHODOX TACTICIAN

6



A-A5 SPEEDER TRUCK OR X-34 LANDSPEEDER ONLY.





At the end of this unit's Activation, you may  this card. If you do, this unit may make an attack or Move. Then, after the effect is resolved, roll 3 black attack dice. This unit suffers 1 Wound for each  and  result rolled.

UNSTABLE R5 ASTROMECH

12



A-A5 SPEEDER TRUCK ONLY.

 Choose an allied non-Droid Trooper Trooper unit within  of this unit and in LOS. Remove 1 Wound or Poison token from or restore 1 defeated miniature to the chosen unit. Then roll 2 white defense dice. The chosen unit gains 1 Suppression token for each  and  result rolled.

BACKWORLD MEDIC

28



MANDALORIAN SUPER COMMANDOS ONLY.

Add 1 Super Commando Gunslinger miniature.

DUAL BLASTER PISTOLS  -2

LETHAL 1




SUPER COMMANDO GUNSLINGER

10



ONLY.

This unit gains **ALLIES OF CONVENIENCE** and **FIELD COMMANDER**.



Allied  Vehicle units gain **DEMORALIZE 1**.

•RAIDING PARTY LEADER

5



ONLY.

When this unit makes a Ranged attack, during the **Form Attack Pool** step, you may roll 1 red defense die. On a blank result, add 1 white attack die to the Attack Pool. On a  result, add 1 black die to the Attack Pool. On a  result, add 1 red die to the Attack Pool.

FRENZIED GUNNER

20



A-A5 SPEEDER TRUCK ONLY.

AG-2G QUAD LASER CANNON  1-3

IMPACT 2



AG-2G QUAD LASER

15

**DIN DJARIN ONLY.**This unit gains **DUELIST**.**BESKAR SPEAR**

2 1

•BESKAR SPEAR

10

**GAR SAXON ONLY.**This unit gains **SHIELDED 1** and **RECHARGE 1**.

During the End Phase, if this unit did not flip any active Shield tokens this Round, it may flip up to 1 of its inactive Shield tokens.

•SAXON'S COMBAT SHIELD

10

**MAUL ONLY.**Treat this unit's rank as **A**.**SIDEARM: MELEE, RANGED.**This unit gains **FLAME**, **SHIELD** and **CUNNING**.**THE DARKSABER**

6

IMPACT 2. PIERCE 2.**•THE DARKSABER**

5

**BOBA FETT ONLY.****FLAME PROJECTOR**

-1

BLAST. SPRAY. SUPPRESSIVE

1

•BOBA'S FLAME PROJECTOR

5

**DIN DJARIN ONLY.****FLAME PROJECTOR**

-1

BLAST. SPRAY. SUPPRESSIVE

1

•DIN'S FLAME PROJECTOR

0

**IG-11 ONLY.**While building an army, an allied Grogu gains **COUNTERPART: IG-11**.This unit gains **AI: DODGE, MOVE**.**"NANNY" PROGRAMMING**

15

**GAR SAXON ONLY.****GALAR-90 SNIPER RIFLE**

1-4

HIGH VELOCITY. LETHAL 1. LONG SHOT

1 1 1

•SAXON'S GALAR-90 RIFLE

10

**GAR SAXON ONLY.****CYCLE.****JETPACK ROCKETS**

2-3

BLAST. IMPACT 2

3

•SAXON'S JETPACK ROCKETS

5

**GAR SAXON ONLY.****ZX FLAME PROJECTOR**

-1

BLAST. SPRAY. SUPPRESSIVE

1 1

•SAXON'S ZX FLAME PROJECTOR



10

DIN DJARIN ONLY.

➡➡ If this unit is not Engaged, it may make a Speed-1 Move. Then, choose an enemy 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.

AMBAN RIFLE

IMMOBILIZE 2, SUPPRESSIVE

3

•DIN'S AMBAN RIFLE

15

DIN DJARIN ONLY.

Increase this unit's Speed by 1.
This unit gains ➡ **JUMP 2**.

•DIN'S JETPACK

10

CAD BANE ONLY.

While this unit is Engaged, it can make Moves as normal if any unit it is Engaged with has 1 or more Immobilize tokens.

ELECTRO GAUNTLETS

IMMOBILIZE 3, SUPPRESSIVE

4

•ELECTRO GAUNTLETS

10

MANDALORIAN SUPER COMMANDOS ONLY.This unit gains **SHIELDED 2**.**SUPER COMMANDO COMBAT SHIELDS**

10

MANDALORIAN SUPER COMMANDOS ONLY.This unit gains **SHIELDED 2**.**SUPER COMMANDO COMBAT SHIELDS**

8

MANDALORIAN SUPER COMMANDOS ONLY.**JETPACK ROCKETS**

BLAST, CRITICAL 1, IMPACT 1

3-4

1

SUPER COMMANDO JETPACK ROCKETS

8

MANDALORIAN SUPER COMMANDOS ONLY.**JETPACK ROCKETS**

BLAST, CRITICAL 1, IMPACT 1

3-4

1

SUPER COMMANDO JETPACK ROCKETS

11

BLACK SUN ENFORCERS ONLY.

Add 1 Black Sun Enforcer miniature.

This unit gains **CACHE: DODGE 1**.

This unit has this keyword even if this miniature is defeated.

BLACK SUN ENFORCER

11

BLACK SUN ENFORCERS ONLY.

Add 1 Black Sun Enforcer miniature.

This unit gains **CACHE: DODGE 1**.

This unit has this keyword even if this miniature is defeated.

BLACK SUN ENFORCER

11

**BLACK SUN ENFORCERS ONLY.**

Add 1 Black Sun Enforcer miniature.

This unit gains **CACHE: DODGE 1**.

This unit has this keyword even if this miniature is defeated.

•BLACK SUN ENFORCER

0

**THE BAD BATCH ONLY.**

Add 1 Crosshair miniature.

This unit gains **PRECISE 1**.While an Attack Pool contains only this weapon, the Attack Pool gains **CRITICAL 1**.**•CROSSHAIR**

0

**THE BAD BATCH ONLY.**

Add 1 Hunter miniature.

LEADER.

► Choose a non- or non- enemy Trooper unit within and in LOS. Roll 1 black attack die. On a or result, that unit suffers 1 Wound.

•HUNTER

0

**THE BAD BATCH ONLY.**

Add 1 Tech miniature.

This unit gains **TACTICAL 1** and **CACHE: AIM 1 AND DODGE 1**.**•TECH**

0

**THE BAD BATCH ONLY.**

Add 1 Echo miniature.

This unit gains **RELIABLE 3**.**•ECHO, CLONE FORCE 99**

0

**THE BAD BATCH ONLY.**

Add 1 Wrecker miniature.

While this miniature is on the battlefield, Omega Counterparts in this unit cannot be assigned Wounds.

**•WRECKER**