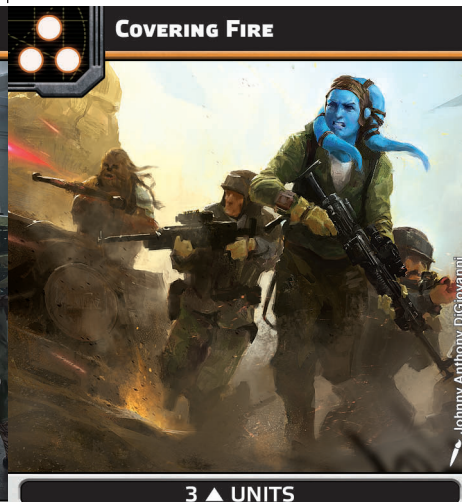




SABOTAGED COMMUNICATIONS

1 ▲ OR ▼ UNIT

When an opponent issues Orders using a Command Card this Round, they can issue only 1 Order with that card.



COVERING FIRE

3 ▲ UNITS

This Round, each time an allied ▲ unit makes a Ranged attack, after the attack is resolved, another allied unit within 2 may gain 1 Dodge token.



TURNING THE TIDE

2 ● OR ◆ UNITS

Allied ● and ◆ units gain **INSPIRE 2** this Round.



REBEL ALLIANCE

I AM NO JEDI

AHSOKA TANO

Ahsoka Tano gains **AGILE 1** this Round. Until the end of the Round, each time Ahsoka Tano makes an attack, during the **Form Attack Pool** step, add 1 white die to the Attack Pool for each Dodge token that she has, to a maximum of 3.



REBEL ALLIANCE

SWIFT PROTECTOR

AHSOKA TANO

Ahsoka Tano gains **GUARDIAN 2** this Round. Until the end of the Round, each time another allied small-base Trooper unit within 1 of Ahsoka Tano is declared as a defending unit, that defending unit may gain 1 Dodge token.



REBEL ALLIANCE

A NEW BEGINNING

AHSOKA TANO & 2 UNITS

When a small-base Trooper unit is issued an Order with this card, it gains either 1 Aim token or 1 Dodge token. Ahsoka Tano gains **INSPIRE 2** this Round. At the start of Ahsoka Tano's next Activation, she makes a Recover action.

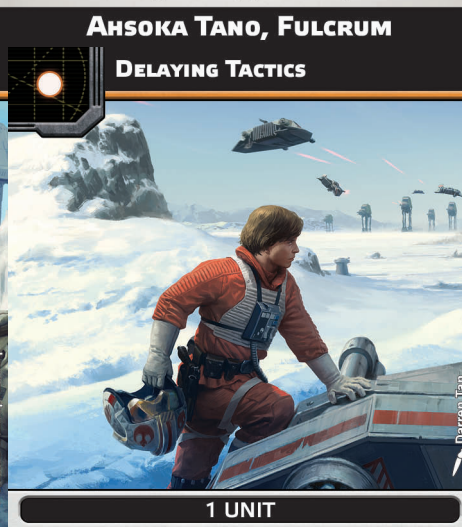


AHSOKA TANO, FULCRUM

HOLD AT ANY COST

3 ▲ UNITS OR ◆ UNITS

When an allied Trooper unit is issued an Order with this card, it gains 1 Aim token and 1 Standby token.

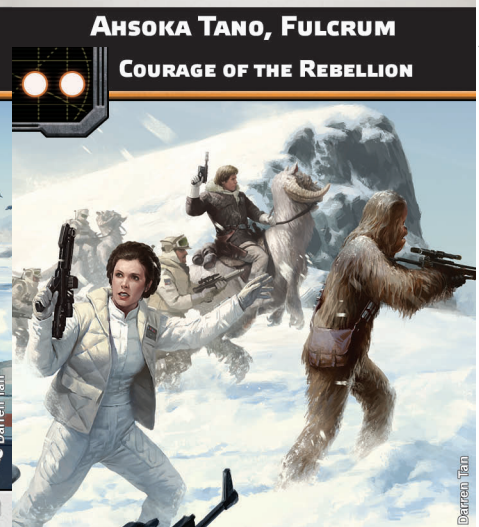


AHSOKA TANO, FULCRUM

DELAYING TACTICS

1 UNIT

At the end of this Command Phase, choose an opponent. The chosen opponent must choose 1 of their non-▲ units that has a faceup Order token, if able, and return that unit's Order token to their Order Pool.



AHSOKA TANO, FULCRUM

COURAGE OF THE REBELLION

2 UNITS

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

ECHO BASE DEFENDERS

ECHO BASE DEFENDERS

ECHO BASE DEFENDERS



FAMILY REUNION

AHSOKA TANO & SABINE WREN

Ahsoka Tano gains **TEAMWORK: SABINE WREN** this Round.

At the start of Ahsoka Tano's next Activation, Sabine Wren may make a Speed-2 Move.

At the start of Sabine Wren's next Activation, Ahsoka Tano may make a Speed-2 Move.



SACRIFICE

CASSIAN ANDOR & K-2SO

K-2SO gains **GUARDIAN 4** this Round.

At the end of K-2SO's next Activation, you may choose another allied or unit within and in K-2SO's LOS. If you do, K-2SO is defeated and enemy units cannot make Ranged attacks against the chosen unit until the end of this Round.



BLAST OFF!

R2-D2

This Round, R2-D2 increases his maximum Speed by 1 and gains **DISENGAGE** and **JUMP 1**.

When R2-D2 is issued an Order with this card, R2-D2 gains 1 Dodge token and 1 Suppression token.



AHSOKA TANO, FULCRUM

IMPROMPTU IMMOLATION

R2-D2

When R2-D2 makes an attack this Round, after the attack is resolved, he may make a free Move action. During R2-D2's next Activation, he gains the weapon below.

IMPROMPTU IMMOLATION -1
BLAST, SPRAY, SUPPRESSIVE



K-2SO

SMOKE SCREEN

R2-D2 & 1 TROOPER UNIT

When R2-D2 issues an Order to another unit with this card, that unit may make a Speed-1 Move. At the start of the next Activation Phase, R2-D2 may make a **SMOKE 1** free action.



R2-D2

EXPLOSIONS!

SABINE WREN

PERMANENT. During the Round in which this card was played, Sabine Wren gains **ARM 2: THERMAL CHARGE**. After Sabine Wren makes this action, she may make a Speed-1 Move.

Until the end of the Game, Sabine Wren gains **DETONATE 2: THERMAL CHARGE**. Do not discard this card from play.

THERMAL CHARGE 1
AREA WEAPON, BLAST, CRITICAL 2



R2-D2

SYMBOL OF REBELLION

SABINE WREN

At the start of Sabine Wren's next Activation, she may make a Recover action.

This Round, Sabine Wren gains the following free action.

► Place 1 Graffiti token within and in LOS of Sabine Wren, touching a piece of non-area terrain.

SABINE WREN



R2-D2

LEGACY OF MANDALORE

SABINE WREN & 2 TROOPERS

Sabine Wren gains **INSPIRE 1** this Round.

Each time Sabine Wren issues an Order to a , , or unit this Round, she gains either 1 Aim token or 1 Dodge token.

SABINE WREN



SABINE WREN

COMMON CAUSE

CHEWBACCA & LUKE SKYWALKER

At the end of Chewbacca's next Activation, if Luke Skywalker has a faceup Order token, he may activate. At the end of Luke Skywalker's next Activation, if Chewbacca has a faceup Order token, he may activate.

CHEWBACCA



BRAINS AND BRAWN

CHEWBACCA & LEIA ORGANA

This Round, each time an allied **Leia Organa** makes a Ranged attack, if Chewbacca has LOS to and is within 3 of the defender during the **Form Attack Pool** step, add 1 of **Chewbacca's** Ranged weapons to the Attack Pool.



NOTORIOUS SCOUNDRELS

CHEWBACCA & HAN SOLO

Choose 1 of **Han Solo's** Command Cards in your discard pile. Return that card to your Command Hand.



SORRY ABOUT THE MESS

HAN SOLO

While building a Command Hand, treat this card as though it has 1 pip. When **Han Solo** is issued an Order with this card, he gains 1 Aim token and 1 Dodge token.

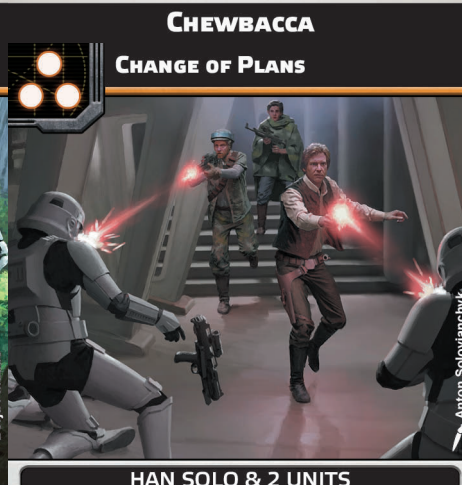


CHEWBACCA

RECKLESS DIVERSION

HAN SOLO & 1 UNIT

This Round, each time an enemy unit makes an attack, it must attack a Trooper unit that has a faceup Order token, if able. Allied Trooper units that have faceup Order tokens do not benefit from Backup this Round.



CHEWBACCA

CHANGE OF PLANS

HAN SOLO & 2 UNITS

When this card is revealed, you may discard it to return an opponent's Command Card to their Command Hand and return to the **Select Command Card** step. That opponent cannot select the Command Card that was returned to their Command Hand.



HAN SOLO

COORDINATED BOMBARDMENT

LEIA ORGANA

At the end of **Leia Organa's** next Activation, she may make up to 3 attacks against different enemy units using the weapon below.



HAN SOLO

A BEAUTIFUL FRIENDSHIP

LEIA ORGANA & WICKET

PERMANENT. Wicket gains **TEAMWORK: LEIA ORGANA**. When an ♠ issues Orders, you may choose an allied ♠ unit within 1 of that ♠ and that ♠ issues the chosen unit an Order. When a ♠ issues Orders, you may choose an allied ♠ unit within 1 of that ♠ and that ♠ issues the chosen unit an Order.

LEIA ORGANA



HAN SOLO

NO TIME FOR SORROWS

2 TROOPERS

When a unit is issued an Order with this card, it may make a Speed-1 Move.



LEIA ORGANA

SOMEBODY HAS TO SAVE OUR SKINS

LEIA ORGANA & 2 UNITS

After **Leia Organa's** next Activation, you may choose an allied unit within 3 of **Leia Organa** that has a faceup Order token. If you do, the chosen unit activates.

LEIA ORGANA



SON OF SKYWALKER

LUKE SKYWALKER

When **Luke Skywalker** makes his first attack this Round, after the attack sequence is resolved, he may make a free attack action, even if he has already made an attack action that Turn.



MY ALLY IS THE FORCE

2 TROOPER UNITS

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



RETURN OF THE JEDI

LUKE SKYWALKER & 2 UNITS

When **Luke Skywalker** is issued an Order with this card, he gains 1 Dodge token. At the start of **Luke Skywalker's** next Activation, each allied Trooper unit within 3 of him may remove 1 Suppression token.



LUKE SKYWALKER

FULL OF SURPRISES

LUKE SKYWALKER

Luke Skywalker gains 1 Dodge token. Until the end of the Round, each time **Luke Skywalker** defends, he rolls a number of additional white defense dice during the Roll Defense Dice step equal to his 6 minus the number of Suppression tokens he has.



LUKE SKYWALKER

YOU SERVE YOUR MASTER WELL

LUKE SKYWALKER

This Round, **Luke Skywalker** gains the following free action.

► Choose an allied non-♠, non-♠ Trooper unit within 1, or a Suppressed enemy non-♠, non-♠ Trooper unit within 1. If the chosen unit is an allied unit, make 1 free Move or Attack action with that unit. If the chosen unit is an enemy unit, it gains 3 Suppression tokens.



LUKE SKYWALKER

I AM A JEDI

LUKE SKYWALKER

This Round, **Luke Skywalker** gains ♠ : ♠ and cannot make attacks. Choose up to 2 enemy Trooper units within 1 of **Luke Skywalker**. The chosen units cannot make attacks until the end of the Round.

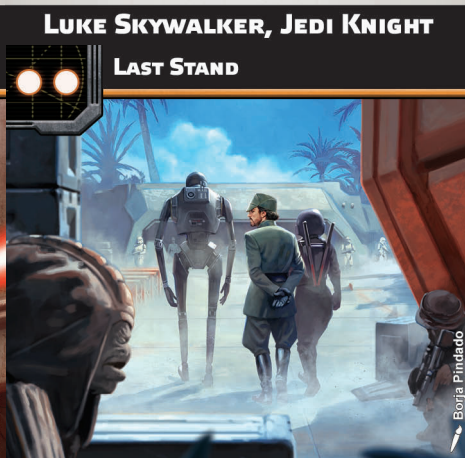


LUKE SKYWALKER

CRACK SHOT

CASSIAN ANDOR

Cassian Andor gains 1 Aim token, gains **GUNSLINGER** this Round, and may gain 1 Suppression token. During **Cassian Andor's** next Activation, he may make a free Attack action.



LUKE SKYWALKER, JEDI KNIGHT

LAST STAND

CASSIAN ANDOR & 1 TROOPER UNIT

When a ♠ or ♠ unit is issued an Order with this card, that unit gains **INDOMITABLE** until the end of the Round and gains 1 Aim token, Dodge token, or Suppression token for each Wound token that unit has, to a maximum of 3.



LUKE SKYWALKER, JEDI KNIGHT

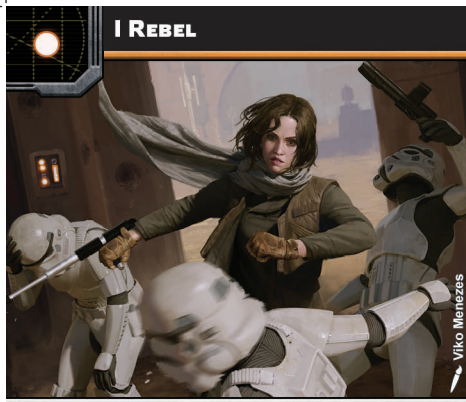
VOLUNTEER MISSION

Each time **Cassian Andor** issues an Order to a ♠, ♠, or ♠ unit this Round, that unit may make a Recover action, gains **DANGER SENSE 1** until the end of the Round, and may gain 1 Suppression token.

CASSIAN ANDOR

CASSIAN ANDOR

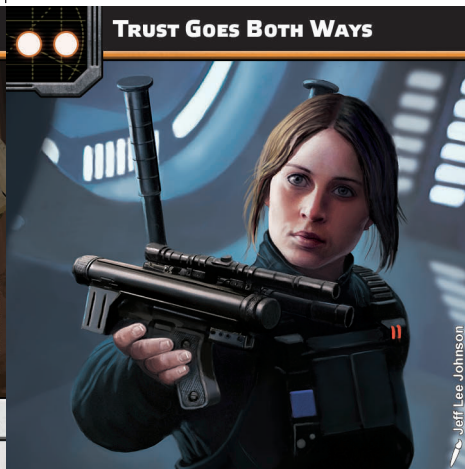
CASSIAN ANDOR



I REBEL

JYN ERSO

Jyn Erso gains **CHARGE** during her next Activation. Once this Round, when an enemy unit within 2 and in LOS of Jyn Erso starts its Activation, before its Rally step, Jyn Erso may gain 1 Suppression token. If she does, she may make a free Move action, and then may make a free Attack action.



TRUST GOES BOTH WAYS

JYN ERSO & 1 TROOPER UNIT

Jyn Erso gains **INSPIRE 2** this Round. When a non-Jyn Erso Trooper unit is issued an Order with this card, that unit gains **TEAMWORK: JYN ERSO** until the end of the Round.



REBELLIONS ARE BUILT ON HOPE

3 TROOPER UNITS

When a unit is issued an Order with this card, it may gain 1 Suppression token. This Round, while an allied Trooper unit has a faceup Order token, it gains **DANGER SENSE 2**, **INDOMITABLE**, and cannot be Suppressed or Panicked.



JYN ERSO

CORELLIAN SPIKE

LANDO CALRISSIAN

At the start of Lando Calrissian's next Activation, he may choose up to 1 enemy unit within 2 and in LOS. If he does, roll 2 red attack dice and resolve the effect shown below for each matching result:

Blank: The chosen unit gains 2 Immobilize tokens.

✖ or **🎲**: The chosen unit gains 1 Immobilize token.

🎲: Lando Calrissian gains 2 Immobilize tokens.

DIVULGE: Resolve Setup Effects step. Lando Calrissian gains **INFILTRATE** and **INCOGNITO** this Game.



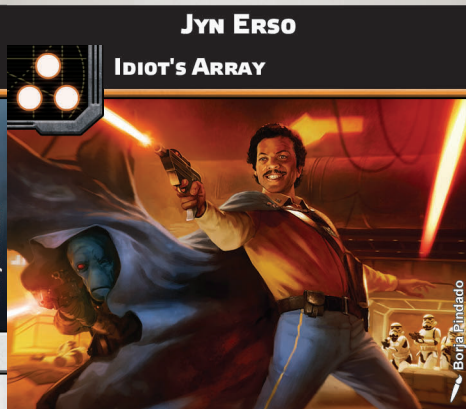
JYN ERSO

ACE UP HIS SLEEVE

LANDO CALRISSIAN & 1 UNIT

While building a Command Hand, treat this card as though it has 2 pips.

If this card is in your Command Hand, during the **Resolve Command Card Effects** step of the **Command Phase**, after revealing Command Cards but before resolving Command Card effects, you may return your revealed card to your Command Hand and play this card instead. Treat this card as having been selected, played, and revealed instead of that card.



JYN ERSO

IDIOT'S ARRAY

LANDO CALRISSIAN & 2 UNITS

Until the end of this Round, each time an allied unit with a faceup Order token makes an attack, if the defending unit is within 2 and in LOS of Lando Calrissian and if the Attack Pool contains at least 1 Blank, **🎲**, and **✖** results during the **Reroll Dice** step, you may change 1 **✖** result and 1 **🎲** result in the Attack Pool into **🎲** results.

LANDO CALRISSIAN

LANDO CALRISSIAN

LANDO CALRISSIAN