

27

**REBEL TROOPERS ONLY.**

Add 1 MPL-57 Ion Trooper miniature.

MPL-57 ION BLASTER

#1-3

CRITICAL 1, IMPACT 1, ION 1

**MPL-57 ION TROOPER**

28

**REBEL SLEEPER CELL ONLY.**

➡ 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 ❶ or ❷, the chosen unit suffers 1 Wound and gains 1 Suppression token.

REBEL MARKSMAN

26

**REBEL TROOPERS ONLY.**

Add 1 DLT-20A Trooper miniature.

DLT-20A BLASTER RIFLE

#1-4

CRITICAL 1

**DLT-20A TROOPER**

26

**REBEL TROOPERS ONLY.**

Add 1 DLT-20A Trooper miniature.

DLT-20A BLASTER RIFLE

#1-4

CRITICAL 1

**DLT-20A TROOPER**

26

**REBEL TROOPERS ONLY.**

Add 1 DLT-20A Trooper miniature.

DLT-20A BLASTER RIFLE

#1-4

CRITICAL 1

**DLT-20A TROOPER**

13

**REBEL TROOPERS ONLY.**

Add 1 SX-21 Trooper miniature.

SX-21 SCATTER BLASTER

#1-2

IMPACT 1

**SX-21 TROOPER**

28

**REBEL SLEEPER CELL ONLY.**

➡ 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 ❶ or ❷, the chosen unit suffers 1 Wound and gains 1 Suppression token.

REBEL MARKSMAN

27

**REBEL TROOPERS ONLY.**

Add 1 MPL-57 Ion Trooper miniature.

MPL-57 ION BLASTER

#1-3

CRITICAL 1, IMPACT 1, ION 1

**MPL-57 ION TROOPER**

27

**REBEL TROOPERS ONLY.**

Add 1 MPL-57 Ion Trooper miniature.

MPL-57 ION BLASTER

#1-3

CRITICAL 1, IMPACT 1, ION 1

**MPL-57 ION TROOPER**

22

**FLEET TROOPERS ONLY.**

Add 1 MPL-57 Barrage Trooper miniature.

Cycle.**MPL-57 BARRAGE**

#1-3

BLAST, IMPACT 2

**MPL-57 BARRAGE
TROOPER**

13

**REBEL TROOPERS ONLY.**

Add 1 SX-21 Trooper miniature.

SX-21 SCATTER BLASTER

#1-2

IMPACT 1

**SX-21 TROOPER**

13

**REBEL TROOPERS ONLY.**

Add 1 SX-21 Trooper miniature.

SX-21 SCATTER BLASTER

#1-2

IMPACT 1

**SX-21 TROOPER**

20

**REBEL TROOPERS ONLY.**

Add 1 Z-6 Trooper miniature.

Z-6 ROTARY BLASTER

#1-3

**Z-6 TROOPER**

20

**REBEL TROOPERS ONLY.**

Add 1 Z-6 Trooper miniature.

Z-6 ROTARY BLASTER

#1-3

**Z-6 TROOPER**

20

**REBEL TROOPERS ONLY.**

Add 1 Z-6 Trooper miniature.

Z-6 ROTARY BLASTER

#1-3

**Z-6 TROOPER**

26

**REBEL VETERANS ONLY.**

Add 1 CM-O/93 Trooper miniature.

CM-O/93

#1-4

CRITICAL 2

**CM-O/93 TROOPER**

26

**REBEL VETERANS ONLY.**

Add 1 CM-O/93 Trooper miniature.

CM-O/93

#1-4

CRITICAL 2

**CM-O/93 TROOPER**

26

**REBEL VETERANS ONLY.**

Add 1 CM-O/93 Trooper miniature.

CM-O/93

#1-4

CRITICAL 2

**CM-O/93 TROOPER**

20

**REBEL COMMANDOS ONLY.**

Add 1 Proton Charge Saboteur miniature.

PROTON CHARGE

-1



BLAST, CRITICAL 2, IMPACT 3

**PROTON CHARGE
SABOTEUR**

22

**FLEET TROOPERS ONLY.**

Add 1 MPL-57 Barrage Trooper miniature.

CYCLE.**MPL-57 BARRAGE**

#1-3



BLAST, IMPACT 2

**MPL-57 BARRAGE
TROOPER**

22

**FLEET TROOPERS ONLY.**

Add 1 MPL-57 Barrage Trooper miniature.

CYCLE.**MPL-57 BARRAGE**

#1-3



BLAST, IMPACT 2

**MPL-57 BARRAGE
TROOPER**

22

**FLEET TROOPERS ONLY.**

Add 1 Scatter Gun Trooper miniature.

SCATTER GUN

-2



PIERCE 1

SCATTER GUN TROOPER

22

**FLEET TROOPERS ONLY.**

Add 1 Scatter Gun Trooper miniature.

SCATTER GUN

-2



PIERCE 1

SCATTER GUN TROOPER

22

**FLEET TROOPERS ONLY.**

Add 1 Scatter Gun Trooper miniature.

SCATTER GUN

-2



PIERCE 1

SCATTER GUN TROOPER

20

**REBEL COMMANDOS ONLY.**

Add 1 Proton Charge Saboteur miniature.

PROTON CHARGE

-1



BLAST, CRITICAL 2, IMPACT 3

**PROTON CHARGE
SABOTEUR**

20

**REBEL COMMANDOS ONLY.**

Add 1 Proton Charge Saboteur miniature.

PROTON CHARGE

-1



BLAST, CRITICAL 2, IMPACT 3

**PROTON CHARGE
SABOTEUR**

20

**REBEL COMMANDOS ONLY.**

Add 1 Proton Charge Saboteur miniature.

PROTON CHARGE

-1



BLAST, CRITICAL 2, IMPACT 3

**PROTON CHARGE
SABOTEUR**

26

**WOOKIEE WARRIORS ONLY.**

Add 1 Long Gun Wookiee miniature.

LONG GUN

#1-4

SUPPRESSIVE

2

LONG GUN WOOKIEE

38

**REBEL COMMANDOS ONLY.**

Add 1 DH-447 Sniper miniature.

DH-447 SNIPER RIFLE

#1-5

HIGH VELOCITY, PIERCE 1

1

1

DH-447 SNIPER

38

**REBEL COMMANDOS ONLY.**

Add 1 DH-447 Sniper miniature.

DH-447 SNIPER RIFLE

#1-5

HIGH VELOCITY, PIERCE 1

1

1

DH-447 SNIPER

38

**REBEL COMMANDOS ONLY.**

Add 1 DH-447 Sniper miniature.

DH-447 SNIPER RIFLE

#1-5

HIGH VELOCITY, PIERCE 1

1

1

DH-447 SNIPER

38

**REBEL COMMANDOS ONLY.**

Add 1 DH-447 Sniper miniature.

DH-447 SNIPER RIFLE

#1-5

HIGH VELOCITY, PIERCE 1

1

1

DH-447 SNIPER

26

**WOOKIEE WARRIORS ONLY.**

Add 1 Battle Shield Wookiee miniature.

At the start of this unit's Activation, you may flip this card.

This unit reduces its maximum Speed by 1.

This unit gains **ARMOR 1**.**BATTLE SHIELD**

#1-5

HIGH VELOCITY, PIERCE 1

1

1

BATTLE SHIELD WOOKIEE

26

**WOOKIEE WARRIORS ONLY.**

Add 1 Battle Shield Wookiee miniature.

At the start of this unit's Activation, you may flip this card.

BATTLE SHIELD

#1-5

HIGH VELOCITY, PIERCE 1

2

BATTLE SHIELD WOOKIEE

26

**WOOKIEE WARRIORS ONLY.**

Add 1 Battle Shield Wookiee miniature.

At the start of this unit's Activation, you may flip this card.

This unit reduces its maximum Speed by 1.

This unit gains **ARMOR 1**.**BATTLE SHIELD**

#1-5

HIGH VELOCITY, PIERCE 1

2

2

BATTLE SHIELD WOOKIEE

26

**WOOKIEE WARRIORS ONLY.**

Add 1 Battle Shield Wookiee miniature.

At the start of this unit's Activation, you may flip this card.

BATTLE SHIELD

#1-5

HIGH VELOCITY, PIERCE 1

2

2

BATTLE SHIELD WOOKIEE



45

REBEL TROOPERS ONLY.

Add 5 Rebel Trooper 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 ① of the unit leader instead of within ②. This unit has this rule even if these miniatures are defeated.

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

REBEL TROOPER SQUAD

26

WOOKIEE WARRIORS ONLY.

Add 1 Long Gun Wookiee miniature.

LONG GUN	①1-4	②
SUPPRESSIVE		

LONG GUN WOOKIEE

31

WOOKIEE WARRIORS ONLY.

Add 1 Bowcaster Wookiee miniature.

BOWCASTER	①1-3	① ①
IMPACT 1. PIERCE 1		

BOWCASTER WOOKIEE

31

WOOKIEE WARRIORS ONLY.

Add 1 Bowcaster Wookiee miniature.

BOWCASTER	①1-3	① ①
IMPACT 1. PIERCE 1		

BOWCASTER WOOKIEE

24

MANDALORIAN RESISTANCE ONLY.

Add 1 Beskad Duelist miniature.

This unit gains **DUELIST**.

VIBROBLADE	①	②

BESKAD DUELIST

24

MANDALORIAN RESISTANCE ONLY.

Add 1 Beskad Duelist miniature.

This unit gains **DUELIST**.

VIBROBLADE	①	②

BESKAD DUELIST

34

MANDALORIAN RESISTANCE ONLY.

Add 1 Tristan Wren miniature.

TRISTAN'S BLASTER	①1-3	②
LETHAL 1. SUPPRESSIVE		

•TRISTAN WREN

34

MANDALORIAN RESISTANCE ONLY.

Add 1 Ursa Wren miniature.

LEADER.This unit gains **DAUNTLESS**.

URSA'S BLASTER	①-2	① ①
LONG SHOT		

•URSA WREN

45

REBEL TROOPERS ONLY.

Add 5 Rebel Trooper 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 ① of the unit leader instead of within ②. This unit has this rule even if these miniatures are defeated.

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

REBEL TROOPER SQUAD

16



REBEL TROOPER ONLY.

Add 1 Rebel Officer miniature.

LEADER.

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

REBEL OFFICER

45



REBEL TROOPERS ONLY.

Add 5 Rebel Trooper 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 **1** of the unit leader instead of within **2**. This unit has this rule even if these miniatures are defeated.

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

REBEL TROOPER SQUAD

7



REBEL TROOPERS ONLY.

Add 1 Rebel Trooper miniature.

REBEL TROOPER

7



REBEL TROOPERS ONLY.

Add 1 Rebel Trooper miniature.

REBEL TROOPER

7



REBEL TROOPERS ONLY.

Add 1 Rebel Trooper miniature.

REBEL TROOPER

5



REBEL SLEEPER CELL ONLY.

Add 1 Astromech miniature.

NONCOMBATANT.

When this unit ends a Move within **1** of 1 or more Objective tokens, it gains 1 Dodge token.

ASTROMECH

5



REBEL SLEEPER CELL ONLY.

Add 1 Astromech miniature.

NONCOMBATANT.

When this unit ends a Move within **1** of 1 or more Objective tokens, it gains 1 Dodge token.

ASTROMECH

16



REBEL TROOPER ONLY.

Add 1 Rebel Officer miniature.

LEADER.

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

REBEL OFFICER

16



REBEL TROOPER ONLY.

Add 1 Rebel Officer miniature.

LEADER.

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

REBEL OFFICER

9

**REBEL TROOPERS ONLY.**

Add 1 Rebel Trooper Captain miniature.

LEADER.

This unit gains 1 upgrade icon.

At the start of this unit's Activation, you may **[P]** this card. If you do, this unit cannot remove Suppression tokens or be Suppressed during this Activation.**REBEL TROOPER CAPTAIN**

9

**REBEL TROOPERS ONLY.**

Add 1 Rebel Trooper Captain miniature.

LEADER.

This unit gains 1 upgrade icon.

At the start of this unit's Activation, you may **[P]** this card. If you do, this unit cannot remove Suppression tokens or be Suppressed during this Activation.**REBEL TROOPER CAPTAIN**

8

**REBEL TROOPERS ONLY.**

Add 1 Rebel Trooper Specialist miniature.

This unit gains 1 upgrade icon.

[P][D] This unit gains 1 Dodge token or 1 Surge token.**REBEL TROOPER SPECIALIST**

8

**REBEL TROOPERS ONLY.**

Add 1 Rebel Trooper Specialist miniature.

This unit gains 1 upgrade icon.

[P][D] This unit gains 1 Dodge token or 1 Surge token.**REBEL TROOPER SPECIALIST**

8

**REBEL TROOPERS ONLY.**

Add 1 Rebel Trooper Specialist miniature.

This unit gains 1 upgrade icon.

[P][D] This unit gains 1 Dodge token or 1 Surge token.**REBEL TROOPER SPECIALIST**

9

**TROOPER ONLY.**

Add 1 Rebel Comms Technician miniature.

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

REBEL COMMS TECHNICIAN

9

**TROOPER ONLY.**

Add 1 Rebel Comms Technician miniature.

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

REBEL COMMS TECHNICIAN

9

**TROOPER ONLY.**

Add 1 Rebel Comms Technician miniature.

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

REBEL COMMS TECHNICIAN

9

**REBEL TROOPERS ONLY.**

Add 1 Rebel Trooper Captain miniature.

LEADER.

This unit gains 1 upgrade icon.

At the start of this unit's Activation, you may **[P]** this card. If you do, this unit cannot remove Suppression tokens or be Suppressed during this Activation.**REBEL TROOPER CAPTAIN**

20



☐▲ TROOPER ONLY.

Add 1 2-1B Medical Droid miniature.

NONCOMBATANT.

» **TREAT 1: CAPACITY 2.**

2-1B MEDICAL DROID

20



☐▲ TROOPER ONLY.

Add 1 2-1B Medical Droid miniature.

NONCOMBATANT.

» **TREAT 1: CAPACITY 2.**

2-1B MEDICAL DROID

8



☐▲ TROOPER ONLY.

Add 1 Astromech Droid miniature.

NONCOMBATANT.

» **REPAIR 1: CAPACITY 2.**

ASTROMECH DROID

8



☐▲ TROOPER ONLY.

Add 1 Astromech Droid miniature.

NONCOMBATANT.

» **REPAIR 1: CAPACITY 2.**

ASTROMECH DROID

45



FLEET TROOPERS ONLY.

Add 5 Fleet Trooper 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 ① of the unit leader instead of within ②. This unit has this rule even if these miniatures are defeated.

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

FLEET TROOPER SQUAD

45



FLEET TROOPERS ONLY.

Add 5 Fleet Trooper 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 ① of the unit leader instead of within ②. This unit has this rule even if these miniatures are defeated.

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

FLEET TROOPER SQUAD

45



FLEET TROOPERS ONLY.

Add 5 Fleet Trooper 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 ① of the unit leader instead of within ②. This unit has this rule even if these miniatures are defeated.

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

FLEET TROOPER SQUAD

7



FLEET TROOPERS ONLY.

Add 1 Fleet Trooper miniature.

FLEET TROOPER

20



☐▲ TROOPER ONLY.

Add 1 2-1B Medical Droid miniature.

NONCOMBATANT.

» **TREAT 1: CAPACITY 2.**

2-1B MEDICAL DROID

7

**FLEET TROOPERS ONLY.**

Add 1 Fleet Trooper miniature.

FLEET TROOPER

63

**REBEL VETERANS ONLY.**

Add 5 Rebel Veteran 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 ① of the unit leader instead of within ②. This unit has this rule even if these miniatures are defeated.

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

REBEL VETERAN SQUAD

63

**REBEL VETERANS ONLY.**

Add 5 Rebel Veteran 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 ① of the unit leader instead of within ②. This unit has this rule even if these miniatures are defeated.

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

REBEL VETERAN SQUAD

63

**REBEL VETERANS ONLY.**

Add 5 Rebel Veteran 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 ① of the unit leader instead of within ②. This unit has this rule even if these miniatures are defeated.

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

REBEL VETERAN SQUAD

9

**REBEL VETERANS ONLY.**

Add 1 Rebel Veteran miniature.

REBEL VETERAN

9

**REBEL VETERANS ONLY.**

Add 1 Rebel Veteran miniature.

REBEL VETERAN

9

**REBEL VETERANS ONLY.**

Add 1 Rebel Veteran miniature.

REBEL VETERAN

10

**ONLY.**This unit gains **FIELD COMMANDER**.

► Choose an allied Trooper unit within ② of this unit.

The chosen unit gains 1 Dodge token and may gain 1 Suppression token.

•SHRIV SUURGAV

7

**FLEET TROOPERS ONLY.**

Add 1 Fleet Trooper miniature.

FLEET TROOPER

8



REPULSOR VEHICLE ONLY.
This unit gains **SHARPSHOOTER 1**.

HOTSHOT PILOT

5



REPULSOR VEHICLE ONLY.
When this unit makes a Move, you may **↑** this card to increase or decrease its maximum Speed by 1.

•RYDER AZADI

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 ASTROMECH

12



A-A5 SPEEDER TRUCK ONLY.
➡ Choose an allied non-Droid Trooper Trooper unit within **①** 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

21



X-34 LANDSPEEDER ONLY.

RPS-6 ROCKET LAUNCHER **2-4**
IMPACT 2

RPS-6 ROCKET GUNNER

5



REPULSOR VEHICLE ONLY.
This unit gains **FIELD COMMANDER**.
▶▶ This unit makes a Pivot.

•WEDGE ANTILLES

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 **③**. Each chosen unit gains 1 Aim token.

UNORTHODOX TACTICIAN

1



X-34 LANDSPEEDER ONLY.

A300 BLASTER RIFLE **1-3**

A300 RIFLE GUNNER

10



REPULSOR VEHICLE ONLY.
This unit gains **COVER 1**.

OUTER RIM SPEEDER JOCKEY

0



T-47 AIRSPEEDER ONLY.

Mo/Dk POWER HARPOON #1-2
FIXED: REAR, IMPACT 1, TOW CABLE



**Mo/Dk POWER
HARPOON**

10



AT-RT ONLY.

LASER CANNON #2-4
FIXED: FRONT, IMPACT 3



AT-RT LASER CANNON

15



AT-RT ONLY.

FLAMETHROWER #1
FIXED: FRONT, BLAST, SPRAY



AT-RT FLAMETHROWER

20



AT-RT ONLY.

ROTARY BLASTER #1-3
FIXED: FRONT



AT-RT ROTARY BLASTER

10



T-47 AIRSPEEDER ONLY.

AX-108 "GROUND BUZZER" #1-2
FIXED: REAR



**Ax-108
"GROUND BUZZER"**

10



AT-RT ONLY.

LASER CANNON #2-4
FIXED: FRONT, IMPACT 3



AT-RT LASER CANNON

15



AT-RT ONLY.

FLAMETHROWER #1
FIXED: FRONT, BLAST, SPRAY



AT-RT FLAMETHROWER

20



AT-RT ONLY.

ROTARY BLASTER #1-3
FIXED: FRONT



AT-RT ROTARY BLASTER

28



X-34 LANDSPEEDER ONLY.

M-45 ION BLASTER #1-4
FIXED: FRONT, CRITICAL 1, IMPACT 1, ION 1



M-45 ION BLASTER

10



MANDALORIAN RESISTANCE ONLY.

This unit gains **SHIELDED 2**.

**MANDALORIAN
COMBAT SHIELDS**

21



X-34 LANDSPEEDER ONLY.

MARK II MEDIUM BLASTER #1-3

FIXED: FRONT

4

**MARK II MEDIUM
BLASTER**

5



X

MANDALORIAN RESISTANCE ONLY.

JETPACK ROCKETS #3-4

BLAST, IMPACT 1

1

JETPACK ROCKETS

5



X

MANDALORIAN RESISTANCE ONLY.

JETPACK ROCKETS #3-4

BLAST, IMPACT 1

1

JETPACK ROCKETS

10



MANDALORIAN RESISTANCE ONLY.

This unit gains **SHIELDED 2**.

**MANDALORIAN
COMBAT SHIELDS**

20



A-A5 SPEEDER TRUCK ONLY.

AG-2G QUAD LASER CANNON #1-3

IMPACT 2

6

**AG-2G QUAD
LASER CANNON**

12



A-A5 SPEEDER TRUCK ONLY.

HEAVY LASER CANNON #1-4

CRITICAL 1

1

1

1

HEAVY LASER RETROFIT

5



X

MANDALORIAN RESISTANCE ONLY.

JETPACK ROCKETS #3-4

BLAST, IMPACT 1

1

JETPACK ROCKETS

10



MANDALORIAN RESISTANCE ONLY.

This unit gains **SHIELDED 2**.

**MANDALORIAN
COMBAT SHIELDS**

0



CASSIAN ANDOR ONLY.
RECONFIGURE.

A280 RIFLE

#1-#

CUMBERSOME. HIGH VELOCITY.
PIERCE 1

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A280, RIFLE CONFIG

0



CASSIAN ANDOR ONLY.
RECONFIGURE.

A280 PISTOL

#1-2



LONG SHOT. PIERCE 1

A280, PISTOL CONFIG

10

**K-250 ONLY.**

If you include Jyn Erso in your army,
reduce this card's points by 5.

SE-14 BLASTER

#1-2



PIERCE 1. SUPPRESSIVE

•JYN'S SE-14 BLASTER

15

**SABINE WREN ONLY.**

This unit gains **DAUNTLESS**
and **IMMUNE: MELEE PIERCE**.

THE DARKSABER



IMPACT 1. PIERCE 1

•THE DARKSABER

5

**SABINE WREN ONLY.**

This unit gains **RECHARGED 1**
and **SHIELDED 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.

**•SABINE'S COMBAT
SHIELD**

5

**SABINE WREN ONLY.**

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

**ELECTRO
GRAPPLING LINE**