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UNIT WITH SPEEDER X ONLY.

Units with the **SPEEDER X** keyword may equip this card even if they do not have a upgrade slot on their unit card.

After this unit makes an Attack action, you may this card. If you do, this unit makes a Move action.

STRIKE AND FADE

5


UNIT WITH SPEEDER X ONLY.

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After this unit makes an Attack action, you may this card. If you do, this unit makes a Move action.

STRIKE AND FADE

8


▲ ONLY.

During **Setup**, this unit may choose an allied unit with the same Faction or Affiliation as this unit.

At the start of the **Activation Phase**, the chosen unit gains 1 Aim token or 1 Dodge token if it is within of this unit. Additionally, the chosen unit may provide Backup to

•STRIKE TEAM LEADER

6


TROOPER UNIT ONLY.

Once per Round, when this unit declares an attack against an enemy unit that is holding or Contesting 1 or more Objective tokens, this unit may reroll 1 attack die during the **Reroll Dice** step.

MISSION OBJECTIVE

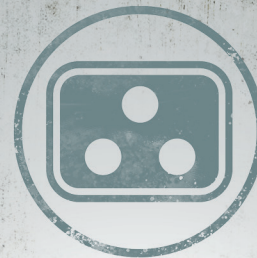
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Once per Round, when this unit declares an attack against an enemy unit that is holding or Contesting 1 or more Objective tokens, this unit may reroll 1 attack die during the **Reroll Dice** step.

MISSION OBJECTIVE

5



During the **Issue Orders** step of the **Command Phase**, you may this card. If you do, issue an Order to an allied unit.

•TRUSTED AGENT

6


★▲ ONLY.

Units may equip this card even if they do not have a upgrade slot on their unit card.

When this unit makes a second Move action during its Activation, it increases its Speed by 1 during that Move action.

Additionally, when this unit makes a Move action during its Activation, you may this card. If you do, this unit gains **CHARGE** until the end of its Activation.

IMPERIAL MARCH

6


★▲ ONLY.

Units may equip this card even if they do not have a upgrade slot on their unit card.

When this unit makes a second Move action during its Activation, it increases its Speed by 1 during that Move action.

Additionally, when this unit makes a Move action during its Activation, you may this card. If you do, this unit gains **CHARGE** until the end of its Activation.

IMPERIAL MARCH

6


DARK SIDE ONLY.

When an enemy unit within and in LOS of this unit makes a Ranged attack, if that attack did not target this unit and this unit is not Engaged, after that attack is resolved, the attacking unit gains 1 Suppression token.

TERROR

6



**EMPLACEMENT TROOPER OR
TROOPER UNIT WITH PREPARED
POSITION ONLY.**

Units may equip this card even if they do not have a upgrade slot on their unit card.

While this unit is in allied Territory and does not have a facedown Order token, it rolls red defense dice instead of white defense dice when rolling its Cover Pool.

DUG IN

6



**EMPLACEMENT TROOPER OR
TROOPER UNIT WITH PREPARED
POSITION ONLY.**

Units may equip this card even if they do not have a upgrade slot on their unit card.

While this unit is in allied Territory and does not have a facedown Order token, it rolls red defense dice instead of white defense dice when rolling its Cover Pool.

DUG IN

10



LIGHT SIDE ONLY.

After an allied unit within Rallies but before its Make Actions step, you may this card. If you do, roll a number of white defense dice equal to this unit's . For each and result rolled, this unit and the allied unit remove 1 Suppression token. When you would this card, you may instead . If you do, roll red defense dice instead of white defense dice.

TRANQUILITY

5



At the end of this unit's Activation you may this card. If you do, ready 1 of this unit's non- upgrades.

EXTRA SUPPLIES

5



At the end of this unit's Activation you may this card. If you do, ready 1 of this unit's non- upgrades.

EXTRA SUPPLIES

10



When this unit attacks or defends, it may this card at the start of the Modify Attack Dice or Modify Defense Dice step. If it does, it rerolls all its attack or defence dice, then converts any surges. The modified Attack or Defense Roll cannot be further modified.

CLAIRVOYANCE

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If this unit is not in melee, when another allied unit declares an attack against an enemy unit within and in LOS of this unit, the attacking unit gains **SHARPSHOOTER 1**.

SPOTTER UPLINK

3



If this unit is not in melee, when another allied unit declares an attack against an enemy unit within and in LOS of this unit, the attacking unit gains **SHARPSHOOTER 1**.

SPOTTER UPLINK

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UNIT WITH TRANSPORT ONLY.

Units with the **TRANSPORT** keyword may equip this card even if they do not have a upgrade slot on their unit card.

After this unit makes an Attack action during its Activation, if it did not add this weapon to an Attack Pool during that Attack action, it may make a free Attack action using only this weapon even though it has already made an attack action this Turn.

MOUNTED BLASTER

1-2

FIXED: SIDES

DOOR GUNNERS