

5


UNIT WITH SPEEDER X ONLY.

Units 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


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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 that has the same Affiliation or Faction as this unit.

At the start of each **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 this unit.

•STRIKE TEAM LEADER

6


TROOPER ONLY.

When this unit attacks an enemy unit that is holding or Contesting 1 or more Objective tokens, during the **Reroll Attack Dice** step, you may this card. If you do, this unit rerolls 1 attack die.

At the start of this unit's Activation, ready this card.

MISSION OBJECTIVE

6


TROOPER ONLY.

When this unit attacks an enemy unit that is holding or Contesting 1 or more Objective tokens, during the **Reroll Attack Dice** step, you may this card. If you do, this unit rerolls 1 attack die.

At the start of this unit's Activation, ready this card.

MISSION OBJECTIVE

5



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

•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, increase 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, increase 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.

While this unit is not Engaged, when an enemy unit within and in LOS of this unit makes a Ranged attack targeting another allied unit, the attacking unit gains 1 Suppression token after that attack is resolved.

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 completely within Allied Territory and while it does not have a facedown Order token, this unit 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 completely within Allied Territory and while it does not have a facedown Order token, this unit rolls red defense dice instead of white defense dice when rolling its Cover Pool.

DUG IN**10****LIGHT SIDE ONLY.**

After another allied unit within 2 of this unit 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 ✕ it. If you do, roll red defense dice instead of white defense dice when resolving this card's effect.

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, it may ✕ this card during the Reroll Dice step. If it does, it rerolls all of its attack dice, then converts any ♣ results as normal. You may not further modify the attack roll.

When this unit defends, it may ✕ this card during the Reroll Dice step. If it does, it rerolls all of its defense dice, then converts any ♣ results as normal. You may not further modify the defense roll.

CLAIRVOYANCE**3**

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

SPOTTER UPLINK**3**

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

SPOTTER UPLINK**12****UNIT WITH TRANSPORT ONLY.**

Units 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

2

2

DOOR GUNNERS