

20



**STORMTROOPERS ONLY.**

Add 1 DLT-19 Stormtrooper miniature.

**DLT-19 BLASTER RIFLE**

1-4

IMPACT 1



**DLT-19 STORMTROOPER**

20



**STORMTROOPERS ONLY.**

Add 1 DLT-19 Stormtrooper miniature.

**DLT-19 BLASTER RIFLE**

1-4

IMPACT 1



**DLT-19 STORMTROOPER**

20



**STORMTROOPERS ONLY.**

Add 1 DLT-19 Stormtrooper miniature.

**DLT-19 BLASTER RIFLE**

1-4

IMPACT 1



**DLT-19 STORMTROOPER**

20



**STORMTROOPERS ONLY.**

Add 1 T-21 Stormtrooper miniature.

**T-21 REPEATING BLASTER**

1-3

CRITICAL 2



**T-21 STORMTROOPER**

20



**STORMTROOPERS ONLY.**

Add 1 T-21 Stormtrooper miniature.

**T-21 REPEATING BLASTER**

1-3

CRITICAL 2



**T-21 STORMTROOPER**

20



**STORMTROOPERS ONLY.**

Add 1 T-21 Stormtrooper miniature.

**T-21 REPEATING BLASTER**

1-3

CRITICAL 2



**T-21 STORMTROOPER**

22



**STORMTROOPERS ONLY.**

Add 1 RT-97C Stormtrooper miniature.

**RT-97C BLASTER RIFLE**

1-4



**RT-97C STORMTROOPER**

22



**STORMTROOPERS ONLY.**

Add 1 RT-97C Stormtrooper miniature.

**RT-97C BLASTER RIFLE**

1-4



**RT-97C STORMTROOPER**

22



**STORMTROOPERS ONLY.**

Add 1 RT-97C Stormtrooper miniature.

**RT-97C BLASTER RIFLE**

1-4



**RT-97C STORMTROOPER**

22



**STORMTROOPERS ONLY.**

Add 1 HH-12 Stormtrooper miniature.

**HH-12 ROCKET LAUNCHER** #2-4  
CUMBERSOME, IMPACT 3



22



**STORMTROOPERS ONLY.**

Add 1 HH-12 Stormtrooper miniature.

**HH-12 ROCKET LAUNCHER** #2-4  
CUMBERSOME, IMPACT 3



22



**STORMTROOPERS ONLY.**

Add 1 HH-12 Stormtrooper miniature.

**HH-12 ROCKET LAUNCHER** #2-4  
CUMBERSOME, IMPACT 3



**HH-12 STORMTROOPER**

**HH-12 STORMTROOPER**

**HH-12 STORMTROOPER**

20



**SNOWTROOPERS ONLY.**

Add 1 Flametrooper miniature.

**FLAMETHROWER** #1  
BLAST, SPRAY



20



**SNOWTROOPERS ONLY.**

Add 1 Flametrooper miniature.

**FLAMETHROWER** #1  
BLAST, SPRAY



20



**SNOWTROOPERS ONLY.**

Add 1 Flametrooper miniature.

**FLAMETHROWER** #1  
BLAST, SPRAY



**FLAMETROOPER**

**FLAMETROOPER**

**FLAMETROOPER**

24



**SNOWTROOPERS ONLY.**

Add 1 T-7 Ion Rifle Snowtrooper miniature.

**T-7 ION RIFLE** #1-3  
CRITICAL 1, IMPACT 1, ION 1



24



**SNOWTROOPERS ONLY.**

Add 1 T-7 Ion Rifle Snowtrooper miniature.

**T-7 ION RIFLE** #1-3  
CRITICAL 1, IMPACT 1, ION 1



24



**SNOWTROOPERS ONLY.**

Add 1 T-7 Ion Rifle Snowtrooper miniature.

**T-7 ION RIFLE** #1-3  
CRITICAL 1, IMPACT 1, ION 1



**T-7 ION RIFLE  
SNOWTROOPER**

**T-7 ION RIFLE  
SNOWTROOPER**

**T-7 ION RIFLE  
SNOWTROOPER**

30



**STORMTROOPER RIOT SQUAD ONLY.**  
Add 2 KX-Series Security Droid miniatures.

<b>OPPRESS</b>		
IMPACT 1		

**KX-SERIES  
SECURITY DROIDS**

30



**STORMTROOPER RIOT SQUAD ONLY.**  
Add 2 KX-Series Security Droid miniatures.

<b>OPPRESS</b>		
IMPACT 1		

**KX-SERIES  
SECURITY DROIDS**

30



**STORMTROOPER RIOT SQUAD ONLY.**  
Add 2 KX-Series Security Droid miniatures.

<b>OPPRESS</b>		
IMPACT 1		

**KX-SERIES  
SECURITY DROIDS**

30



**STORMTROOPER RIOT SQUAD ONLY.**  
Add 1 Stormtrooper Marksman miniature.  
➔ 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 or , the chosen unit suffers 1 Wound and gains 1 Suppression token.

**STORMTROOPER  
MARKSMAN**

30



**STORMTROOPER RIOT SQUAD ONLY.**  
Add 1 Stormtrooper Marksman miniature.  
➔ 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 or , the chosen unit suffers 1 Wound and gains 1 Suppression token.

**STORMTROOPER  
MARKSMAN**

30



**STORMTROOPER RIOT SQUAD ONLY.**  
Add 1 Stormtrooper Marksman miniature.  
➔ 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 or , the chosen unit suffers 1 Wound and gains 1 Suppression token.

**STORMTROOPER  
MARKSMAN**

32



**SHORETROOPERS ONLY.**  
Add 1 T-21B Shoretrooper miniature.

<b>T-21B REPEATING BLASTER</b>			
CRITICAL 1			

**T-21B SHORETROOPER**

32



**SHORETROOPERS ONLY.**  
Add 1 T-21B Shoretrooper miniature.

<b>T-21B REPEATING BLASTER</b>			
CRITICAL 1			

**T-21B SHORETROOPER**

32



**SHORETROOPERS ONLY.**  
Add 1 T-21B Shoretrooper miniature.

<b>T-21B REPEATING BLASTER</b>			
CRITICAL 1			

**T-21B SHORETROOPER**

20



**SCOUT TROOPERS,  
STRIKE TEAM ONLY.**

Add 1 DLT-19x Sniper miniature.

<b>DLT-19x SNIPER RIFLE</b>	2-5	1
HIGH VELOCITY, OVERWHELM, SNIPER TEAM		

**DLT-19x SNIPER**

20



**SCOUT TROOPERS,  
STRIKE TEAM ONLY.**

Add 1 DLT-19x Sniper miniature.

<b>DLT-19x SNIPER RIFLE</b>	2-5	1
HIGH VELOCITY, OVERWHELM, SNIPER TEAM		

**DLT-19x SNIPER**

20



**SCOUT TROOPERS,  
STRIKE TEAM ONLY.**

Add 1 DLT-19x Sniper miniature.

<b>DLT-19x SNIPER RIFLE</b>	2-5	1
HIGH VELOCITY, OVERWHELM, SNIPER TEAM		

**DLT-19x SNIPER**

20



**SCOUT TROOPERS,  
STRIKE TEAM ONLY.**

Add 1 DLT-19x Sniper miniature.

<b>DLT-19x SNIPER RIFLE</b>	2-5	1
HIGH VELOCITY, OVERWHELM, SNIPER TEAM		

**DLT-19x SNIPER**

17



**SCOUT TROOPERS ONLY.**

Add 1 Sonic Charge Saboteur miniature.  
When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

<b>SONIC CHARGE</b>	-1	1	2
BLAST, IMPACT 4, SUPPRESSIVE			

**SONIC CHARGE SABOTEUR**

17



**SCOUT TROOPERS ONLY.**

Add 1 Sonic Charge Saboteur miniature.  
When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

<b>SONIC CHARGE</b>	-1	1	2
BLAST, IMPACT 4, SUPPRESSIVE			

**SONIC CHARGE SABOTEUR**

17



**SCOUT TROOPERS ONLY.**

Add 1 Sonic Charge Saboteur miniature.  
When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

<b>SONIC CHARGE</b>	-1	1	2
BLAST, IMPACT 4, SUPPRESSIVE			

**SONIC CHARGE SABOTEUR**

17



**SCOUT TROOPERS ONLY.**

Add 1 Sonic Charge Saboteur miniature.  
When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

<b>SONIC CHARGE</b>	-1	1	2
BLAST, IMPACT 4, SUPPRESSIVE			

**SONIC CHARGE SABOTEUR**

30



**IMPERIAL DEATH TROOPERS ONLY.**

Add 1 DLT-19D Trooper miniature.

<b>DLT-19D BLASTER RIFLE</b>	1-4	2	1
IMPACT 1			

**DLT-19D TROOPER**

30



**IMPERIAL DEATH TROOPERS ONLY.**  
Add 1 DLT-19D Trooper miniature.

<b>DLT-19D BLASTER RIFLE</b>	◆1-4	◆2	◆1
<small>IMPACT 1</small>			

**DLT-19D TROOPER**

15



**IMPERIAL DEATH TROOPERS ONLY.**  
Add 1 DT-F16 miniature.  
This unit gains **COMPEL**.  
**LEADER.**

<b>E-11D BLASTER RIFLE</b>	◆1-3	◆1	◆1
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**DT-F16**

35



**IMPERIAL SPECIAL FORCES OR TROOPER ONLY.**  
Add 1 Del Meeko miniature.  
**REPAIR 2: CAPACITY 1.**

<b>DEL'S DLT-19x</b>	◆1-5	◆2
<small>HIGH VELOCITY. LETHAL 1</small>		

**DEL MEEKO**

29



**IMPERIAL SPECIAL FORCES OR TROOPER ONLY.**  
Add 1 Gideon Hask miniature.  
**LEADER.**  
This unit increases its **COORDINATE** by 1. This unit gains **COORDINATE: TROOPER.**

<b>GIDEON'S E-11</b>	◆1-3	◆2
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**GIDEON HASK**

27



**IMPERIAL SPECIAL FORCES ONLY.**  
Add 1 T-21 Trooper miniature.

<b>T-21 REPEATING BLASTER</b>	◆1-3	◆4
<small>CRITICAL 2</small>		

**T-21 SPECIAL FORCES TROOPER**

27



**IMPERIAL SPECIAL FORCES ONLY.**  
Add 1 T-21 Trooper miniature.

<b>T-21 REPEATING BLASTER</b>	◆1-3	◆4
<small>CRITICAL 2</small>		

**T-21 SPECIAL FORCES TROOPER**

25



**RANGE TROOPERS ONLY.**  
Add 1 DLT-20A Range Trooper miniature.

<b>DLT-20A BLASTER RIFLE</b>	◆1-5	◆2
<small>IMPACT 2</small>		

**DLT-20A RANGE TROOPER**

25



**RANGE TROOPERS ONLY.**  
Add 1 DLT-20A Range Trooper miniature.

<b>DLT-20A BLASTER RIFLE</b>	◆1-5	◆2
<small>IMPACT 2</small>		

**DLT-20A RANGE TROOPER**

28



**RANGE TROOPERS ONLY.**  
Add 1 T-21A Range Trooper miniature.

<b>T-21A REPEATING BLASTER</b>	◆1-4	◆2	◆2
<small>SUPPRESSIVE</small>			

**T-21A RANGE TROOPER**

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28



**RANGE TROOPERS ONLY.**

Add 1 T-21A Range Trooper miniature.

<b>T-21A REPEATING BLASTER</b>	#1-4	2	2
SUPPRESSIVE			

**T-21A RANGE TROOPER**

45



**IMPERIAL DARK TROOPERS ONLY.**

Add 1 SM-9 Frag Launcher Dark Trooper miniature.

<b>SM-9 FRAG LAUNCHER</b>	#1-2	2	1
BLAST, CYCLE, IMPACT 2			

**SM-9 FRAG LAUNCHER DARK TROOPER**

55



**IMPERIAL DARK TROOPERS ONLY.**

Add 1 XS-IV Assault Cannon Dark Trooper miniature.

<b>XS-IV ASSAULT CANNON</b>	#1-3	4	
CRITICAL 1			

**XS-IV ASSAULT CANNON DARK TROOPER**

36



**IMPERIAL DARK TROOPERS ONLY.**

Add 1 Mertilizer Dark Trooper miniature.

<b>MERTALIZER</b>	2	1
SUPPRESSIVE		

**MERTALIZER DARK TROOPER**

8



**STORMTROOPERS ONLY.**

Add 1 Stormtrooper miniature.

**STORMTROOPER**

8



**STORMTROOPERS ONLY.**

Add 1 Stormtrooper miniature.

**STORMTROOPER**

8



**STORMTROOPERS ONLY.**

Add 1 Stormtrooper miniature.

**STORMTROOPER**

46



**STORMTROOPERS ONLY.**

Add 5 Stormtrooper 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.

**STORMTROOPER SQUAD**

46



**STORMTROOPERS ONLY.**

Add 5 Stormtrooper 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.

**STORMTROOPER SQUAD**



46

**STORMTROOPERS ONLY.**

Add 5 Stormtrooper 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.

**STORMTROOPER SQUAD**



10

**STORMTROOPERS ONLY.**

Add 1 Stormtrooper Captain miniature.

This unit gains a 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.

**LEADER.**

**STORMTROOPER CAPTAIN**



10

**STORMTROOPERS ONLY.**

Add 1 Stormtrooper Captain miniature.

This unit gains a 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.

**LEADER.**

**STORMTROOPER CAPTAIN**



10

**STORMTROOPERS ONLY.**

Add 1 Stormtrooper Captain miniature.

This unit gains a 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.

**LEADER.**

**STORMTROOPER CAPTAIN**



9

**STORMTROOPERS ONLY.**

Add 1 Stormtrooper Specialist miniature.

This unit gains a upgrade icon.

P This unit gains 1 Aim token or 1 Surge token.

**STORMTROOPER SPECIALIST**



9

**STORMTROOPERS ONLY.**

Add 1 Stormtrooper Specialist miniature.

This unit gains a upgrade icon.

P This unit gains 1 Aim token or 1 Surge token.

**STORMTROOPER SPECIALIST**



9

**STORMTROOPERS ONLY.**

Add 1 Stormtrooper Specialist miniature.

This unit gains a upgrade icon.

P This unit gains 1 Aim token or 1 Surge token.

**STORMTROOPER SPECIALIST**



17

**TROOPER ONLY.**

Add 1 Imperial Officer miniature.

**LEADER.**

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

**IMPERIAL OFFICER**



17

**TROOPER ONLY.**

Add 1 Imperial Officer miniature.

**LEADER.**

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

**IMPERIAL OFFICER**

17



**▲ TROOPER ONLY.**

Add 1 Imperial Officer miniature.

**LEADER.**

This unit increases its by 1.

This unit gains **INSPIRE 1**.

**IMPERIAL OFFICER**

10



**▲ TROOPER ONLY.**

Add 1 Imperial Comms Technician miniature.

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

**IMPERIAL COMMS TECHNICIAN**

10



**▲ TROOPER ONLY.**

Add 1 Imperial Comms Technician miniature.

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

**IMPERIAL COMMS TECHNICIAN**

10



**▲ TROOPER ONLY.**

Add 1 Imperial Comms Technician miniature.

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

**IMPERIAL COMMS TECHNICIAN**

22



**▲ TROOPER ONLY.**

Add 1 FX-9 Medical Droid miniature.

**NONCOMBATANT.**

► **TREAT 1: CAPACITY 2.**

**FX-9 MEDICAL DROID**

22



**▲ TROOPER ONLY.**

Add 1 FX-9 Medical Droid miniature.

**NONCOMBATANT.**

► **TREAT 1: CAPACITY 2.**

**FX-9 MEDICAL DROID**

22



**▲ TROOPER ONLY.**

Add 1 FX-9 Medical Droid miniature.

**NONCOMBATANT.**

► **TREAT 1: CAPACITY 2.**

**FX-9 MEDICAL DROID**

8



**SNOWTROOPERS ONLY.**

Add 1 Snowtrooper miniature.

**SNOWTROOPER**

8



**SNOWTROOPERS ONLY.**

Add 1 Snowtrooper miniature.

**SNOWTROOPER**

8



**SNOWTROOPERS ONLY.**

Add 1 Snowtrooper miniature.

**SNOWTROOPER**

46



**SNOWTROOPERS ONLY.**

Add 5 Snowtrooper 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.

**SNOWTROOPER SQUAD**

46



**SNOWTROOPERS ONLY.**

Add 5 Snowtrooper 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.

**SNOWTROOPER SQUAD**

46



**SNOWTROOPERS ONLY.**

Add 5 Snowtrooper 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.

**SNOWTROOPER SQUAD**

10



**SHORETROOPERS ONLY.**

Add 1 Shoretrooper miniature.

**SHORETROOPER**

10



**SHORETROOPERS ONLY.**

Add 1 Shoretrooper miniature.

**SHORETROOPER**

10



**SHORETROOPERS ONLY.**

Add 1 Shoretrooper miniature.

**SHORETROOPER**

70



**SHORETROOPERS ONLY.**

Add 5 Shoretrooper 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.

**SHORETROOPER SQUAD**

70



**SHORETROOPERS ONLY.**

Add 5 Shoretrooper 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.

**SHORETROOPER SQUAD**



70

**SHORETROOPERS ONLY.**

Add 5 Shoretrooper 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.

**SHORETROOPER SQUAD**



15

**RANGE TROOPERS ONLY.**

Add 1 Range Trooper miniature.

**RANGE TROOPER**



15

**RANGE TROOPERS ONLY.**

Add 1 Range Trooper miniature.

**RANGE TROOPER**



32

**IMPERIAL DARK TROOPERS ONLY.**

Add 1 Imperial Dark Trooper miniature.

**IMPERIAL DARK TROOPER**



5

**ONLY.**

This unit gains **FIELD COMMANDER**.

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

The chosen unit gains 1 Aim token and 1 Suppression token.

**GOVERNOR PRYCE**



5

**GROUND VEHICLE ONLY.**

This unit gains **TACTICAL 1**.

**FIRST SERGEANT ARBMAB**



5

**GROUND VEHICLE ONLY.**

This unit gains **ARSENAL 2** and **FIELD COMMANDER**.

**GENERAL WEISS**



8

**REPULSOR VEHICLE ONLY.**

This unit gains **MARKSMAN**.

After this unit makes a Recover action, it gains 1 Aim token.

**BARON RUDOR**



10

**GROUND VEHICLE ONLY.**

This unit gains **2**.

**IMPERIAL HAMMERS ELITE ARMOR PILOT**

8



**REPULSOR VEHICLE ONLY.**

This unit increases its maximum Speed by 1.

### IMPERIAL TIE PILOT

10



**AT-ST ONLY.**

**88i TWIN LIGHT BLASTER** #1-3  
FIXED: FRONT, IMPACT 1

### 88i TWIN LIGHT BLASTER

5



**AT-ST ONLY.**

**AT-ST MORTAR LAUNCHER** #4-4  
FIXED: FRONT, SUPPRESSIVE

### AT-ST MORTAR LAUNCHER

8



**AT-ST ONLY.**

**DW-3 GRENADE LAUNCHER** #1-2  
FIXED: FRONT, BLAST

### DW-3 GRENADE LAUNCHER

18



**TX-225 GAVw OCCUPIER TANK ONLY.**

**DLT-19 BLASTER RIFLE** #1-4  
IMPACT 1

### PINTLE-MOUNTED DLT-19

14



**TX-225 GAVw OCCUPIER TANK ONLY.**

**RT-97C BLASTER RIFLE** #1-4

### PINTLE-MOUNTED RT-97C

5



**IMPERIAL DARK TROOPERS ONLY.**

This unit can only be issued Orders by a unit. This unit gains **RETINUE**.

### PROGRAMMED LOYALTY

0



**IMPERIAL DEATH TROOPERS ONLY.**  
**RECONFIGURE.**

**E-11D FOCUSED FIRE** #1-4  
SUPPRESSIVE

### E-11D FOCUSED FIRE CONFIGURATION

0



**IMPERIAL DEATH TROOPERS ONLY.**  
**RECONFIGURE.**

**E-11D GRENADE LAUNCHER** #1-2  
BLAST

### E-11D GRENADE LAUNCHER CONFIGURATION



0



IMPERIAL DEATH TROOPERS ONLY.  
RECONFIGURE.

E-11D FOCUSED FIRE	1-4	1
SUPPRESSIVE		

**E-11D FOCUSED  
FIRE CONFIGURATION**



0



IMPERIAL DEATH TROOPERS ONLY.  
RECONFIGURE.

E-11D GRENADE LAUNCHER	1-2	1
BLAST		

**E-11D GRENADE LAUNCHER  
CONFIGURATION**



10

DEWBACK RIDER ONLY.

CR-24 FLAME RIFLE	-1	1	1
BLAST, SPRAY			

**CR-24 FLAME RIFLE**



10

DEWBACK RIDER ONLY.

CR-24 FLAME RIFLE	-1	1	1
BLAST, SPRAY			

**CR-24 FLAME RIFLE**



5

DEWBACK RIDER ONLY.

RT-97C BLASTER RIFLE	1-4	1	3
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**RT-97C BLASTER RIFLE**



5

DEWBACK RIDER ONLY.

RT-97C BLASTER RIFLE	1-4	1	3
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**RT-97C BLASTER RIFLE**



5

DEWBACK RIDER ONLY.

T-21 BLASTER RIFLE	1-3	4
CRITICAL 2		

**T-21 BLASTER RIFLE**



5

DEWBACK RIDER ONLY.

T-21 BLASTER RIFLE	1-3	4
CRITICAL 2		

**T-21 BLASTER RIFLE**



15

MOFF GIDEON ONLY.

This unit gains **DEMORALIZE 1**  
and **IMMUNE: MELEE PIERCE**.

THE DARKSABER		5
IMPACT 1, PIERCE 1		

**•THE DARKSABER**

5



**FIFTH BROTHER OR SEVENTH SISTER ONLY.**

This unit gains **DEMORALIZE 1**. When an enemy unit within 1 exhausts a ☺ upgrade, you may roll a red defense die. On a ▼ or ▼ result, cancel that upgrade's effect. The upgrade remains exhausted.

**INQUISITORIUS TRAINING**

5



**FIFTH BROTHER OR SEVENTH SISTER ONLY.**

This unit gains **DEMORALIZE 1**. When an enemy unit within 1 exhausts a ☺ upgrade, you may roll a red defense die. On a ▼ or ▼ result, cancel that upgrade's effect. The upgrade remains exhausted.

**INQUISITORIUS TRAINING**

9



**▲ TROOPER ONLY.**

Add 1 R4 Astromech miniature.

**NONCOMBATANT.**

This unit gains **REPAIR 1: CAPACITY 2.**

**R4 ASTROMECH**

9



**▲ TROOPER ONLY.**

Add 1 R4 Astromech miniature.

**NONCOMBATANT.**

This unit gains **REPAIR 1: CAPACITY 2.**

**R4 ASTROMECH**

9



**▲ TROOPER ONLY.**

Add 1 R4 Astromech miniature.

**NONCOMBATANT.**

This unit gains **REPAIR 1: CAPACITY 2.**

**R4 ASTROMECH**