

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 ⚡ or ⚡, 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 ⚡ or ⚡, 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.**

<b>MPL-57 BARRAGE</b>	#1-3	↻	1
<i>BLAST, IMPACT 2</i>			

**MPL-57 BARRAGE TROOPER**

13



**REBEL TROOPERS ONLY.**

Add 1 SX-21 Trooper miniature.

<b>SX-21 SCATTER BLASTER</b>	#1-2	2	↻
<i>IMPACT 1</i>			

**SX-21 TROOPER**

13



**REBEL TROOPERS ONLY.**

Add 1 SX-21 Trooper miniature.

<b>SX-21 SCATTER BLASTER</b>	#1-2	2	↻
<i>IMPACT 1</i>			

**SX-21 TROOPER**

20



**REBEL TROOPERS ONLY.**

Add 1 Z-6 Trooper miniature.

<b>Z-6 ROTARY BLASTER</b>	#1-3	6
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**Z-6 TROOPER**

20



**REBEL TROOPERS ONLY.**

Add 1 Z-6 Trooper miniature.

<b>Z-6 ROTARY BLASTER</b>	#1-3	6
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**Z-6 TROOPER**

20



**REBEL TROOPERS ONLY.**

Add 1 Z-6 Trooper miniature.

<b>Z-6 ROTARY BLASTER</b>	#1-3	6
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**Z-6 TROOPER**

26



**REBEL VETERANS ONLY.**

Add 1 CM-O/93 Trooper miniature.

<b>CM-O/93</b>	#1-4	4
<i>CRITICAL 2</i>		

**CM-O/93 TROOPER**

26



**REBEL VETERANS ONLY.**

Add 1 CM-O/93 Trooper miniature.

<b>CM-O/93</b>	#1-4	4
<i>CRITICAL 2</i>		

**CM-O/93 TROOPER**

26



**REBEL VETERANS ONLY.**

Add 1 CM-O/93 Trooper miniature.

<b>CM-O/93</b>	#1-4	4
<i>CRITICAL 2</i>		

**CM-O/93 TROOPER**

14



**REBEL COMMANDOS ONLY.**

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

<b>PROTON CHARGE</b>	-1	1	1
<i>BLAST, IMPACT 6</i>			

**PROTON CHARGE SABOTEUR**

22



**FLEET TROOPERS ONLY.**

Add 1 MPL-57 Barrage Trooper miniature.  
**CYCLE.**

<b>MPL-57 BARRAGE</b>	1-3	2	1
<i>BLAST, IMPACT 2</i>			

**MPL-57 BARRAGE TROOPER**

22



**FLEET TROOPERS ONLY.**

Add 1 MPL-57 Barrage Trooper miniature.  
**CYCLE.**

<b>MPL-57 BARRAGE</b>	1-3	2	1
<i>BLAST, IMPACT 2</i>			

**MPL-57 BARRAGE TROOPER**

22



**FLEET TROOPERS ONLY.**

Add 1 Scatter Gun Trooper miniature.

<b>SCATTER GUN</b>	-2	2
<i>PIERCE 1</i>		

**SCATTER GUN TROOPER**

22



**FLEET TROOPERS ONLY.**

Add 1 Scatter Gun Trooper miniature.

<b>SCATTER GUN</b>	-2	2
<i>PIERCE 1</i>		

**SCATTER GUN TROOPER**

22



**FLEET TROOPERS ONLY.**

Add 1 Scatter Gun Trooper miniature.

<b>SCATTER GUN</b>	-2	2
<i>PIERCE 1</i>		

**SCATTER GUN TROOPER**

14



**REBEL COMMANDOS ONLY.**

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

<b>PROTON CHARGE</b>	-1	1	1
<i>BLAST, IMPACT 6</i>			

**PROTON CHARGE SABOTEUR**

14



**REBEL COMMANDOS ONLY.**

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

<b>PROTON CHARGE</b>	-1	1	1
<i>BLAST, IMPACT 6</i>			

**PROTON CHARGE SABOTEUR**

14



**REBEL COMMANDOS ONLY.**

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

<b>PROTON CHARGE</b>	-1	1	1
<i>BLAST, IMPACT 6</i>			

**PROTON CHARGE SABOTEUR**

26



**WOOKIEE WARRIORS ONLY.**

Add 1 Long Gun Wookiee miniature.

<b>LONG GUN</b>	♣ 1-4	⚡
<i>SUPPRESSIVE</i>		

**LONG GUN WOOKIEE**

20



**REBEL COMMANDOS,  
STRIKE TEAM ONLY.**

Add 1 DH-447 Sniper miniature.

<b>DH-447 SNIPER RIFLE</b>	♣ 2-5	⚡	⚡
<i>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</i>			

**DH-447 SNIPER**

20



**REBEL COMMANDOS,  
STRIKE TEAM ONLY.**

Add 1 DH-447 Sniper miniature.

<b>DH-447 SNIPER RIFLE</b>	♣ 2-5	⚡	⚡
<i>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</i>			

**DH-447 SNIPER**

20



**REBEL COMMANDOS,  
STRIKE TEAM ONLY.**

Add 1 DH-447 Sniper miniature.

<b>DH-447 SNIPER RIFLE</b>	♣ 2-5	⚡	⚡
<i>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</i>			

**DH-447 SNIPER**

20



**REBEL COMMANDOS,  
STRIKE TEAM ONLY.**

Add 1 DH-447 Sniper miniature.

<b>DH-447 SNIPER RIFLE</b>	♣ 2-5	⚡	⚡
<i>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</i>			

**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**.

<b>BATTLE SHIELD</b>	⚡	⚡
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**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.

<b>BATTLE SHIELD</b>	⚡	⚡
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**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**.

<b>BATTLE SHIELD</b>	⚡	⚡
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**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.

<b>BATTLE SHIELD</b>	⚡	⚡
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**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.

<b>LONG GUN</b>	#1-4	2
<i>SUPPRESSIVE</i>		



31

**WOOKIEE WARRIORS ONLY.**

Add 1 Bowcaster Wookiee miniature.

<b>BOWCASTER</b>	#1-3	1	1
<i>IMPACT 1. PIERCE 1</i>			

**BOWCASTER WOOKIEE**



31

**WOOKIEE WARRIORS ONLY.**

Add 1 Bowcaster Wookiee miniature.

<b>BOWCASTER</b>	#1-3	1	1
<i>IMPACT 1. PIERCE 1</i>			

**BOWCASTER WOOKIEE**



24

**MANDALORIAN RESISTANCE ONLY.**

Add 1 Beskad Duelist miniature.

This unit gains **DUELIST**.

<b>VIBROBLADE</b>	2
<i>IMPACT 1. PIERCE 1</i>	

**BESKAD DUELIST**



24

**MANDALORIAN RESISTANCE ONLY.**

Add 1 Beskad Duelist miniature.

This unit gains **DUELIST**.

<b>VIBROBLADE</b>	2
<i>IMPACT 1. PIERCE 1</i>	

**BESKAD DUELIST**



34

**MANDALORIAN RESISTANCE ONLY.**

Add 1 Tristan Wren miniature.

<b>TRISTAN'S BLASTER</b>	#1-3	2
<i>LETHAL 1. SUPPRESSIVE</i>		

**TRISTAN WREN**



34

**MANDALORIAN RESISTANCE ONLY.**

Add 1 Ursa Wren miniature.

**LEADER.**

This unit gains **DAUNTLESS**.

<b>URSA'S BLASTER</b>	#1-2	1	1
<i>LONG SHOT</i>			

**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 **[R]** 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 **[R]** 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.

**[R][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.

**[R][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.

**[R][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 **[R]** 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 **1**. 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.

<b>Mo/Dk POWER HARPOON</b>	⚡ 1-2	🔴 1
FIXED: REAR. IMPACT 1. TOW CABLE		

**Mo/Dk POWER HARPOON**

10



AT-RT ONLY.

<b>LASER CANNON</b>	⚡ 2-4	🔴 1	⬛ 2
FIXED: FRONT. IMPACT 3			

**AT-RT LASER CANNON**

15



AT-RT ONLY.

<b>FLAMETHROWER</b>	🔥 -1	⬛ 2
FIXED: FRONT. BLAST. SPRAY		

**AT-RT FLAMETHROWER**

20



AT-RT ONLY.

<b>ROTARY BLASTER</b>	⚡ 1-3	⬛ 5
FIXED: FRONT		

**AT-RT ROTARY BLASTER**

10



T-47 AIRSPEEDER ONLY.

<b>AX-108 "GROUND BUZZER"</b>	⚡ 1-2	⬛ 4
FIXED: REAR		

**AX-108 "GROUND BUZZER"**

10



AT-RT ONLY.

<b>LASER CANNON</b>	⚡ 2-4	🔴 1	⬛ 2
FIXED: FRONT. IMPACT 3			

**AT-RT LASER CANNON**

15



AT-RT ONLY.

<b>FLAMETHROWER</b>	🔥 -1	⬛ 2
FIXED: FRONT. BLAST. SPRAY		

**AT-RT FLAMETHROWER**

20



AT-RT ONLY.

<b>ROTARY BLASTER</b>	⚡ 1-3	⬛ 5
FIXED: FRONT		

**AT-RT ROTARY BLASTER**

28



X-34 LANDSPEEDER ONLY.

<b>M-45 ION BLASTER</b>	⚡ 1-4	⬛ 2	⬛ 2
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



**MANDALORIAN RESISTANCE ONLY.**

**JETPACK ROCKETS** #3-4

BLAST, IMPACT 1



**JETPACK ROCKETS**

5



5



**MANDALORIAN RESISTANCE ONLY.**

**JETPACK ROCKETS** #3-4

BLAST, IMPACT 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



**AG-2G QUAD  
LASER CANNON**

12



**A-A5 SPEEDER TRUCK ONLY.**

**HEAVY LASER CANNON** #1-4

CRITICAL 1



**HEAVY LASER RETROFIT**

5



**MANDALORIAN RESISTANCE ONLY.**

**JETPACK ROCKETS** #3-4

BLAST, IMPACT 1



**JETPACK ROCKETS**

10



**MANDALORIAN RESISTANCE ONLY.**

This unit gains **SHIELDED 2**.

**MANDALORIAN  
COMBAT SHIELDS**

0



**CASSIAN ANDOR ONLY.**  
**RECONFIGURE.**

<b>A280 RIFLE</b>	#1-4	1	1
CUMBERSOME. HIGH VELOCITY. PIERCE 1			

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**A280, RIFLE CONFIG**

0



**CASSIAN ANDOR ONLY.**  
**RECONFIGURE.**

<b>A280 PISTOL</b>	#1-2	2	1
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.

<b>SE-14 BLASTER</b>	#1-2	5
PIERCE 1. SUPPRESSIVE		

**•JYN'S SE-14 BLASTER**

15



**SABINE WREN ONLY.**

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

<b>THE DARKSABER</b>	5
IMPACT 1. PIERCE 1	

**•THE DARKSABER**

5



**SABINE WREN ONLY.**

This unit gains **RECHARGE 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**

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**SABINE WREN ONLY.**

**RTA** 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**