

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



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

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 ☹ 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

DOOR GUNNERS



30

1

▲ DROID TROOPER ONLY.

Add 1 Kraken miniature.

LEADER.

This unit gains 1 upgrade icon.

This unit loses **AI**.

When this unit attacks, it may upgrade 1 attack die for each miniature from this unit that was previously defeated.

| | | | |
|--------------------------|----|--|--|
| KRAKEN'S BLASTER | -3 | | |
| <small>LONG SHOT</small> | | | |

•KRAKEN



28

1

▲ OR ▼ UNIT ONLY.

Add 1 Agent Kallus miniature.

LEADER.

This unit increases its by 1 and gains **DEMORALIZE 1** and 1 upgrade icon.

Choose an enemy unit Engaged with this unit. The chosen unit gains 2 Immobilize tokens.

SIDEARM: RANGED.

| | | | |
|--------------------------|----|--|--|
| J-19 BO-RIFLE | -2 | | |
| <small>LONG SHOT</small> | | | |

•AGENT KALLUS



38

2

▲ CLONE TROOPER ONLY.

Add 1 Clone Captain Rex miniature.

LEADER.

This unit increases its by 1 and gains 1 and 1 upgrade icon. When this unit defeats an enemy unit with an attack, after the Attack action is resolved, this unit may make 1 free action.

| | | | |
|---------------------------|----|--|--|
| DUAL HAND BLASTERS | -2 | | |
|---------------------------|----|--|--|

•CLONE CAPTAIN REX



25

1

▲ UNIT ONLY.

Add 1 Cassian Andor miniature.

LEADER.

This unit increases its by 1 and gains 1 upgrade icon.

When 1 or more miniatures in this unit are defeated, you may flip this card. This card starts the game with this side faceup.

This unit has **LOW PROFILE** and **SECRET MISSION**.

| | | | |
|---------------------------|-----|--|--|
| A280 SNIPER CONFIG | 1-3 | | |
| <small>LONG SHOT</small> | | | |

•CASSIAN ANDOR



25

1

This card starts the game with the other side faceup.

▲ UNIT ONLY.

Add 1 Cassian Andor miniature.

LEADER.

This unit changes its to “-”.

This unit has **UNCANNY LUCK 1**.

Once per Turn, when this unit forms an Attack Pool, add 1 white attack die to the Attack Pool for each miniature from this unit that was previously defeated.

| | | | |
|------------------|----|--|--|
| BLACK OPS | -2 | | |
|------------------|----|--|--|

•CASSIAN ANDOR



38

PYKE SYNDICATE FOOT SOLDIERS ONLY.

Add 5 Pyke Syndicate Foot Soldier miniatures.

This unit gains **INDOMITABLE** and 1 upgrade icon.

This unit is in cohesion if all miniatures in the unit are within 1 of the unit leader instead of 1/2.

This unit has these rules even if these miniatures are defeated.

PYKE SYNDICATE FOOT SOLDIER SQUAD



38

PYKE SYNDICATE FOOT SOLDIERS ONLY.

Add 5 Pyke Syndicate Foot Soldier miniatures.

This unit gains **INDOMITABLE** and 1 upgrade icon.

This unit is in cohesion if all miniatures in the unit are within 1 of the unit leader instead of 1/2.

This unit has these rules even if these miniatures are defeated.

PYKE SYNDICATE FOOT SOLDIER SQUAD



10

ONLY. ▲, ▼▲, OR ♣ ONLY.

Add 1 Imperial Probe Droid miniature.

If this unit is a ▲ unit, it gains 1 upgrade icon.

When this unit declares an attack against an enemy unit that has 1 or more Observation tokens, during the **Declare Defender** step, you may spend 1 of those Observation tokens and ♣ this card. If you do, this unit gains 1 Aim token.

▶▶ OBSERVE 1.

At the start of each End Phase, ready this card.

NONCOMBATANT.

IMPERIAL PROBE DROID



10

ONLY. ▲, ▼▲, OR ♣ ONLY.

Add 1 Imperial Probe Droid miniature.

If this unit is a ▲ unit, it gains 1 upgrade icon.

When this unit declares an attack against an enemy unit that has 1 or more Observation tokens, during the **Declare Defender** step, you may spend 1 of those Observation tokens and ♣ this card. If you do, this unit gains 1 Aim token.

▶▶ OBSERVE 1.

At the start of each End Phase, ready this card.

NONCOMBATANT.

IMPERIAL PROBE DROID



30

IMPERIAL SPECIAL FORCES ONLY.

Add 1 Seventh Sister miniature.

This unit gains **DEMORALIZE 1.**

LEADER. SIDEARM: MELEE, RANGED.

| | | |
|----------------------------|------|---|
| SPINNING LIGHTSABER | ⚔ -2 | 2 |
| IMPACT 1, PIERCE 1 | | |

•SEVENTH SISTER



32

STORMTROOPER RIOT SQUAD ONLY.

Add 1 Fifth Brother miniature.

This unit gains **SPUR.**

LEADER. SIDEARM: MELEE, RANGED.

| | | |
|----------------------------|---|---|
| SPINNING LIGHTSABER | ⚔ | 3 |
| IMPACT 1, PIERCE 1, RAM 1 | | |

•FIFTH BROTHER



25

ARF TROOPERS ONLY.

Add 1 Obi-Wan Kenobi miniature.

This unit gains **IMMUNE: PIERCE.**

When this unit defends against a Ranged attack, during the **Reroll Defense Dice** step, you may ♣ this card. If you do, this unit rerolls all of its defense dice.

LEADER. SIDEARM: MELEE, RANGED.

| | | | |
|--------------------------------|---|---|---|
| KENOBI'S LIGHTSABER | ⚔ | 1 | 1 |
| CRITICAL 1, IMPACT 1, PIERCE 1 | | | |

•OBI-WAN KENOBI



28

ARF TROOPERS OR CLONE TROOPER MARKSMEN ONLY.

Add 1 Clone Commander Cody miniature.

This unit gains **MECHANIZED INFANTRY** and **PRECISE 1.**

LEADER.

| | | | |
|---------------------------|-------|---|---|
| CODY'S DC-15 RIFLE | ♣ 1-4 | 1 | 2 |
| IMPACT 1 | | | |

•CLONE COMMANDER CODY



40

WOOKIEE TROOPER ONLY.

Add 1 Chewbacca miniature.

When this unit attacks, during the **Form Attack Pool** step, choose 1 of this unit's Attack Pools. This unit may upgrade 1 attack dice in that Attack Pool for each miniature adding a weapon to the chosen Attack Pool.

When this unit defends, for each miniature in this unit, you may upgrade 1 of this unit's defense dice.

LEADER.

| | | | |
|------------------------------|-------|---|---|
| CHEWBACCA'S BOWCASTER | ♣ 1-3 | 1 | 2 |
| IMPACT 1 | | | |

•CHEWBACCA

26



ARC TROOPERS ONLY.

Add 1 DC-15x ARC Trooper Gunner miniature.

| | | | |
|----------------------|-----|---|---|
| DC-15x BLASTER RIFLE | 1-3 | 1 | 3 |
| OVERWHELM | | | |

DC-15x ARC TROOPER GUNNER

26



ARC TROOPERS ONLY.

Add 1 DC-15x ARC Trooper Gunner miniature.

| | | | |
|----------------------|-----|---|---|
| DC-15x BLASTER RIFLE | 1-3 | 1 | 3 |
| OVERWHELM | | | |

DC-15x ARC TROOPER GUNNER

36



B1 BATTLE DROIDS OR IG-100 MAGNA GUARD ONLY.

Add 1 General Grievous miniature.

This unit loses **AI** and gains 1 upgrade icon.

When this unit attacks, during the **Form Attack Pool** step, you may upgrade up to 3 of its attack dice. If you do, this unit gains 1 **Suppression** token.

LEADER. SIDEARM: MELEE, RANGED.

| | | |
|--------------------------------|---|---|
| TROPHY LIGHTSABERS | 1 | 1 |
| CRITICAL 1, IMPACT 1, PIERCE 1 | | |

GENERAL GRIEVOUS

26



B1 BATTLE DROIDS OR BX-COMMANDO DROIDS ONLY.

Add 1 Asajj Ventress miniature.

This unit loses **AI** and gains 1 upgrade icon, **CHARGE**, and **DEMORALIZE 1**.

When this unit attacks, during the **Form Attack Pool** step, it may upgrade up to 4 of its attack dice if the defending unit is **Suppressed** or **Panicked**.

LEADER. SIDEARM: MELEE, RANGED.

| | |
|--------------------------------|---|
| ASAJJ'S LIGHTSABERS | 4 |
| CRITICAL 1, IMPACT 1, PIERCE 1 | |

ASAJJ VENTRESS

22



GUERRILLA TROOPERS, REBEL COMMANDOS, OR REBEL TROOPERS ONLY.

Add 1 Jyn Erso miniature.

This unit gains **ANGER SENSE 2**, **DAUNTLESS**, and gains 1 upgrade icon.

LEADER. SIDEARM: MELEE, RANGED.

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|-------------|----|---|---|
| REBELLIOUS | -2 | 1 | 1 |
| SUPPRESSIVE | | | |

JYN ERSO

25



REBEL TROOPERS OR REBEL VETERANS ONLY.

Add 1 Luke Skywalker miniature.

This unit increases its by 1 and gains 1 upgrade icon.

When this unit attacks, after the effect is resolved, you may choose an allied unit within . The chosen unit removes up to 2 **Suppression** tokens.

LEADER. SIDEARM: MELEE.

| | | |
|--------------------------------|---|---|
| ANAKIN'S LIGHTSABER | 1 | 2 |
| CRITICAL 1, IMPACT 1, PIERCE 1 | | |

LUKE SKYWALKER