

B1 BATTLE DROIDS



COUNTLESS

When this Unit becomes Wounded, after the effect is resolved, this Unit may use this ability. This Unit gains an Injured token. Then it removes a Wounded token, all \forall , and one condition from itself.



COMBAT A.I. PROTOCOLS

After an allied **BATTLE DROID** Unit makes a combat action, choose one of the targeted characters that is within $\oplus 4$ of all characters in this Unit, if able. The chosen character gains \heartsuit or \spadesuit .



I HATE THIS JOB

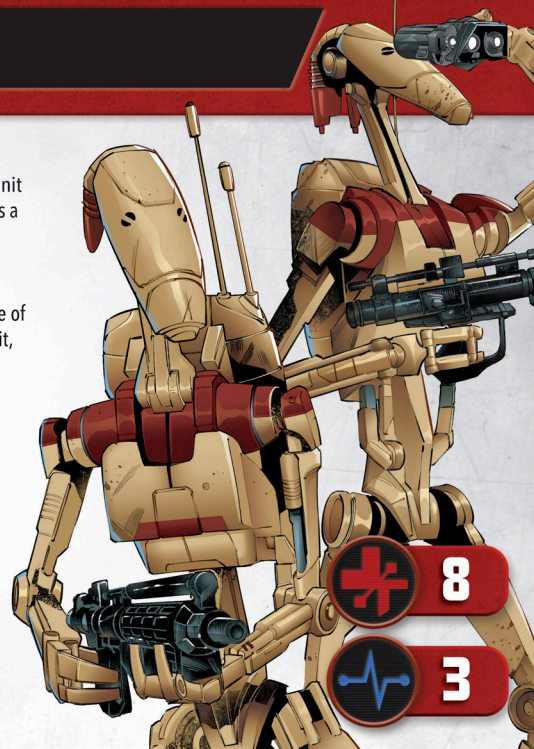
While a character in this Unit is contesting one or more Active objectives, it has **PROTECTION**.



WELL, I GUESS I'M IN CHARGE, NOW

When this Unit's Order Card would be placed in reserve, its controlling player may place it on the bottom of their Order Deck instead.

B1 • BATTLE DROID • DROID • SEPARATIST ALLIANCE • TROOPER



B2 BATTLE DROIDS



RELENTLESS ADVANCE \otimes

Each character in this Unit may $\blacktriangleright\blacktriangleright$.



SATURATION FIRE \otimes

When a character in this Unit targets an enemy character that is contesting one or more Active objectives with an attack, this Unit may use this ability. Add 2 dice to the attack roll.



ENHANCED BLAST ARMOR

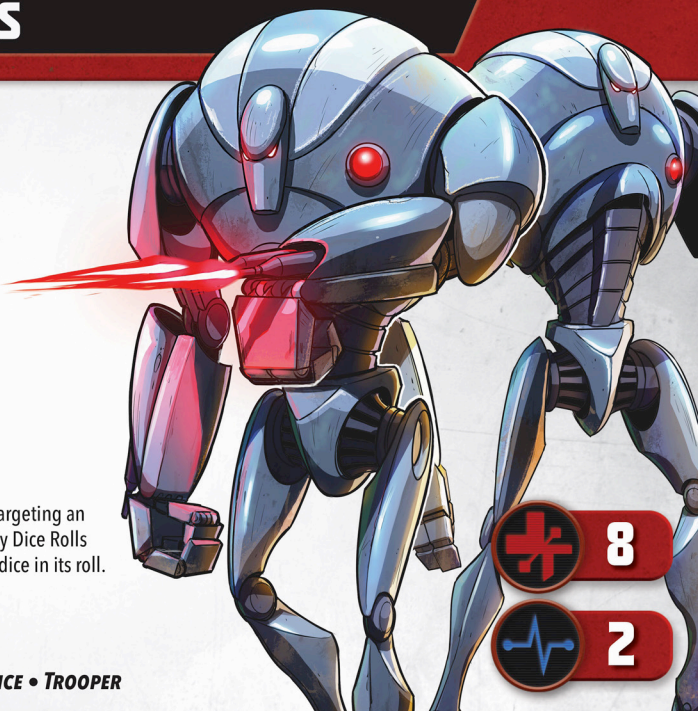
Characters in this Unit have **PROTECTION**.



CLOSE RANGE ANNIHILATION

When a character in this Unit makes an attack targeting an enemy character within $\oplus 3$, during the Modify Dice Rolls step, the attacking character may reroll up to 2 dice in its roll.

B2 • BATTLE DROID • DROID • SEPARATIST ALLIANCE • TROOPER



UNIT UPDATES

Version 1.4 (5/19/2026)

GENERAL VEERS, TACTICAL GENIUS



YOU HAVE YOUR ORDERS

At the start of this Unit's activation, choose an allied **GALACTIC EMPIRE Secondary Unit** or an allied **STORMTROOPER** Unit. Each character in the chosen Unit may **••►**.



I WILL HAVE RESULTS

Choose an allied **STORMTROOPER Supporting** character within $\oplus 4$. The chosen character may **••►**, then may gain **▲**, remove one condition from itself, or make a 5 dice attack.



PREPARE FOR A SURFACE ATTACK

At the end of Setup, choose an allied **STORMTROOPER** Unit. Search your Order Deck for the chosen Unit's Order Card and put it in reserve. Then shuffle your Order Deck and each character in the chosen Unit may **••►**.

Additionally, allied **STORMTROOPER** characters add 1 die to their defense rolls.



WE ARE THE STORM

At the start of this Unit's activation, choose an objective. Each enemy character within $\oplus 2$ of the chosen objective may **••►**. Then each enemy Unit within $\oplus 2$ of the chosen objective suffers **•••••** and each allied Unit within $\oplus 2$ of the chosen objective suffers **••**. Finally, if there is a Control token on the chosen objective, remove that Control token.



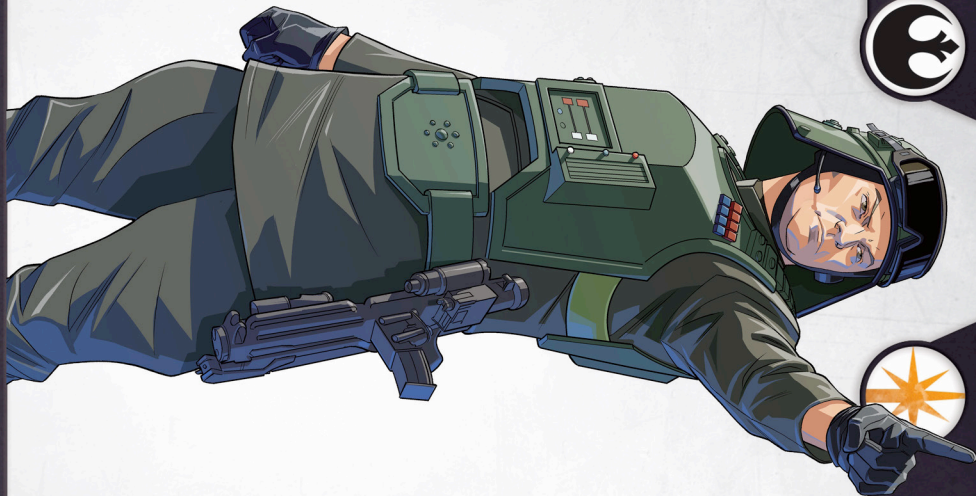
GALACTIC EMPIRE • OFFICER

© LFL © AMG

Maximilian Veers • Primary Unit (2)

Marco Falla

GENERAL VEERS, TACTICAL GENIUS



8 SP

3

UNIT UPDATES

Version 1.4 (5/19/2026)

Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

SNOWTROOPER LIEUTENANT



PRESS ON

At the start of this Unit's activation, you may choose an allied **GALACTIC EMPIRE Supporting Unit**. The chosen Unit may remove one condition from itself. Then one character in the chosen Unit may **▶▶▶**.



DOGGED ASSAULT

When another allied **STORMTROOPER** Unit within $\oplus 5$ makes a combat action, this Unit may use this ability. After all attacks have been resolved, the attacking Unit may immediately make a Take Cover action.



IMPERIAL DISCIPLINE

When an allied **GALACTIC EMPIRE Trooper** character within $\oplus 3$ would gain a condition, it may instead suffer \mathcal{M} .

Additionally, allied **STORMTROOPER** Units do not lose their \mathcal{M} when characters in them become Engaged and can gain and have \mathcal{M} while they have Engaged characters.



ONLY IMPERIAL STORMTROOPERS ARE SO PRECISE

Characters in this Unit have **Sharpshooter [1]**.

GALACTIC EMPIRE • STORMTROOPER • TROOPER



SNOWTROOPERS



FORCED MARCH

At the start of this Unit's Activation, it may suffer \mathcal{M} . If it does, it removes one condition from itself.



ASSAULT TACTICS \oplus

Each character in this Unit may **▶▶▶**. Then this Unit may suffer \mathcal{M} to immediately perform a focus action.



EXTREME CONDITIONS TRAINING

While this Unit has one or more \mathcal{M} , it has **IMMUNITY [!]**.



ONLY IMPERIAL STORMTROOPERS ARE SO PRECISE

Characters in this Unit have **SHARPSHOOTER [1]**.

GALACTIC EMPIRE • STORMTROOPER • TROOPER



UNIT UPDATES

Version 1.4 (5/19/2026)

IMPERIAL SPECIAL FORCES



SPECIAL FORCES CONDITIONING

At the start of this Unit's activation, it may remove M and one condition from itself.



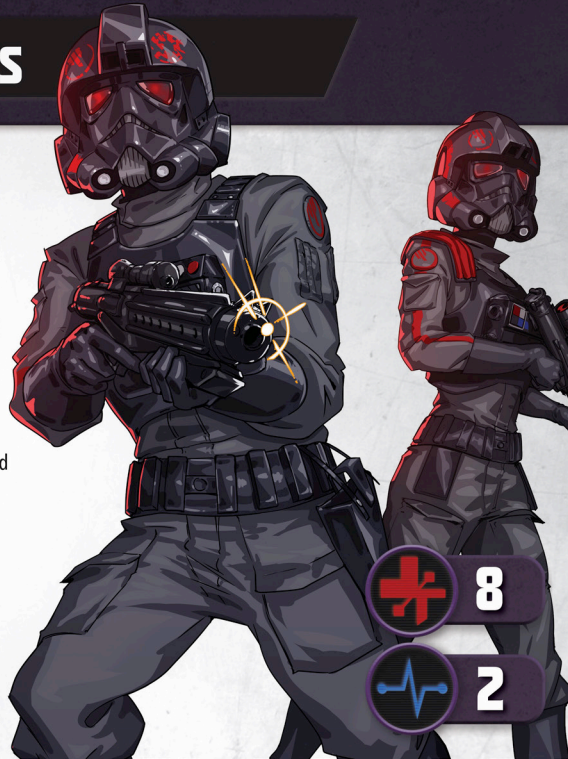
COVERT OPERATIONS

Each character in this Unit may M . If one or more characters end this movement within $\oplus 4$ of an enemy character, this Unit immediately makes a focus action and characters in this Unit have **SHARPSHOOTER [1]** until the end of the Turn.



INFILTRATION

When deploying characters in this Unit, characters may be placed within $\oplus 2$ of the first placed character from that squad's **Primary Unit**, instead of the normal $\oplus 1$.



8
2

GALACTIC EMPIRE • SCOUT • TROOPER

© LFL © AMG

ES-04 • Secondary Unit (2)

ES-04, FIREBRAND

Marco Falla



4PC



0

UNIT UPDATES

Version 1.4 (5/19/2026)

Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

CT-9904, ELITE SQUAD LEADER



MOVE TO POSITION ⊕

One character in this Unit may **↔** or **↕**. Then choose an allied character within ⊕3. The chosen character may **↔**.



REFLECTOR DISCS ⊕

When a character in this Unit makes a **↘** attack, before it chooses a target, this Unit may use this ability. Choose an allied character within ⊕4 and LOS. During this attack, measure range and LOS from the chosen allied character.



EXPENDABLE DISTRACTION

When a character in this Unit makes a **↘** attack as part of a combat action, if the defender is Engaged with one or more allied characters in Units that are not Wounded, it may add 3 dice to its attack roll. If it does, choose one of those Engaged allied characters. The chosen character suffers **☹☹☹**.

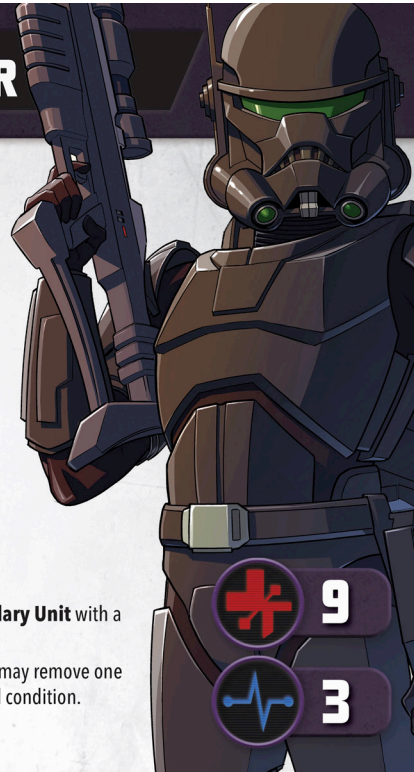


GENETICALLY BRED DEADEYE

When a character in this Unit Wounds an enemy **Primary Unit** or an enemy **Secondary Unit** with a **↘** attack as part of a combat action, after the effect is resolved, refresh ⊕⊕.

Additionally, when a character in this Unit makes a **↘** attack, before dice are rolled, it may remove one or more conditions from the defending Unit. Add ***** to the attack roll for each removed condition.

CLONE TROOPER • GALACTIC EMPIRE



8SP



2

© LFL © AMG

CT-9904 • Primary Unit (2)

Marco Falla

CT-9904, ELITE SQUAD LEADER

UNIT UPDATES

Version 1.4 (5/19/2026)

Permission granted to print or photocopy for personal use.

© & TM Lucasfilm Ltd.

ELITE SQUAD TROOPERS



TACTICAL ADVANCE ⊕

Each character in this Unit may **⦿**. If any characters **⦿**, this Unit immediately makes a focus action.



SUPPORTING FIRE: ⊕

When a character in another allied **GALACTIC EMPIRE** Unit makes an attack as part of a combat action, after the effect is resolved, this Unit may use this ability. If the attacking character is within ⊕5, the attacking Unit may gain ⊕.



SUPPORTING FIRE: ⊕

When a character in another allied **GALACTIC EMPIRE** Unit makes an attack as part of a combat action, after the effect is resolved, this Unit may use this ability. If the attacking character is within ⊕5, it may ⊕.



THE FUTURE OF IMPERIAL MIGHT

Characters in this Unit have **SHARPSHOOTER [1]** and **IMPACT [1]**.



GALACTIC EMPIRE • TROOPER

© LFL © AMG

Supporting Unit (2)

ELITE SQUAD TROOPERS

Marco Falla



4PC



0

UNIT UPDATES

Version 1.4 (5/19/2026)

Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

CAPTAIN CASSIAN ANDOR



WE NEED TO BLEND IN ⊕

Choose another allied **REBEL ALLIANCE** Unit. One character in this Unit and one character in the chosen Unit may **••►**. Then, if the chosen Unit is a **SPY**, this Unit and the chosen Unit gain **▲**.



THIS TOWN IS READY TO BLOW

When another player claims a Struggle Card, this Unit may use this ability. Roll 3 Attack Dice. Each enemy Unit that is contesting one or more Active objectives suffers **☹☹** for each **★** and **♦** result in the roll.



WE'VE ALL DONE TERRIBLE THINGS

When a character in this Unit makes a **☹** attack as part of a combat action, if the defender is Engaged with one or more allied characters in Units that are not Wounded, it may add 3 dice to its attack roll. If it does, choose one of those Engaged allied characters. The chosen character suffers **☹☹☹**.



MAKE TEN MEN FEEL LIKE A HUNDRED

Once per Turn, when an allied Unit becomes Wounded by an enemy attack, after the effect is resolved, choose another allied Unit. One character in the chosen Unit may **••►**. If the chosen Unit is a **SPY**, that character may instead **→**.

Additionally, when an allied **REBEL ALLIANCE** Unit is chosen to activate with a Shatterpoint Card, characters in that Unit have **IMPACT [1]** and **SHARPSHOOTER [1]** until the end of the Turn.

REBEL ALLIANCE • SCOUNDREL • SPY



REBEL COMMANDOS



COMMANDO DOCTRINES ⊕

Each character in this Unit may **••►**. If one or more characters end this movement within **⊕4** of an enemy character, this Unit immediately makes a focus action and gains **▲**.



COORDINATED FIRE: ☹☹

When a character in another allied **REBEL ALLIANCE** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the target character is within **⊕5** of a character in this Unit, the target Unit suffers **☹☹**.



CAMOUFLAGE

At the end of Setup, this Unit may gain **▲**.



INFILTRATION

When deploying characters in this Unit, characters may be placed within **⊕2** of the first placed character from that squad's **Primary Unit**, instead of the normal **⊕1**.

REBEL ALLIANCE • SCOUT • TROOPER



UNIT UPDATES

Version 1.4 (5/19/2026)

BAZE MALBUS AND CHIRRUT ÎMWE



I FEAR NOTHING, FOR ALL IS AS THE FORCE WILLS IT

At the start of this Unit's activation, if it has one or more Injured tokens, refresh ☯. Then, for each Injured token this Unit has, it may remove ☯ or one condition from itself.



WE'VE BEEN IN WORSE CAGES THAN THIS ONE ☯

If this Unit's Active Stance is **I Am One With the Force**, each character in this Unit may ☯. If its Active Stance is **The Force Is With Me**, one character in this Unit may ☯.



GUARDIANS OF THE WHILLS

While this Unit's Active Stance is **I Am One With the Force**, characters in this Unit have **Cover [1]** and **Sharpshooter [1]**. While this Unit's Active Stance is **The Force Is With Me**, characters in this Unit have **Steadfast** and **Impact [1]**.

Additionally, after this Unit changes its Active Stance, it may immediately make a focus action.



HE'S PRAYING FOR THE DOOR TO OPEN

When determining control of an Active objective that all characters in this Unit contest, if there is a tie, you may spend ☯. If you do, remove an opponent's Control token from that objective. Then, if you spent ☯ and if you did not remove an opponent's Control token, gain a Momentum.

REBEL ALLIANCE • SCOUNDREL



NABOO ROYAL HANDMAIDENS



EXPOSE FLANK ☯

Each character in this Unit may ↑. If any character ends this movement at a higher elevation than it began, characters in this Unit have **SHARPSHOOTER [1]** until the end of the Turn and this Unit immediately makes a focus action.



COORDINATED FIRE: ☯

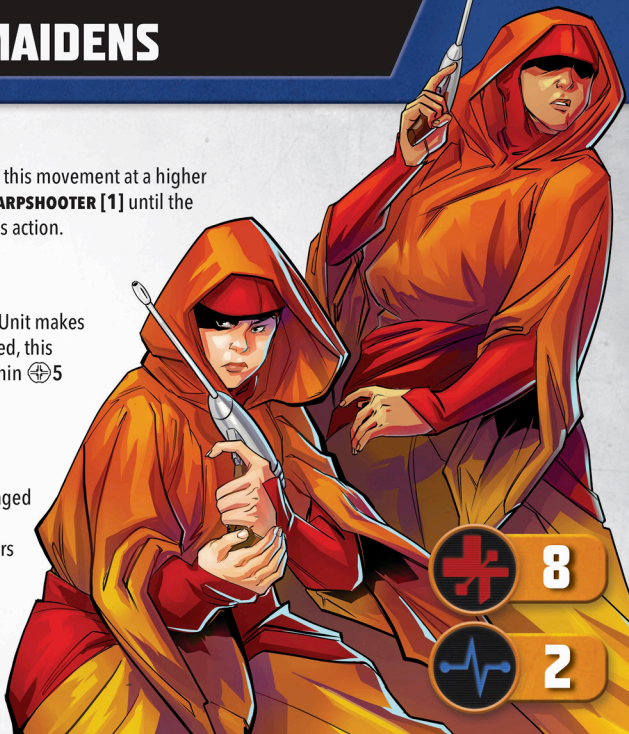
When a character in another allied **GALACTIC REPUBLIC** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within ☯5 of a character in this Unit, the target Unit gains ☯.



INTERCEDE

While this Unit is not Wounded, enemy characters Engaged with one or more characters in this Unit cannot target allied **Primary** characters or allied **Secondary** characters with attacks.

GALACTIC REPUBLIC • HANDMAIDEN • NABOO • TROOPER



UNIT UPDATES

Version 1.4 (5/19/2026)

QUEEN PADMÉ AMIDALA



ROYAL COMMAND

Choose an allied **GALACTIC REPUBLIC** Unit. Each character in the chosen Unit may →.



QUEEN'S GAMBIT

When an opposing player gains one or more Momentum, after the effect is resolved, this Unit may use this ability. One character in this Unit may →.



CRACK SHOT

Characters in this Unit have **SHARPSHOOTER [2]**. When this Unit makes a focus action, each character in this Unit may →.



SERVANT OF THE PEOPLE

When determining control of an Active objective that one or more characters in this Unit are contesting, if there is a tie and if this Unit's Active Stance is **Faith In Diplomacy**, this Unit's controlling player takes control of that objective.

While this Unit is not Wounded, if this Unit's Active Stance is **AGGRESSIVE NEGOTIATIONS**, allied **GALACTIC REPUBLIC Supporting** characters add 1 die to their attack rolls.



GALACTIC REPUBLIC • NABOO

SABÉ, ROYAL BODYGUARD



LOYAL PROTECTORS

At the start of this Unit's activation, choose another allied **GALACTIC REPUBLIC** Unit. Each character in the chosen Unit may →. Then, if the chosen Unit was a **NABOO** Unit, each character in this Unit may →.



EXPOSE FLANK

Each character in this Unit may ↑. If any character ends this movement at a higher elevation than it began, characters in this Unit have **SHARPSHOOTER [1]** until the end of the Turn and this Unit immediately makes a focus action.



STAUNCH BODYGUARD

When an allied **Primary** character is targeted by an enemy attack, before dice are rolled, this Unit may use this ability. One character in this Unit may → Toward that **Primary** character. After this move is resolved, if one or more characters in this Unit are within →2 of the targeted **Primary** character, it adds 2 dice to its defense roll.



DECOY

Before choosing a Unit to activate with your Shatterpoint Card, you may choose an Active objective that is within →2. If you do, choose an allied **NABOO Primary** character. Put each character in this Unit within →1 of the chosen **Primary** character. Then put the chosen **Primary** character within →1 of the chosen Active objective.



GALACTIC REPUBLIC • HANDMAIDEN • NABOO

UNIT UPDATES

Version 1.4 (5/19/2026)

RC-1138 "Boss"



HANG TIGHT TROOPER, DELTA SQUAD ON OUR WAY

At the start of this Unit's activation, each allied Unit **DELTA SQUAD** character within $\oplus 4$ may \dashrightarrow .



DELTA, GIVE ME AN EXPLOSIVE SOLUTION $\otimes \oplus$

Choose an allied **Delta Squad** Unit and an Active objective within $\oplus 3$ of that Unit. Each character in the chosen Unit may \dashrightarrow . Then roll 3 Attack Dice. For each \oplus or \otimes result in the roll, each Unit within $\oplus 2$ of the chosen objective suffers \otimes and then removes any \uparrow it has.



LET'S GET IN THERE AND START BREAKING THINGS

When a character in this Unit would \dashrightarrow , it may suffer \otimes . If it does, it may instead \rightarrow .

Additionally, when a character in this Unit would \rightarrow , it may suffer $\otimes \otimes$. If it does, it may instead \oplus .

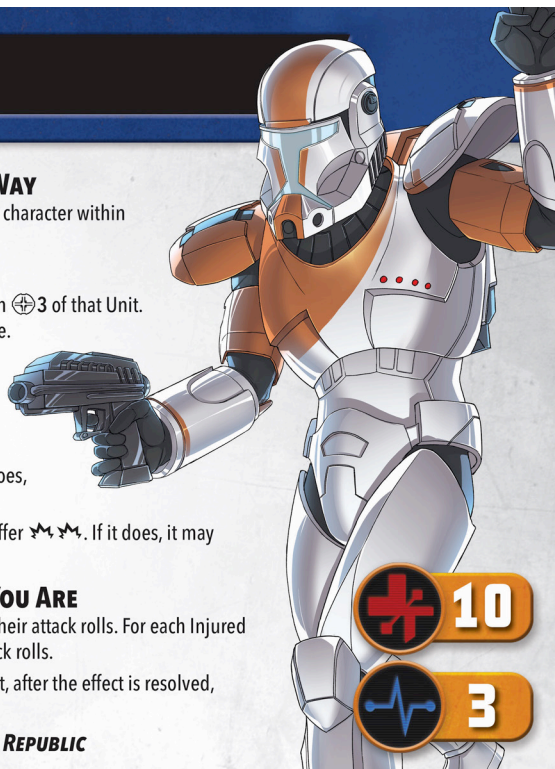


YOU NEED TO LEARN I'M A LOT SCARIER THAN YOU ARE

For every 3 \otimes this Unit has, characters in this Unit add 1 die to their attack rolls. For each Injured token this Unit has, characters in this Unit add 3 dice to their attack rolls.

Additionally, when a character in this Unit Wounds an enemy Unit, after the effect is resolved, refresh \otimes .

CLONE COMMANDO • CLONE TROOPER • DELTA SQUAD • GALACTIC REPUBLIC



"SEV" AND "SCORCH"



POINT ME AT THE ENEMY AND STAY OUT OF MY WAY

At the start of this Unit's activation, each character in this Unit may \dashrightarrow Toward an enemy character.



YES! MORE EXPLOSIVES! \otimes

Choose an enemy Unit within $\oplus 3$. Then roll 5 Attack Dice. The chosen Unit suffers \otimes for each ∇ result in the roll. Then if the chosen Unit suffered one or more \otimes , it gains \heartsuit .



RULE 17: ALWAYS MAKE SURE THEY'RE DEAD $\otimes \oplus$

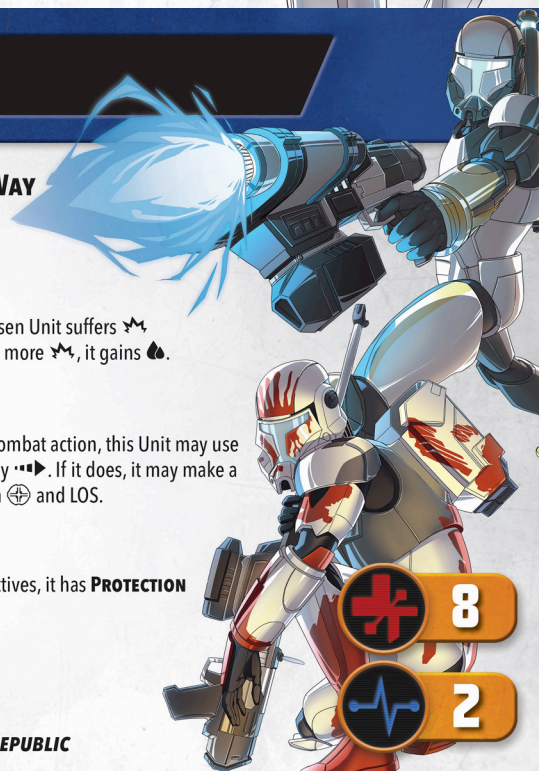
After another allied **GALACTIC REPUBLIC** Unit within $\oplus 3$ makes a combat action, this Unit may use this ability. Choose a character in this Unit. The chosen character may \dashrightarrow . If it does, it may make a 5 dice \times attack targeting one of the same enemy characters within \oplus and LOS.



I LOVE MY JOB

While a character in this Unit is contesting one or more Active objectives, it has **PROTECTION** and **STEADFAST**.


CLONE COMMANDO • CLONE TROOPER • DELTA SQUAD • GALACTIC REPUBLIC





UNIT UPDATES


Version 1.4 (5/19/2026)

JEDI MASTER KIT FISTO

 **FORCE SPEED** \oplus
Each character in this Unit may \rightarrow .

 **CREATE OPENING** \oplus
When a character in this Unit makes an attack, during the Modify Dice Rolls step, this Unit may use this ability. Change one result in the defense roll to a \mathbf{X} result.


 **SUPPORTING ASSAULT:** $\rightarrow\rightarrow$
When a character in another allied **GALACTIC REPUBLIC** Unit makes an attack as part of a combat action, after the effect is resolved, this Unit may use this ability. If the attacking character is within $\oplus 5$, one character in this Unit may $\rightarrow\rightarrow$.


 **I'M AFRAID I MUST REQUEST YOUR SURRENDER**
Once per Turn, when an enemy character within $\oplus 3$ makes an attack, after the effect is resolved, one character in this Unit may \rightarrow if the attack roll contained one or more \mathbf{X} results.
Once per Turn, when an enemy character within $\oplus 3$ defends against an attack, after the effect is resolved, one character in this Unit may $\rightarrow\rightarrow$ the defender if the defense roll contained one or more \mathbf{X} results.


AQUATIC • FORCE USER • GALACTIC REPUBLIC • JEDI




PADAWAN LEARNERS

 **LESSONS LEARNED**
At the start of this Unit's activation, one character in this Unit may \rightarrow .

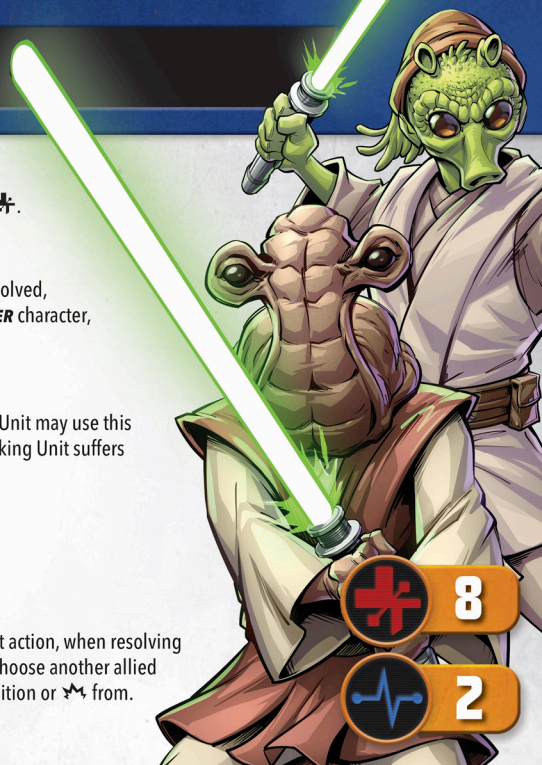
 **FORCE RUSH** \oplus
Each character in this Unit may $\rightarrow\rightarrow$. After all moves have been resolved, if a character in this Unit is within $\oplus 2$ of another allied **FORCE USER** character, this Unit immediately makes a focus action.

 **DEFLECT** \oplus
After a \rightarrow attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more \mathbf{X} results, the attacking Unit suffers $\mathbf{X}\mathbf{X}\mathbf{X}$.

 **LIGHTSABER TRAINING**
Characters in this Unit have **IMPACT [1]**.

 **STRETCH OUT WITH YOUR FEELINGS**
When a character in this Unit makes a \mathbf{X} attack as part of a combat action, when resolving \rightarrow from one of its chosen Combat Tree Options, the attacker may choose another allied character within $\oplus 3$ instead of the normal $\oplus 2$ to remove a condition or \mathbf{X} from.

FORCE USER • GALACTIC REPUBLIC • JEDI • PADAWAN



UNIT UPDATES

Version 1.4 (5/19/2026)

EWOK HUNTERS



STEALTHY APPROACH

Each character in this Unit may **☛**. Then this Unit may gain **☑** or immediately make a focus action.



COORDINATED FIRE:

When a character in another allied **EWOK** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within **☉5** of a character in this Unit, the target Unit gains **☛**.



FOREST DWELLERS

At the end of Setup, this Unit may gain **☑**.
Additionally, at the end of this Unit's activation, it may gain **☑**.



STRENGTH IN NUMBERS

When a character in this Unit makes an attack, if the target is Engaged with one or more allied **EWOK** characters that are not Wounded, add 2 dice to the attack roll.

ENDOR • EWOK • WARRIOR



EWOK TRAPPERS



STEALTHY APPROACH

Each character in this Unit may **☛**. Then this Unit may gain **☑** or immediately make a focus action.



BATTLE TACTICS: PRIMITIVE ARTIFICE

When you create your starting Order Deck, you may include up to one **Primitive Artifice** Battle Tactics Card. When you draw a Battle Tactics Card, resolve the effects of that card then draw another Order Card and continue your Turn as normal.



FOREST DWELLERS

At the end of Setup, this Unit may gain **☑**.
Additionally, at the end of this Unit's activation, it may gain **☑**.



STRENGTH IN NUMBERS

When a character in this Unit makes an attack, if the target is Engaged with one or more allied **EWOK** characters that are not Wounded, add 2 dice to the attack roll.

ENDOR • EWOK • SCOUT



UNIT UPDATES

Version 1.4 (5/19/2026)

ABSOLUTE LOYALTY

	ELG-3A BLASTER PISTOL		COMBAT TRAINING		AGILE DEFENSE
1	*	1	*, ⚡	1-2	⚡
2-3	*, *	2+	⚡, ⚡, ⚡	3+	⚡, ⚡, ⚡
4+	*, *, *				

© LFL © AMG

RAPID FIRE

	DC-17 BLASTER PISTOLS		VIBROBLADE		KATARN-CLASS COMMANDO ARMOR
1	⚡	1-2	*, *	1-2	⚡, ⚡
2-3	⚡, *	3	⚡, *	3	⚡, ⚡, ⚡, ⚡
4+	⚡, ⚡, *	4+	⚡, ⚡	4+	⚡, ⚡, ⚡, ⚡

© LFL © AMG

WET WORK

	DC-17 BLASTER PISTOLS		VIBROBLADE		KATARN-CLASS COMMANDO ARMOR
1-2	*	1	⚡	1-2	⚡, ⚡, ⚡
3	*, *, *	2	⚡, ⚡	3	⚡, ⚡, ⚡, ⚡
4+	⚡, ⚡, *	3+	⚡, ⚡, ⚡	4+	⚡, ⚡, ⚡, ⚡

© LFL © AMG

STANCE UPDATES

Version 1.4 (5/19/2026)

B1 COMBAT PROTOCOLS

	E-5 BLASTER RIFLE		BASH		OCCUPATION PROTOCOLS
1-2	*	1-3	*	1	
3	*, *	4+	⊕	2-3	⊕
4+	*, *, *			4+	⊕, ⊕

B1 BATTLE DROIDS © LFL © AMG

DISCIPLINED ASSAULT

	E-11 BLASTER RIFLE		COMBAT TRAINING		SNOWTROOPER ARMOR
1-2	⊕, *	1-2	⚡	1-2	⊕
3+	⊕, *, ♠	3+	*, ⚡	3+	⊕, ⊕

SNOWTROOPER LIEUTENANT © LFL © AMG

BLIZZARD TACTICS

	E-11 BLASTER RIFLE		COMBAT TRAINING		SNOWTROOPER ARMOR
1	⚡	1	⚡	1-2	⊕
2	⊕, ⚡	2+	*, ⚡	3+	⊕, ⊕
3+	⊕, *, ⚡				

SNOWTROOPERS © LFL © AMG

STANCE UPDATES
Version 1.4 (5/19/2026)

WALKABOUT

	BOW		TENACIOUS STRIKES		SITUATIONAL AWARENESS
1-2	☉	1	☉	1-2	☉
3	☉, ☉	2-3	☉, ☉	3+	☉, ☉
4+	☉, ☉, ☉	4+	☉, ☉		

EWOK HUNTERS

RUNNING TRAPS

	SLING		SPEAR		SITUATIONAL AWARENESS
1	☉	1	☉, ☉	1-2	☉
2+	☉, ☉	2-3	☉, ☉, ☉	3+	☉, ☉
		4+	☉, ☉, ☉		

STANCE UPDATES

Version 1.4 (5/19/2026)

501ST CLONE TROOPERS



DEFENSIVE MANEUVER

Each character in this Unit may \rightarrow . If any characters \rightarrow , this Unit gains \uparrow .



COORDINATED FIRE:

When a character in another allied **GALACTIC REPUBLIC** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within $\oplus 5$ of a character in this Unit, the target Unit gains \heartsuit .



BROTHERS IN ARMS

While this Unit has one or more \uparrow , characters in this Unit have **STEADFAST**.



501ST • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER

AHSOKA TANO, JEDI NO MORE



FORCE SPEED

Each character in this Unit may \rightarrow .



WHAT'S THE MATTER, TOO FAST FOR YOU?

When a character in this Unit would suffer \heartsuit from a \times attack, this Unit may use this ability. This Unit suffers half the \heartsuit in the Damage Pool. The attacking Unit suffers the remaining \heartsuit .



DEFLECT

After a \heartsuit attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more \times results, the attacking Unit suffers \heartsuit .



YOU'LL FIND I HAVE MANY QUALITIES FOR YOU TO DISLIKE

While this Unit is not Wounded, characters in this Unit and allied characters within $\oplus 2$ add \diamond to their defense rolls.



FIERCE PROTECTOR

When another allied Unit is Wounded by an enemy attack, after the effect is resolved, choose a character in this Unit. The chosen character may \heartsuit . Then the chosen character may \rightarrow or \curvearrowright and then may make a \times attack targeting the enemy character that caused the effect.



FORCE USER • GALACTIC REPUBLIC

UNIT UPDATES

Version 1.3 (9/25/2025)

GENERAL ANAKIN SKYWALKER



FORCE JUMP

Each character in this Unit may



I'M GOING TO END THIS

After this Unit makes a combat action, it may use this ability. This Unit may change its Active Stance. Then one character in this Unit may make a



DEFLECT

After a

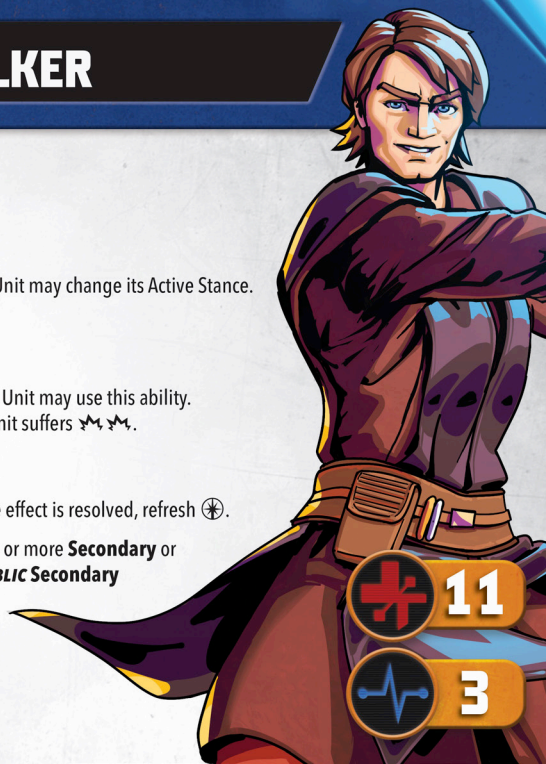


THIS IS WHERE THE FUN BEGINS

Each time a character in this Unit Wounds an enemy Unit, after the effect is resolved, refresh

Additionally, at the end of this Unit's activation, if it Wounded one or more **Secondary** or **Primary Units** during that activation, each allied **GALACTIC REPUBLIC Secondary** and each allied **GALACTIC REPUBLIC Supporting** character may . Then, if this Unit Wounded one or more **Primary Units** during its activation, move the Struggle token one space toward your Momentum tokens.

501ST • FORCE USER • GALACTIC REPUBLIC • JEDI



REPUBLIC CLONE COMMANDOS



DEFENSIVE MANEUVER

Each character in this Unit may . If any characters , this Unit gains .



COORDINATED FIRE:

When a character in another allied **GALACTIC REPUBLIC** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within 5 of a character in this Unit, the target Unit suffers .



ASCENSION CABLES

Characters in this Unit have **SCALE**.



BROTHERS IN ARMS

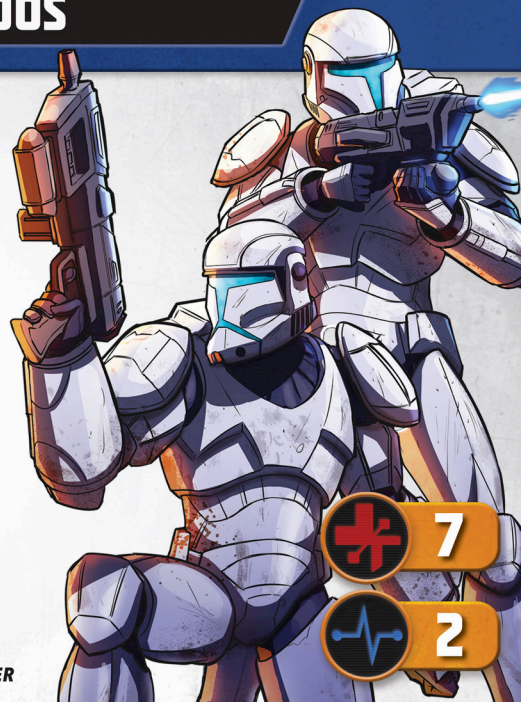
While this Unit has one or more , characters in this Unit have **STEADFAST**.



COMMANDO ARMOR

Characters in this Unit have **PROTECTION**.

CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER



UNIT UPDATES

Version 1.3 (9/25/2025)

CC-2224 CLONE COMMANDER CODY



WE'VE GOT A BIG PROBLEM...

At the start of this Unit's activation, choose an Active objective. One character in this Unit may toward the chosen objective. Then choose an enemy character within $\oplus 3$ that is contesting the chosen objective, if able. The chosen character gains .



DEFENSIVE MANEUVER

Each character in this Unit may . If any characters , this Unit gains .



BRING IT DOWN!

When an allied **CLONE TROOPER Supporting** character within $\oplus 4$ that has one or more makes a attack as part of a combat action, it may reroll up to two of its results.



SAY GOODNIGHT, CLANKER!

Characters in this Unit have **SHARPSHOOTER [2]**. When a character in this Unit makes a attack, the target does not benefit from **COVER**.

212TH • CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC



212TH CLONE TROOPERS



DEFENSIVE MANEUVER

Each character in this Unit may . If any characters , this Unit gains .



COORDINATED FIRE:

When a character in another allied **GALACTIC REPUBLIC** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within $\oplus 5$ of a character in this Unit, the target Unit gains .



BROTHERS IN ARMS

While this Unit has one or more , characters in this Unit have **STEADFAST**.



CLONE MARKSMEN

Characters in this Unit have **SHARPSHOOTER [1]**.

212TH • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER



UNIT UPDATES

Version 1.3 (9/25/2025)

JEDI MASTER MACE WINDU



RUSH TO ACTION

At the start of this Unit's Activation, choose another allied **GALACTIC REPUBLIC** Unit. Each character in this Unit and each character in the chosen Unit may "►".



SHATTERPOINT

When an allied Unit is chosen to activate with a Shatterpoint Card, before that Unit activates, resolve an effect based on this Unit's Active Stance. If this Unit's Active Stance is **FORM VII VAAPAD**, one character in this Unit may "►" and then may make a 5 dice attack. If its Active Stance is **JEDI MASTER**, refresh ⊕⊕ and one character in this Unit may ✦✦✦.



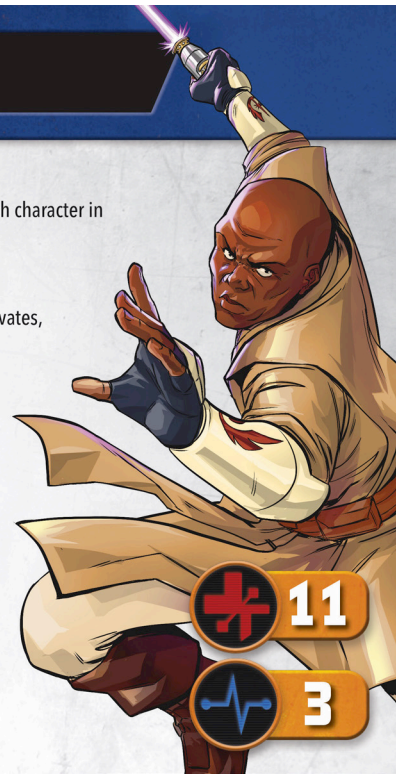
TEMPERED AGGRESSION

When a character in this Unit attacks or defends, before dice are rolled, this Unit may spend 1-3 ⊕. If it does, that character adds 1 die to its roll for each ⊕ spent.



THIS PARTY'S OVER

While a character in this Unit is Engaged, allied **GALACTIC REPUBLIC** characters within ⊕5 have **STEADFAST** and **PROTECTION**.



FORCE USER • GALACTIC REPUBLIC • JEDI

© LFL © AMG

JEDI MASTER MACE WINDU
Mace Windu • Primary Unit (2)

Gary Daniels III



7 SP



4

UNIT UPDATES

Version 1.3 (9/25/2025)

Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

ARF CLONE TROOPERS



DEFENSIVE MANEUVER

Each character in this Unit may **↖**. If any characters **↖**, this Unit gains **▲**.



SUPPORTING FIRE: **↖**

When a character in another allied **GALACTIC REPUBLIC** Unit makes an attack as part of a combat action, after the effect is resolved, this Unit may use this ability. If the attacking character is within **⊕5**, that character may **↖**.



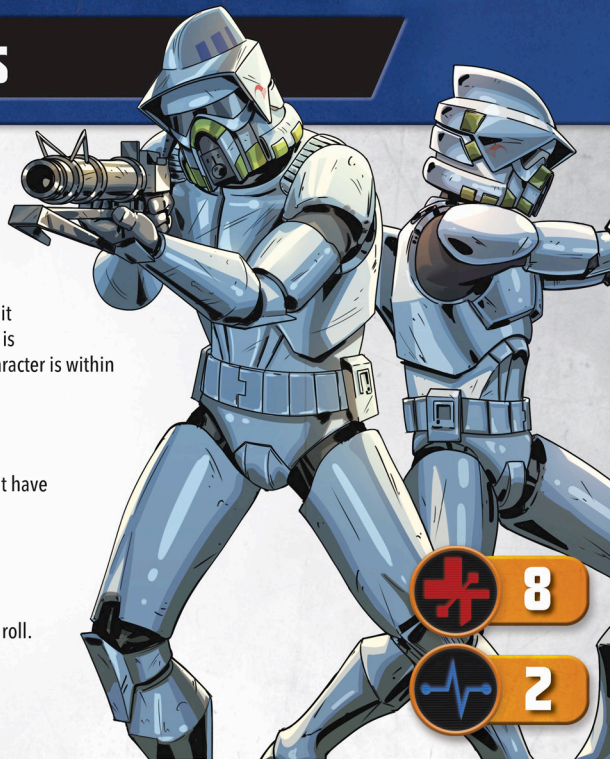
BROTHERS IN ARMS

While this Unit has one or more **▲**, characters in this Unit have **STEADFAST**.



LAY LOW

When a character in this Unit rolls defense dice during a **↖** attack, if this Unit has one or more **▲**, add **◆** to the roll.



+ 8

⚡ 2

ARF • CLONE TROOPER • GALACTIC REPUBLIC • TROOPER

CT-411 COMMANDER PONDS



CHARGE

At the start of this Unit's activation, choose a character in this Unit or an allied **GALACTIC REPUBLIC** character. The chosen character may **↖**.



INCOMING

Allied **CLONE TROOPER** Units within **⊕3** that have one or more **▲** have **IMMUNITY [!]**.



FORWARD SCOUT

When deploying a squad that includes this Unit, after putting the first **Primary** character from that squad on the battlefield, put each character in this unit within **⊕2** of that character. Allied **CLONE TROOPER Supporting** characters in this Unit's squad may be deployed within **⊕1** of a character in this Unit, instead of within **⊕1** of the first **Primary** character deployed.



+ 7

⚡ 2

CLONE COMMANDO • CLONE TROOPER • GALACTIC REPUBLIC

UNIT UPDATES

Version 1.3 (9/25/2025)

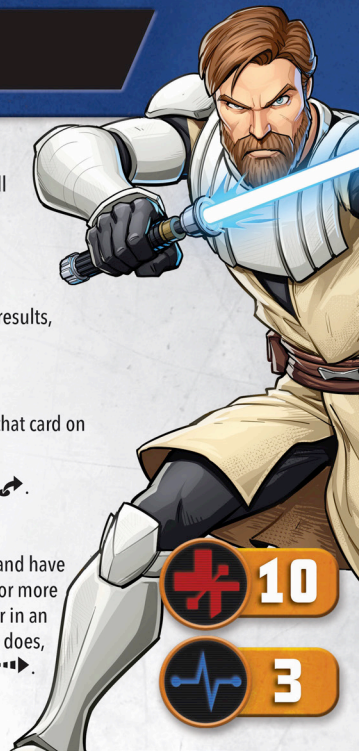
Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

<p>4PC</p> 			<p>0</p>	<p>4PC</p> 			<p>0</p>
<p>BO-KATAN KRYZE</p>		<p>CLAN KRYZE MANDALORIANS</p>		<p>Bo-Katan Kryze • Secondary Unit (2)</p>		<p>Supporting Unit (2)</p>	
<p>© LFL, © AMG</p>		<p>Lia Booyesen</p>		<p>© LFL, © AMG</p>		<p>Simone Buonfantino / Tomato Farm</p>	

UNIT UPDATES
Version 1.3 (9/25/2025)

Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

GENERAL OBI-WAN KENOBI



HELLO THERE! ⊕

One character in this Unit may ↻. If it does, that character adds 3 dice to its next attack roll during this activation.



SO UNCIVILIZED... ⊕

When a character in this Unit is targeted by a ⚔ attack, this Unit may use this ability. This Unit gains ⬆. After the attack is resolved, if the attack roll contained one or more ✖ results, the attacking Unit suffers 🗡🗡🗡.



PATIENCE

When you reveal this Unit's Order Card, if you have an Order Card in reserve, you may put that card on the top or bottom of your Order Deck. If you do, put this Unit's Order Card in reserve.

When this Unit's Order Card is put in reserve, one character in this Unit may ⚔⚔⚔ and ↻.



KNOWLEDGE AND DEFENSE

Allied Units do not lose their ⬆ when characters in them become Engaged and can gain and have ⬆ while they have Engaged characters. While an allied **GALACTIC REPUBLIC** Unit has one or more ⬆, it adds 1 die to its defense rolls against ✖ attacks. After an attack targeting a character in an allied **GALACTIC REPUBLIC** Unit is resolved, that character's Unit may remove all its ⬆. If it does, one character in that Unit may ⚔ for each ⬆ removed. Then each character that ⚔ may ⬆.

212TH • FORCE USER • GALACTIC REPUBLIC • JEDI

ASAJ VENTRESS, SITH ASSASSIN



DATHOMIRIAN DEXTERITY ⊕

Each character in this Unit may ↻. This Unit may use this ability two times during its activation instead of the normal one.



FORCE PUSH ⊕⊕

Choose a character in this Unit and an enemy character within ⊕3 of that character. Push the chosen enemy character ⊕3 Away from the chosen allied character.



RIPOSTE

After a ✖ attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more ✖ results, the attacking Unit suffers 🗡🗡.



SWIFT RETREAT

When a character in this Unit would →, it may instead ⚔.



SITH ASSASSIN


When a character in this Unit Wounds an enemy Unit, after the effect is resolved, refresh ⊕. Then, if it Wounded a **Primary Unit** or **Secondary Unit**, it may ⚔ or ↻. Finally, if it Wounded a **Primary Unit**, refresh ⊕.

DATHOMIRIAN • FORCE USER • NIGHTSISTER • SEPARATIST ALLIANCE


UNIT UPDATES



Version 1.3 (9/25/2025)

JANGO FETT, BOUNTY HUNTER

CAPTURE WIRE  Choose a character in this Unit and an enemy character within $\oplus 3$ of that character. Pull the chosen enemy character $\oplus 2$ Toward the chosen allied character. Then the chosen enemy character gains \blackrightarrow .

JET PACK  Each character in this Unit may \rightarrow .

NOT SO FAST  When an opposing player chooses to activate a Unit from reserve, this Unit may use this ability. One character in this Unit may immediately \blackrightarrow then may make a 5 dice attack targeting a character in the Unit that was chosen to activate.


I'M JUST LOOKING TO GET PAID  When a character in this Unit Wounds an enemy **Primary Unit** or an enemy **Secondary Unit**, after the effect is resolved, refresh  and one character in this Unit may \blackrightarrow .

MY CLIENT IS GETTING IMPATIENT  After this Unit makes a focus action, one character in this Unit may \rightarrow .


BOUNTY HUNTER • MERCENARY • SCOUNDREL • SEPARATIST ALLIANCE



MAGNA GUARD

PROTECTION PROTOCOLS  After an allied **SEPARATIST ALLIANCE Primary Unit** makes a move action, this Unit may use this ability. Choose a character in the activating **Primary Unit**. One character in this Unit may \rightarrow Toward the chosen character.

BODYGUARD  Allied **Primary** characters within $\oplus 2$ and allied **Secondary** characters within $\oplus 2$ of a character in this Unit have **COVER [1]**.

INTERCEDE  While this Unit is not Wounded, enemy characters Engaged with one or more characters in this Unit cannot target allied **Primary** characters or allied **Secondary** characters with attacks.

BATTLE DROID • DROID • SEPARATIST ALLIANCE • TROOPER



UNIT UPDATES

Version 1.3 (9/25/2025)

COUNT DOOKU, SEPARATIST LEADER



LEADER OF THE SEPARATIST ARMY

At the start of this Unit's activation, choose another allied **SEPARATIST ALLIANCE** character within ⊕3. Each character in this Unit and the chosen character may ••►.



SURELY YOU CAN DO BETTER

When a character in this Unit defends, during the Modify Dice Rolls step, this Unit may spend 1-3 ⊕ to use this ability. Change one * result to a ✖ for each ⊕ spent.



TWICE THE PRIDE, DOUBLE THE FALL ⊕

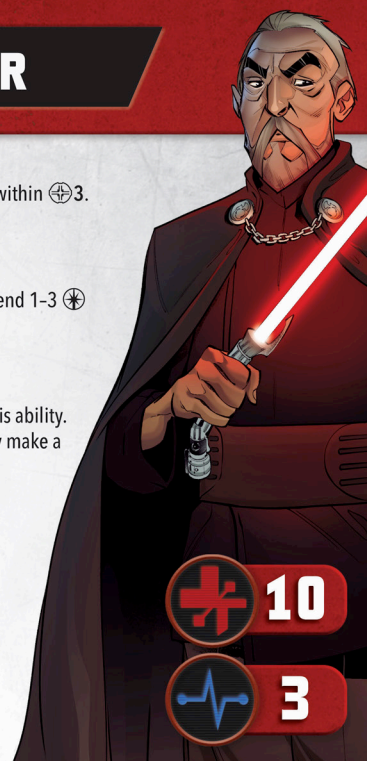
After a ✖ attack targeting an allied character within ⊕2 is resolved, this Unit may use this ability. If the attack roll contained no * results, one character in this Unit may ••► and then may make a 5 dice ✖ attack targeting the attacking character.



BRAVE, BUT FOOLISH

Once per Turn, when an allied **Primary Unit** or allied **Secondary Unit** is Wounded by an enemy effect, after the effect is resolved, refresh ⊕⊕. Then, choose an allied **SEPARATIST ALLIANCE Supporting Unit**. One character in the chosen Unit may ••► or make a 5 dice attack.

FORCE USER • SEPARATIST ALLIANCE • SITH



AURRA SING



DOUBLE THE CONTRACT, DOUBLE THE PAYOUT ⊕

After a character in this Unit makes an attack as part of a combat action, this Unit may use this ability. One character in this Unit may make a 5 dice attack targeting a character in a different enemy Unit.



HIT AND RUN ⊕

After a character in this Unit makes an attack as part of a combat action, this Unit may use this ability. One character in this Unit may †.



EXPENDABLE DISTRACTION

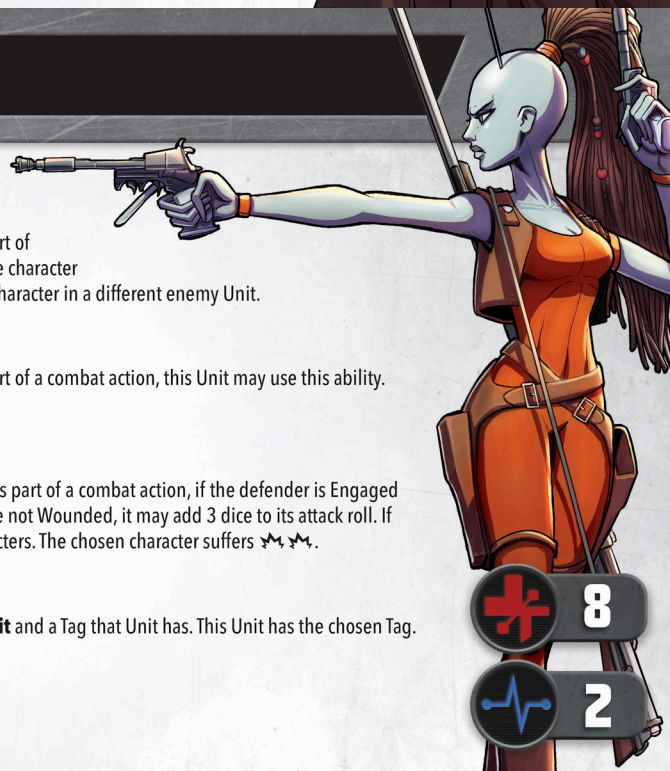
When a character in this Unit makes a ✖ attack as part of a combat action, if the defender is Engaged with one or more allied characters in Units that are not Wounded, it may add 3 dice to its attack roll. If it does, choose one of those Engaged allied characters. The chosen character suffers ✖✖.



ON CONTRACT

At the end of Setup, choose an allied **Primary Unit** and a Tag that Unit has. This Unit has the chosen Tag.

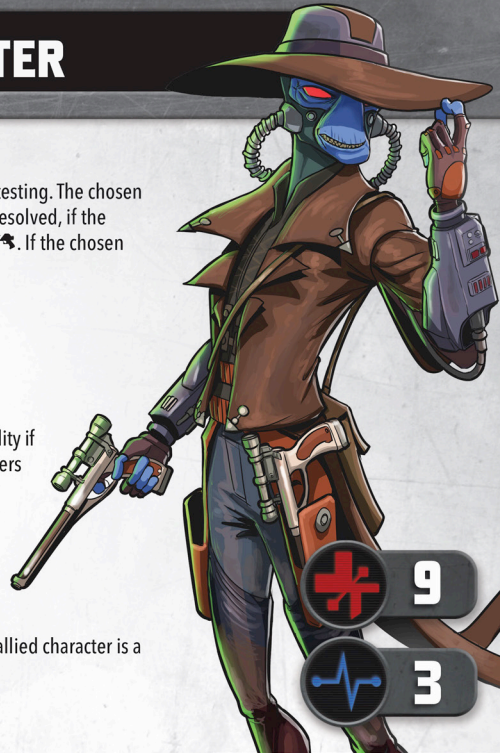
BOUNTY HUNTER • MERCENARY • SCOUNDREL



UNIT UPDATES

Version 1.3 (9/25/2025)

CAD BANE, NOTORIOUS HUNTER



HOW ABOUT YOU STEP ASIDE? ⊕

Choose an enemy character within ⊕3 and an Active objective it is contesting. The chosen character may ⚡ Away from that objective. Then, after any moves are resolved, if the chosen character is no longer contesting the chosen objective, it gains ⚡. If the chosen character is still contesting the chosen objective, it gains ! and ♠.



ROCKET BOOTS ⊕

Each character in this Unit may ↻.



NO ONE GETS BETWEEN ME AND MY JOB ⊕

After another allied Unit makes a combat action, this Unit may use this ability if no characters in this Unit are Engaged. Choose one of the targeted characters within ⊕4. One character in this Unit deals ⚡⚡⚡ to the chosen character. If none of the targeted characters are within ⊕4, each character in this Unit may ↻ Toward one of the targeted characters.



I'LL TAKE ON ANY JOB...FOR THE RIGHT PRICE

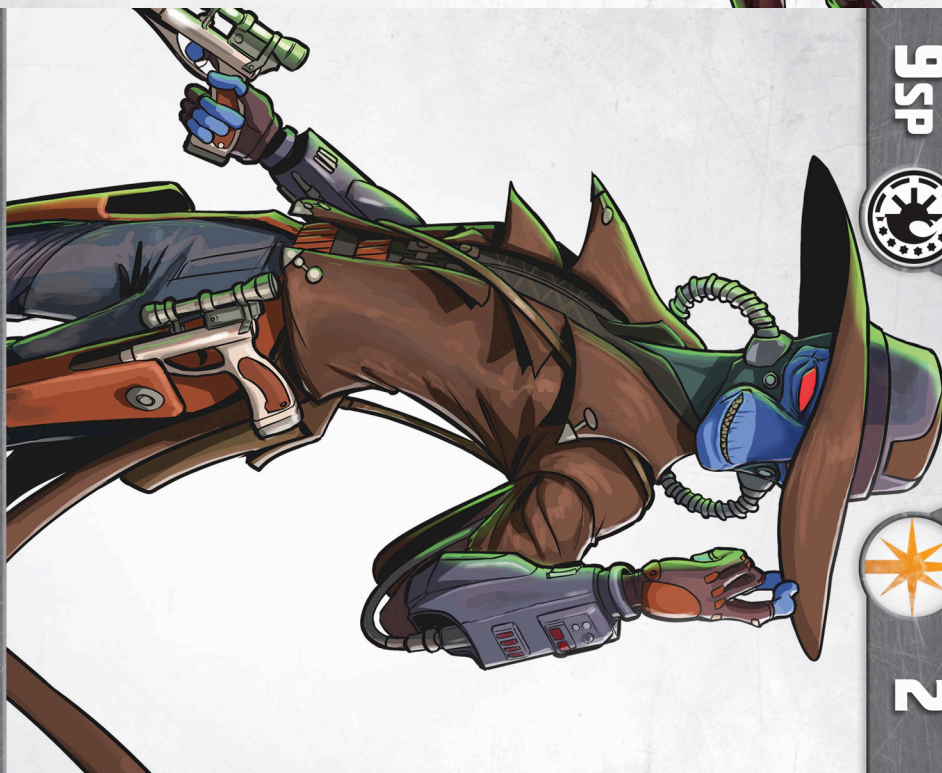
When an allied character Wounds an enemy Unit, after the effect is resolved, refresh ⊕ and one character in this Unit may ⚡. Then, if the allied character is a **BOUNTY HUNTER**, refresh ⊕.

BOUNTY HUNTER • MERCENARY • SCOUNDREL

© LFL © AMG

Cad Bane • Primary Unit (2)

Colin Searle



9SP



2

UNIT UPDATES

Version 1.3 (9/25/2025)

Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

<p>HONDO, HONEST BUSINESSMAN</p> <p>Hondo Ohnaka • Primary Unit (2)</p> <p>© LFL © AMG</p> <p>Colin Searle</p>		<p>7 SP</p>  <p>2</p> 
<p>BOUNTY HUNTERS</p> <p>Supporting Unit (2)</p> <p>© LFL © AMG</p> <p>Colin Searle</p>		<p>4 PC</p>  <p>0</p> 

UNIT UPDATES
Version 1.3 (9/25/2025)

Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

GWARM



GET MOVING, YOU DOGS

At the start of this Unit's activation, choose another allied **WEEQUAY** Unit. Each character in the chosen Unit may **▶▶▶**.



SPOTCHKA RATIONS

Choose an allied **SCOUNDREL** Unit within **⊕3**. One character in the chosen Unit may **⚡⚡**.



EXIT STRATEGY

Characters in this Unit can **↑** even while they are Engaged.



I'VE GOT YOU IN MY SIGHTS

Characters in this Unit have **SHARPSHOOTER [2]**. When a character in this Unit makes a **↘** attack, the target does not benefit from **COVER**. After this Unit makes a focus action, it gains **▲**.



PACK HUNTER

When a character in this Unit makes a **✕** attack targeting an enemy character that is Engaged with another allied **WEEQUAY** character, it adds 2 dice to the attack roll.

MERCENARY • SCOUNDREL • WEEQUAY



© LFL © AMG

Gwarm • Secondary Unit (2)

Colin Searle

GWARM



3PC

0

UNIT UPDATES

Version 1.3 (9/25/2025)


Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

WEEQUAY PIRATES



RAIDING PARTY 
Each character in this Unit may .




EXIT STRATEGY
Characters in this Unit can  even while they are Engaged.



GREEDY
While a character in this Unit is contesting one or more Active objectives, it has **STEADFAST**.



PACK HUNTER
When a character in this Unit makes a  attack targeting an enemy character that is Engaged with another allied **WEEQUAY** character, it adds 2 dice to the attack roll.



 **9**
 **2**

MERCENARY • SCOUNDREL • TROOPER • WEEQUAY

© LFL © AMG

Supporting Unit (2)

WEEQUAY PIRATES

Colin Searle



4PC


0

UNIT UPDATES

Version 1.3 (9/25/2025)

Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

CHIEF CHIRPA



BOLA TOSS

Choose an enemy Unit within ⊕3. The chosen Unit gains ↗ or !.



STEALTHY APPROACH

Each character in this Unit may ↗. Then this Unit may gain ↗ or immediately make a focus action.



MOBILIZE THE VILLAGE

While this Unit is not Wounded, characters in other allied **EWOK** Units add 1 die to their attack rolls.



SHARP STICK

Characters in this Unit have **IMPACT [2]**. When a character in this Unit makes a ✕ attack, the target does not benefit from **PROTECTION**.



BRIGHT TREE DEFENDER

When another allied **EWOK** Unit becomes Wounded by an attack, after the effect is resolved, roll an attack die. On a ⊕ or * result, each character in this Unit may ↗ and make a 5 dice attack. On a ✕ or ♠ result, each character in this Unit may ↗ and ♣♣.



ENDOR • EWOK • CHIEF

LOGRAY, BRIGHT TREE SHAMAN



INSPIRING PRESENCE

At the start of this Unit's activation, each allied **EWOK WARRIOR** Unit gains ↗ and may remove ♣♣ or one condition from itself. Then each allied **EWOK SCOUT** character may ↗.



ELDER'S COMMAND

Choose an allied **EWOK Supporting** character within ⊕4. The chosen character may ↗, then may gain ↗, remove one condition from itself; or make a 5 dice attack.



STEALTHY APPROACH

Each character in this Unit may ↗. Then this Unit may gain ↗ or immediately make a focus action.



PROTECTIVE WARDS

While this Unit is not Wounded, characters in other allied **EWOK** Units add 1 die to their defense rolls.



SECRET INGREDIENTS

Each time an allied **EWOK** Unit Wounds an enemy Unit, after the effect is resolved, roll an attack die. On a ⊕ or a * result, refresh ⊕. On a ✕ or a ♠ result, each character in that allied Unit may ↗.



ENDOR • EWOK • SHAMAN

UNIT UPDATES

Version 1.3 (9/25/2025)

PAPLOO, CURIOUS CREATURE



FEIGNED RETREAT

Choose another allied **EWOK** character within ⊕3 and an enemy character that the chosen character is Engaged with. The chosen allied character may ↗ Away from the chosen enemy character and gain 🛡️. Then the chosen enemy character gains ⚡ and may ↘ Toward the chosen allied character.



STEALTHY APPROACH

Each character in this Unit may ↘. Then this Unit may gain 🛡️ or immediately make a focus action.



FEARLESS AND INVENTIVE

When a character in this Unit makes a ✂️ attack as part of a combat action, before dice are rolled, this Unit may use this ability. Add 2 dice to the attack roll for each enemy character, other than the target, that is not Wounded and is Engaged with one or more characters in this Unit.



WHAT DOES THIS DO?

When a character in this Unit makes a ✂️ attack targeting an enemy character that has ⚡ or 🛡️, the attacking character may choose to use the defender's ✂️ Expertise Chart, instead of its own, during the Apply Expertise Charts step of that attack.

ENDOR • EWOK • SCOUT



WICKET, INTREPID WARRIOR



LEAD THE CHARGE

At the start of this Unit's activation, choose an enemy character in LOS and an allied **EWOK Supporting Unit** within ⊕3. Each character in this Unit and each character in the chosen allied Unit may ↘ Toward the chosen enemy character.



HUNTING HORN

Action: Each enemy Unit within ⊕3 that has no Engaged characters within ⊕3 of a character in this Unit gains 🛡️. Each enemy Unit that has one or more Engaged characters within ⊕3 of a character in this Unit gains ⚡.



STEALTHY APPROACH

Each character in this Unit may ↘. Then this Unit may gain 🛡️ or immediately make a focus action.

ENDOR • EWOK • WARRIOR



UNIT UPDATES

Version 1.3 (9/25/2025)

LOBOT, COMPUTER LIAISON OFFICER



DETAIN

At the start of this Unit's activation, choose an allied **SCOUNDREL** character. The chosen character may **•••**. Then choose an enemy character within ⊕3 of that allied character. The chosen character gains **➡** or **↖**.



SECURITY NETWORK ⊕

Choose another allied **Scoundrel Secondary** character within ⊕4, or an allied **Scoundrel Supporting** character within ⊕4. The chosen character may **•••**, then may make a 5 dice attack targeting an enemy character that is contesting an Active objective.



BATTLEFIELD CALCULATIONS

During another allied Unit's activation, when one or more characters in that Unit end an **➡**, **•••**, **↶**, or **⬆** within ⊕2, this Unit may use this ability. The activating Unit immediately makes a focus action.



LOCKDOWN

While this Unit is not Wounded, your opponent cannot remove or replace your Control token from an objective that one or more characters in this Unit are contesting.

BESPIN • SCOUNDREL



CROSSHAIR



TRICK SHOT

At the start of this Unit's activation, if no characters in this Unit are Engaged, choose an enemy Unit in LOS. The chosen Unit suffers **↖** and removes all its **☑**.



FIND THE SHOT ⊕

Each character in this Unit may **⬆**. If any characters **⬆**, this Unit immediately makes a focus action.



RELAX, I'LL HANDLE THIS

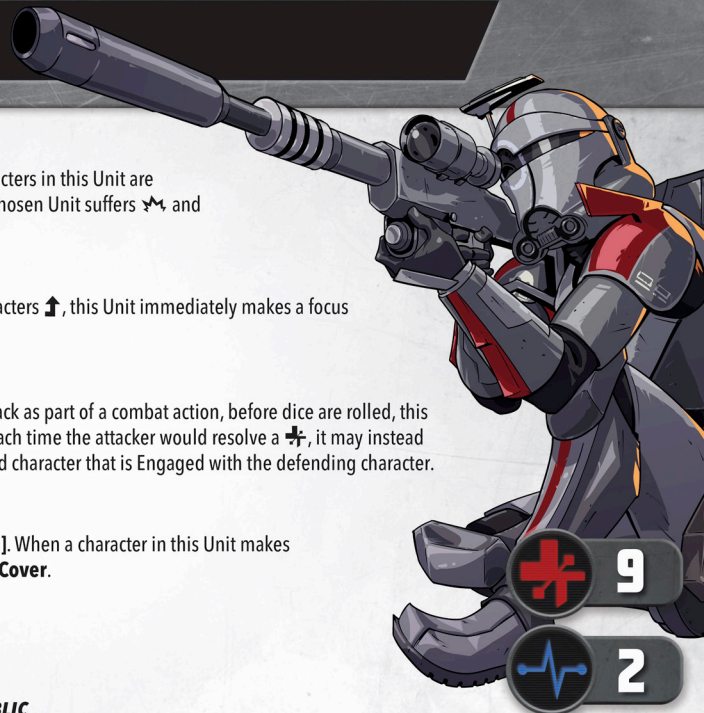
When a character in this Unit makes a **↖** attack as part of a combat action, before dice are rolled, this Unit may use this ability. During this attack, each time the attacker would resolve a **+**, it may instead choose to remove one condition from an allied character that is Engaged with the defending character.



THE DEADEYE OF THE BATCH

Characters in this Unit have **Sharpshooter [2]**. When a character in this Unit makes a **↖** attack, the target does not benefit from **Cover**.

BAD BATCH • CLONE TROOPER • GALACTIC REPUBLIC



UNIT UPDATES

Version 1.3 (9/25/2025)

GREEF KARGA



SOME OF MY FAVORITE PEOPLE ARE BOUNTY HUNTERS ⊕

Each allied **Bounty Hunter** character within ⊕4 may ⚡ and then may ⚡.



CLOSE THE DEAL ⊕

When an opposing player chooses to activate a Unit from reserve, this Unit may use this ability. Choose an allied **Bounty Hunter** character. The chosen character may immediately ⚡ then may make a 5 dice attack targeting a character in the Unit that was chosen to activate.



THERE IS ONE JOB...

Before revealing the first card of the Mission Deck, choose an opposing player to reveal cards from the top of their Order Deck until a Unit Order Card is revealed. Then the chosen player marks the corresponding Unit with a Priority Objective token and shuffles their Order Deck.

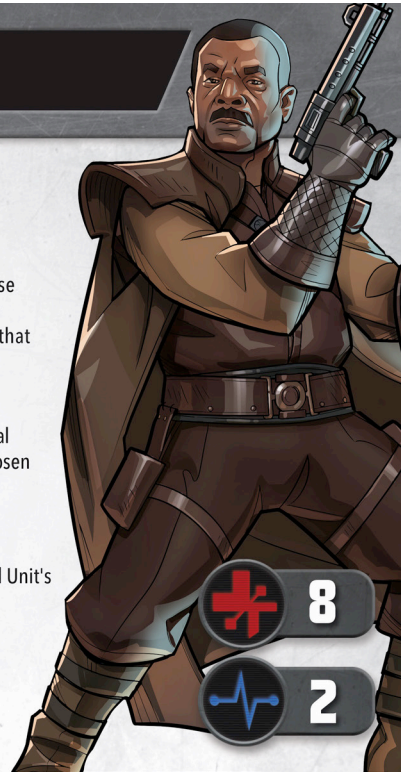
The first time an allied **Bounty Hunter** character Wounds the marked Unit, move the Struggle token one space toward your Momentum tokens. Then remove the Wounded Unit's Priority Objective token.



WOLVES AT MY BACK

When determining control of an Active objective that a character in this Unit is contesting, if there is a tie, this Unit's controlling player takes control of the objective.

MERCENARY • SCOUNDREL



JEDI KNIGHT LUKE SKYWALKER



RETURN OF THE JEDI

At the start of this Unit's activation, one character in this Unit may ⚡, then refresh ⊕.



YOU CAN EITHER PROFIT BY THIS, OR BE DESTROYED ⊕

Choose an Active objective within ⊕2. Each enemy character contesting that objective may ⚡. Then one character in this Unit may ⚡ toward that objective and it may make a 5 dice ✂ attack.



DEFLECT

After a ✂ attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more ✂ results, the attacking Unit suffers ✂✂✂.



I WILL NOT FIGHT YOU ⊕

When a character in this Unit is targeted with a ✂ attack, this Unit may use this ability. After the attack is resolved, if the attack roll contained one or more ✂ results, one character in this Unit may ⚡⚡ and ⚡.

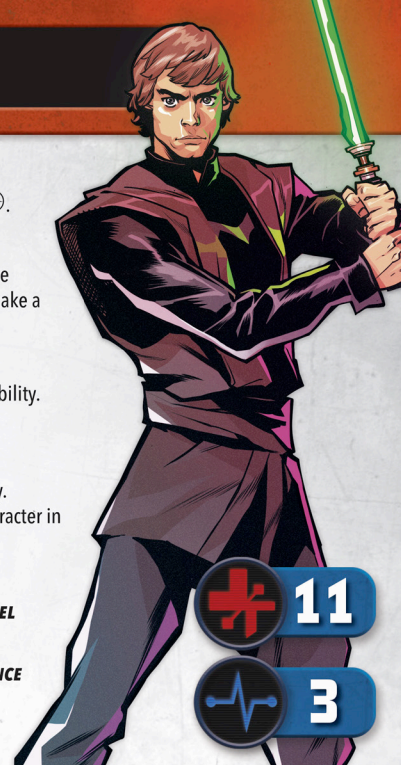


I AM A JEDI, LIKE MY FATHER BEFORE ME

While this Unit's Order Card is in the Order Deck or in reserve, this Unit and allied **REBEL ALLIANCE** Units within ⊕5 have **IMMUNITY** [!].

While this Unit's Order Card is not in the Order Deck, this Unit and allied **REBEL ALLIANCE** Units within ⊕5 have **IMMUNITY** [↔].

FORCE USER • JEDI • REBEL ALLIANCE



UNIT UPDATES

Version 1.3 (9/25/2025)

Obi-Wan Kenobi, Out of Hiding



- ⊕ RUN**
At the start of this Unit's activation, choose a character in this Unit or another allied character that is Engaged with an enemy character. The chosen character may **+** and **+**.
- ↻ MIND TRICK ⊕**
When an enemy character within ⊕5 targets an allied character with an attack, this Unit may use this ability. If the attacking character's Unit does not have **↻**, it gains **↻**.
- ⊖ GREATER PURPOSE**
This Unit has **IMMUNITY [!]**. When this Unit would gain **!**, one character in this Unit may **+** instead.
- ⊖ LAST STAND OF THE JEDI**
For each Injured token this Unit has, characters in this Unit add 2 dice to their attack and defense rolls.

FORCE USER • JEDI

C-3PO AND R2-D2



- ⬇️ BRILLIANT ORATION**
Choose an allied **EWOK Supporting** character within ⊕4. The chosen character may **↻**, **+**, gain **↻**, or make a 5 dice attack. Then one character in this Unit may **↻**, **+**, gain **↻**, or make a 5 dice attack.
- ↻ R2, I'M NOT SURE THAT'S SUCH A GOOD IDEA**
When an allied **REBEL ALLIANCE** Unit within ⊕4 or an allied **EWOK** Unit within ⊕4 starts its activation, this Unit may use this ability. The activating Unit may remove one condition from itself.
- ⊖ "DIVINE INFLUENCE"**
While this Unit's Active Stance is **AGAINST MY PROGRAMMING**, allied **EWOK** Units within ⊕5 have **SCALE** and allied **EWOK** characters within ⊕5 can **↑** even while they are Engaged.

While this Unit's Active Stance is **ANGRY TRILLING**, allied **EWOK** characters within ⊕5 have **STEADFAST**.
- ⊖ GOODNESS GRACIOUS ME**
While one or more allied **EWOK** Units that are not Wounded are within ⊕3, characters in this Unit cannot be targeted with **↻** attacks.

DROID • REBEL ALLIANCE

UNIT UPDATES

Version 1.3 (9/25/2025)

LUKE SKYWALKER, DARING HERO



I'M HERE TO RESCUE YOU

At the start of this Unit's activation, choose a character in this Unit or another allied **SPY** character. The chosen character may \oplus .



GRAPPLING HOOK \oplus

Each character in this Unit may \uparrow . If any characters \uparrow , this Unit gains \uparrow .



HE'S THE BRAINS, SWEETHEART

When an allied **REBEL ALLIANCE** character within $\oplus 3$ or an allied **SPY** character within $\oplus 3$ makes a \blackleftarrow attack as part of a combat action, if it has one or more \uparrow , it may reroll up to two of its \blackleftarrow results.



OH, THE UNIFORM

This Unit does not lose its \uparrow when a character in it becomes Engaged and can gain and have \uparrow while it has Engaged characters.

FORCE USER • REBEL ALLIANCE • SPY



AHSOKA TANO, FULCRUM



SHE IS FEARLESS \oplus

Each character in this Unit may \blackleftarrow . This Unit may use this ability two times during its activation instead of the normal one.



THEN I WILL AVENGE HIS DEATH $\oplus \oplus$

After this Unit makes a combat action, it may use this ability. One character in this Unit may make an attack targeting one of the same enemy characters within range and LOS.



RIPOSTE

After a \blackleftarrow attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contains one or more \blackleftarrow results, the attacking Unit suffers $\blackleftarrow \blackleftarrow$.



I AM NO JEDI

Once per Turn, when a character in this Unit Wounds an enemy Unit, after the effect is resolved, refresh \oplus and one character in this Unit may \blackleftarrow . Then, if the enemy Unit was a **Primary Unit** or **Secondary Unit**, you may refresh \oplus or one character in this Unit may make a 5 dice \blackleftarrow attack.

FORCE USER • REBEL ALLIANCE



UNIT UPDATES

Version 1.3 (9/25/2025)

FOURTH SISTER



FORCE JUMP ⊕

Each character in this Unit may ↻.



FORCE PULL ⊕

Choose a character in this Unit and an enemy character within ⊕3 of that character. Pull the chosen enemy character ⊕2 Toward the chosen allied character.



ENFEEBLE: ↻

When a character in another allied **INQUISITORIUS** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within ⊕4 of a character in this Unit, the target Unit gains ↻.



INQUISITORIAL MANDATE

When determining control of an Active objective that a character in this Unit is contesting, if there is a tie, this Unit's controlling player takes control of the objective.



SWIFT RETREAT

When a character in this Unit would →, it may instead ⊕.

FORCE USER • GALACTIC EMPIRE • INQUISITORIUS



GRAND INQUISITOR, FALLEN JEDI



YOU KNOW WHO WE ARE

At the start of this Unit's Activation, choose an allied **INQUISITORIUS Secondary** character or an allied **INQUISITORIUS Supporting** character. One character in this Unit and the chosen character may •••.



SECRETS UNCOVERED ⊕

Choose an Active objective that is controlled by an opposing player. Remove the opposing player's Control token from the chosen objective.



THE TEMPLE RECORDS ARE QUITE COMPLETE ⊕

When a character in this Unit is targeted with a ✕ attack, this Unit may use this ability. This Unit may change its Active Stance.

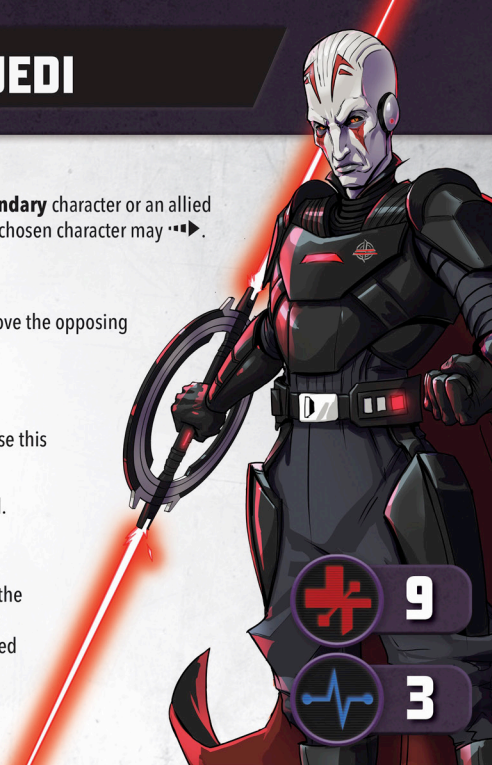
Additionally, If the attacker is a **FORCE USER**, add 2 dice to the defense roll.



CLEARLY, YOU WERE A POOR STUDENT

When an allied **GALACTIC EMPIRE** character Wounds an enemy Unit, after the effect is resolved, refresh ⊕ and one allied **INQUISITORIUS** character may ⊕. Then, if the Wounded Unit was a **FORCE USER**, refresh ⊕ and one allied **INQUISITORIUS** character may ⊕.

FORCE USER • GALACTIC EMPIRE • INQUISITORIUS



UNIT UPDATES

Version 1.3 (9/25/2025)

THIRD SISTER



FORCE JUMP

Each character in this Unit may



CALL THE HUNT

Choose an allied **INQUISITORIUS Supporting** character. The chosen character may and then may make a 5 dice attack.



DEFLECT

After a attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more results, the attacking Unit suffers .



YOUR FEAR BETRAYS YOU

When a character in this Unit makes an attack, during the Modify Dice Rolls step, this Unit may use this ability. The attacking character may reroll a number of dice in the attack roll up to the number of Active objectives controlled by opposing players.

FORCE USER • GALACTIC EMPIRE • INQUISITORIUS

9

2



DARK TROOPERS



JUMP BOOTS

Each character in this Unit may



COORDINATED FIRE:

When a character in another allied **GALACTIC EMPIRE** Unit makes an attack as part of a combat action, before dice are rolled, this Unit may use this ability. If the targeted character is within $\oplus 5$ of a character in this Unit, the target Unit gains .



IMMOVABLE

Characters in this Unit cannot be Pushed or Pulled by abilities.



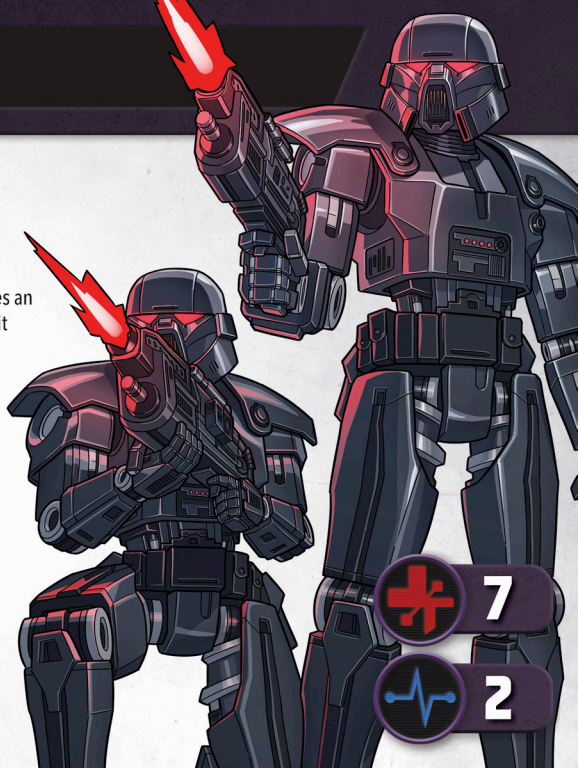
UNRELENTING

Characters in this Unit have **PROTECTION** and **IMMUNITY** [].

DROID • GALACTIC EMPIRE

7

2



UNIT UPDATES

Version 1.3 (9/25/2025)

DARTH VADER, JEDI HUNTER



VADER'S FURY

Each character in this Unit may \rightarrow . During the next attack made by a character in this Unit during this activation, after all dice rolls have been modified, add $\blacktriangleleft\blacktriangleleft$ to the Damage Pool.



RIPOSTE

After a \times attack targeting a character in this Unit is resolved, this Unit may use this ability. If the attack roll contained one or more \times results, the attacking Unit suffers $\blacktriangleleft\blacktriangleleft$.



THE SITH LORD STRIKES BACK

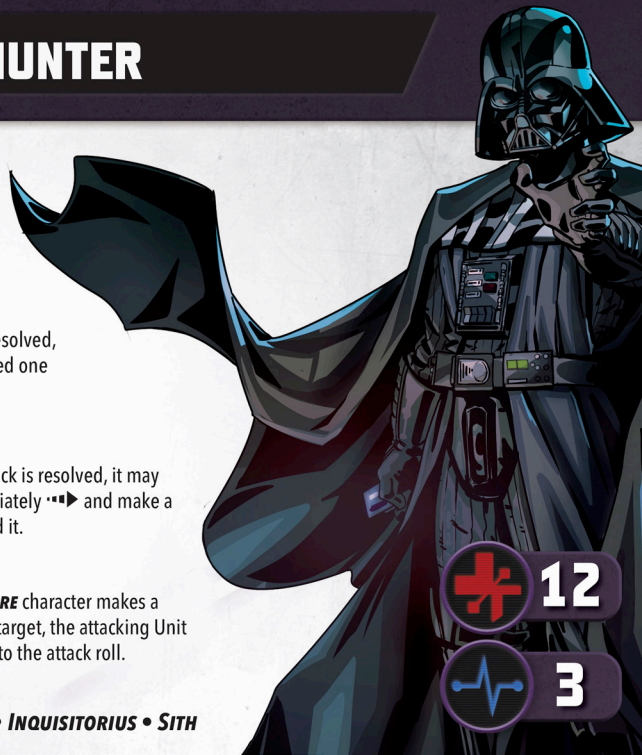
When this Unit is Wounded by an attack, after the attack is resolved, it may use this ability. One character in this Unit may immediately \blacktriangleright and make a 5 dice \times attack targeting the character that Wounded it.



YOUR HATRED MAKES YOU POWERFUL

When an allied *GALACTIC REPUBLIC* or *GALACTIC EMPIRE* character makes a \times attack as part of a combat action, after choosing a target, the attacking Unit may suffer $\blacktriangleleft\blacktriangleleft$. If it does, the attacker adds 3 dice to the attack roll.

FORCE USER • GALACTIC EMPIRE • GALACTIC REPUBLIC • INQUISITORIUS • SITH



\blacktriangleleft 12

\blacktriangleright 3

GIDEON HASK, INFERNO SQUAD



COVERT OPERATIONS

Each character in this Unit may \blacktriangleright . If one or more characters end this movement within $\oplus 4$ of an enemy character, this Unit immediately makes a focus action and characters in this Unit have **SHARPSHOOTER [1]** until the end of the Turn.



LONG LIVE THE EMPIRE

Choose an Active objective and an allied *GALACTIC EMPIRE Supporting Unit*. One character in the chosen Unit may \uparrow Toward that objective. Then the chosen Unit suffers $\blacktriangleleft\blacktriangleleft$. If this effect Wounds the chosen Unit, that Unit may remove one Wounded token, all \blacktriangleleft , and one condition from itself. If it does, that Unit gains an Injured token.



DEFIANCE WILL BE THE DEATH OF YOU

When an allied *GALACTIC EMPIRE Supporting* character makes an attack as part of a combat action, if the target is within $\oplus 5$ of a character in this Unit, the attacking character may change one \times result in the attack roll to a \star result.



MAY WE LIVE UP TO OUR NAME

When this Unit is Wounded by an attack, after the effect is resolved, one character in this Unit may immediately \blacktriangleright and make a 5 dice attack targeting the character that Wounded it.

GALACTIC EMPIRE • SCOUT



\blacktriangleleft 8

\blacktriangleright 2

UNIT UPDATES

Version 1.3 (9/25/2025)

GRAND ADMIRAL THRAWN



I WANT YOU TO KNOW FAILURE, UTTER DEFEAT ☉

One character in this Unit may ☉. If it ends that movement contesting an Active objective, that character adds 3 dice to its next attack roll during this activation.



BATTLE TACTICS: ARCHITECTS OF THEIR OWN DESTRUCTION

When you create your starting Order Deck, you may include up to two **Grand Strategy** Battle Tactics Cards. When you reveal a Battle Tactics Card, resolve the effects of that card then reveal another Order Card and continue your Turn as normal.



WE MUST WAIT AND WATCH

When you spend ☉ to place an allied **Galactic Empire** Unit's Order Card in reserve, spend 1 less ☉. Then, if there are one or more cards in your Order Deck, you may spend ☉. If you do, the reserved Unit may remove ☹ or one condition from itself and one character in that Unit may ☉.



TO DEFEAT AN ENEMY YOU MUST KNOW THEM

Characters in allied **Galactic Empire** Units that have one or more Injured tokens and that are Engaged with one or more enemy characters have **Protection**.

Additionally, when an allied **Primary Unit** is Wounded by an enemy attack, after the effect is resolved, you may refresh your Order Deck.

GALACTIC EMPIRE • WARRIOR • OFFICER



UNIT UPDATES

Version 1.3 (9/25/2025)

ADVANCED COMBAT TRAINING

5
 5
 7
 5
 5
 4

	DC-15A BLASTER		BASH		PHASE II CLONE ARMOR
1-2	☉, *	1-2	*	1-2	☉, ☉
3+	☉, *	3+	*, *	3+	☉, ☉

501ST CLONE TROOPERS © LFL © AMG

JAR'KAI

-
 7
 5
 5

	LIGHTSABERS		ACROBATICS
1-2	☉, *	1-2	☉, ☉, *
3	☉, ☉	3-4	☉, ☉, ☉, *, ↻
4+	☉, ☉, ☉	5+	☉, ☉, ☉, *, ↻, †

AHSOKA TANO, JEDI NO MORE © LFL © AMG

FORM V SHIEN REVERSE GRIP

-
 6
 6
 6

	LIGHTSABERS		ACROBATICS
1-2	☉, *	1	☉, ☉, *
3	☉, ☉	2-3	☉, ☉, ☉, *, ↻
4+	☉, ☉, *	4+	☉, ☉, ☉, *, ↻, †

AHSOKA TANO, JEDI NO MORE © LFL © AMG

STANCE UPDATES
Version 1.3 (9/25/2025)

FORM II MAKASHI

	TWIN LIGHTSABERS		DUELIST TRAINING
1-2	⊙, ⊙	1	⊙
3	⊙, ⊙, *	2-3	⊙, ⊙, !
4+	⊙, ⊙, ⊙	4+	⊙, ⊙, ↗, !

5 | 6

ASAJI VENTRESS, SITH ASSASSIN

© LFL © AMG

JAR'KAI

	TWIN LIGHTSABERS		AGGRESSIVE DEFENSE
1	⊙, *	1	⊙, ⊕, *
2	⊙, ⊙, *	2-3	⊙, ⊙, ⊕, *
3+	⊙, ⊙, *, *	4+	⊙, ⊙, ⊕, *, ↗, ✂

5 | 6

ASAJI VENTRESS, SITH ASSASSIN

© LFL © AMG

DEFENSIVE PROGRAMS

	ELECTROSTAFF		DEFENSIVE ROUTINE
1-2	⊙	1	⊙
3	⊙, *	2+	⊙, ⊙
4+	⊙, ⊙		

5 | 5

MAGNA GUARD

© LFL © AMG

STANCE UPDATES

Version 1.3 (9/25/2025)

Permission granted to print or photocopy for personal use.
© & TM Lucasfilm Ltd.

FORM VII VAAPAD

	FORCE BLAST		LIGHTSABER		AGGRESSIVE DEFENSE
1	*	1	* * *	1	⊕ * *
2-3	* *	2-3	* * *	2-3	⊕ * *
4+	* * *	4+	* * *	4+	⊕ * *

Blaster: 5, Saber: 5

JEDI MASTER MACE WINDU © LFL © AMG

JEDI MASTER

	FORCE BLAST		LIGHTSABER		AGGRESSIVE DEFENSE
1	*	1	* *	1	* * * * *
2-3	* *	2-3	* * *	2-3	* * * * *
4+	* * *	4+	* * *	4+	* * * * *

Blaster: 6, Saber: 6

JEDI MASTER MACE WINDU © LFL © AMG

NOT ASKING PERMISSION


	CUSTOM SNIPER RIFLE		CUSTOM BLASTER PISTOLS		DEXTEROUS DODGE
1	* * *	1	* *	1-2	⊕ * * *
2-3	* * *	2	* *	3+	⊕ * * *
4+	* * *	3+	* *		

Blaster: 5, Saber: 5

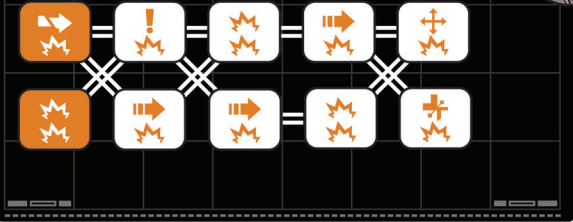
AURRA SING

STANCE UPDATES
Version 1.3 (9/25/2025)

ENFORCER



4028K ↓ 7MM



	LONG RIFLE		PIRATE BLADE		EVASIVE
1	*	1-2	*	1	⊙
2-3	*, *	3	*, *	2	⊙, ↑
4+	*, *, *	4+	*, *, *	3+	⊙, ⊙, ↑

5 5

AGAINST MY PROGRAMMING



4028K ↓ 7MM



	BASH		OBLIVIOUS
1	*	1-2	⊙
2-3	*, *	3	⊙, *
4+	*, *	4+	⊙, ⊙, *, ⊕, ✕

- 5 5

ANGRY TRILLING



4028K ↓ 7MM



	BASH		OBSTINANCE
1	*	1-2	⊙
2-3	*, *	3	⊙, →
4+	*, *	4+	⊙, ⊙, ⊕, ✕, →

- 5 5

STANCE UPDATES

Version 1.3 (9/25/2025)

FORM II MAKASHI

	THROWN LIGHTSABER		SPINNING LIGHTSABER		INQUISITORIUS TRAINING
1	*	1-2	*, ✨	1-2	⊙
2	*, ⋮	3+	*, ✨, ✨	3+	⊙, ⊙, ⋮
3+	*, ✨, ⋮				

FOURTH SISTER © LFL © AMG

FORM II MAKASHI

	THROWN LIGHTSABER		SPINNING LIGHTSABER		ADAPTIVE FIGHTER
1	*, *	1	*, ✨	1-3	⊙, ⊙
2-4	*, *	2-3	*, ✨, ✨	4+	⊙, ⊙, ✨, *
5+	*, ✨, ✨	4+	*, ✨, ✨, ✨		

GRAND INQUISITOR, FALLEN JEDI © LFL © AMG

FORM V DJEM SO

	THROWN LIGHTSABER		SPINNING LIGHTSABER		ADAPTIVE FIGHTER
1	*, ⋮	1	*, *	1-2	⊙, ✨, *
2-3	*, ✨, ⋮	2-3	*, ✨	3	⊙, ✨, ✨, ✨, ✨
4+	*, ✨, ✨	4+	*, ✨, ✨	4+	⊙, ✨, ✨, ✨, ✨, ✨

GRAND INQUISITOR, FALLEN JEDI © LFL © AMG

STANCE UPDATES
Version 1.3 (9/25/2025)

FORM II MAKASHI

SPINNING LIGHTSABER

1-2	⚡, ⚡
3	⚡, *, ⚡
4+	⚡, ⚡, ⚡, ⚡

VICIOUS DEFENSE

1-2	⚡, ⚡
3+	⚡, ⚡, ⚡, ⚡

5 | 6

THIRD SISTER

COMBAT PROGRAMMING

DARK TROOPER BLASTER

1-2	*, *
3+	⚡, *

CRUSHING PUNCH

1-2	⚡
3-4	⚡, ⚡
5+	⚡, ⚡, ⚡

COMBAT DROID

1	⚡
2+	⚡, ⚡

5 | 6

DARK TROOPERS

ISF DOCTRINE

E-11 BLASTER RIFLE

1-2	⚡
3+	⚡, ⚡

VIBROBLADE

1	*
2	*, *
3+	⚡, *

SPECIAL FORCES ARMOR

1	⚡
2	⚡, ⚡
3+	⚡, ⚡, ⚡

5 | 4

STANCE UPDATES

Version 1.3 (9/25/2025)

IMPERIAL MARKSMANSHIP

5
 7
 5

5
 4

	DC-15A BLASTER RIFLE		COMBAT TRAINING		MODIFIED CLONE TROOPER ARMOR
1	→ → *	1-2	*, *	1-2	⊙
2-3	⊙, → ⊙	3+	⊙, *	3+	⊙, ⊙
4+	⊙, ⊙				

ELITE SQUAD TROOPERS

FORM V DJEM SO

-
 -
 5

7
 5

	LIGHTSABER		UNRELENTING
1-2	*, ⊙, ✂	1	⊙, ✂
3	⊙, *, ⊙, ✂	2-3	⊙, ⊙, ✂
4+	⊙, ⊙, ⊙, ✂	4+	⊙, ⊙, ⊙, ✂, *

DARTH VADER, FALLEN MASTER

STANCE UPDATES

Version 1.3 (9/25/2025)

Permission granted to print or photocopy for personal use.
 © & TM Lucasfilm Ltd.