

YOUR VISION IS FLAWED

FORCE REFRESH: ⊕

EFFECT

During this Galactic Legend Turn, each time a **Galactic Legend** character would reroll an Attack Die showing a **⚡**, it may instead convert that **⚡** to a **◇**.

Until the start of the next Galactic Legend Turn, each time a **Galactic Legend** character would reroll a Defense Die showing a **⚡**, it may instead convert that **⚡** to a **◇**.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** replaces **ACROBATIC LEAP** with the following ability until the start of the next Galactic Legend Turn:

YOUR VISION IS FLAWED

FORCE REFRESH: ⊕

EFFECT

During this Galactic Legend Turn, each time a **Galactic Legend** character would reroll an Attack Die showing a **⚡**, it may instead convert that **⚡** to a **◇**.

Until the start of the next Galactic Legend Turn, each time a **Galactic Legend** character would reroll a Defense Die showing a **⚡**, it may instead convert that **⚡** to a **◇**.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** replaces **ACROBATIC LEAP** with the following ability until the start of the next Galactic Legend Turn:

THANKS FOR THE SUPPORT

FORCE REFRESH: ⊕⊕

EFFECT

- Until the start of the next Galactic Legend Turn:
- **Minion** characters controlled by the Galactic Legend Player have **PROTECTION** and **STEADFAST**.
- Characters in Units marked with Conflicted tokens do not contest objectives, when determining control of Active objectives

Resolve the Strategic Redeployment step of the Galactic Legend Turn before **Minions** Activate.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:



FEARLESS ASSAULT

Each character in this Unit may **⚡** and then may make a 5 dice attack. This Unit may use this ability two times during its activation, instead of the normal one.



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FEARLESS ASSAULT

Each character in this Unit may **⚡** and then may make a 5 dice attack. This Unit may use this ability two times during its activation, instead of the normal one.



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SOME LEADERS' STRENGTH IS INSPIRING OTHERS

When a character in an allied **Minion Unit** makes an attack, add 2 dice to the attack roll.



Additionally, when a character in an allied **Minion Unit** makes an attack, before the Modify/Dice Rolls step, add **⚡** to the Damage Pool for each **⚡** result in the attack roll.

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THANKS FOR THE SUPPORT

FORCE REFRESH: (●)(●)(●)

EFFECT

Until the start of the next Galactic Legend Turn:

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When a character in an allied **Minion Unit** makes an attack, add 2 dice to the attack roll.

Additionally, when a character in an allied **Minion Unit** makes an attack, before the Woddy Dice Rolls step, add ♣ to the Damage Pool for each ♣ result in the attack roll.

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SORRY TO INTERRUPT YOUR PLAYTIME

FORCE REFRESH: (●)(●)(●)

EFFECT

Until the start of the next Galactic Legend Turn, at the start of an enemy Unit's activation, choose one character in the activating Unit. One character in the **Galactic Legend Unit** may ♣ Toward the chosen character.

Additionally, until the start of the next Galactic Legend Turn, the **Galactic Legend Unit** has the following ability:

ACROBATIC INTERCESSION

While this Unit is not Wounded, enemy characters Engaged with one or more characters in this Unit cannot target characters in other Units and cannot attack objectives.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

STRENGTH OF CONVICTION

When a character in this Unit ♣, it may ♣ using the Advance tool.



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SORRY TO INTERRUPT YOUR PLAYTIME

FORCE REFRESH: (●)(●)(●)

EFFECT

Until the start of the next Galactic Legend Turn, at the start of an enemy Unit's activation, choose one character in the activating Unit. One character in the **Galactic Legend Unit** may ♣ Toward the chosen character.

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SORRY TO INTERRUPT YOUR PLAYTIME

FORCE REFRESH: (●)(●)

EFFECT

- Until the start of the next Galactic Legend Turn, at the start of an enemy Unit's activation, choose one character in the activating Unit. One character in the **Galactic Legend Unit** may ♣ Toward the chosen character.

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AHSOKA TANO, LIBERATION FIGHTER



YOU'RE LUCKY ANAKIN DIDN'T SHOW UP...

At the start of this Unit's activation, roll one Defense Die, plus an additional Defense Die for each condition this Unit has. For each ⚡ result, one character in this Unit may ⚡. Then, if there are no ⚡ results, choose an enemy Unit within ⚡3. The chosen Unit gains ! or ⚡.



ACROBATIC LEAP ⚡

One character in this Unit may ⚡. Then, after this movement is resolved, one character in this Unit may ⚡ or may make a 5 dice ⚡ attack.



I AM HERE TO BRING YOU TO JUSTICE

When a character in this Unit makes an attack or defends, after rolling dice, this Unit may spend 1-3 ⚡. For each ⚡ spent, reroll one die in this Unit's attack or defense roll.



I AM NOT THE ONE WHO IS GOING TO KILL THEM

When a character in this Unit Wounds an enemy **Secondary Unit** with an attack, after the effect is resolved, you may mark that enemy Unit with a Conflicted token if it does not already have one. If you do, the marked enemy Unit removes one Wounded token and all Damage tokens from itself. Then, if 3 or more enemy Units have Conflicted tokens, advance the Struggle token two spaces to the right. The Struggle token can only be moved in this way once per Game.



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Ahsoka Tano • Encounter Unit (2)

Patrick Brown

AHSOKA TANO, LIBERATION FIGHTER



N/A



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MANDALORIAN FREEDOM FIGHTER



FOR MANDALORE!

At the start of this Unit's activation, one character in this Unit may . Then, if that character ended its move contesting one or more Active objectives, this Unit immediately makes a focus action.



MANDALORIAN BATTLE TRAINING

When a character in this Unit makes an attack as part of a combat action, at the start of the Modify Dice step, this Unit may use this ability. You may change an Attack Die with an result to a result. Then, if you did, choose two dice in the defense roll. The defender rerolls the chosen dice.



SOMETHING WORTH FIGHTING FOR

While a character in this Unit contests an Active objective, opposing players cannot remove or replace your control token from that objective.



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Minion Unit (2)

Simone Buonfantino / Tomato Farm

MANDALORIAN FREEDOM FIGHTER



N/A



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MANDALORIAN FREEDOM FIGHTER



FOR MANDALORE!

At the start of this Unit's activation, one character in this Unit may . Then, if that character ended its move contesting one or more Active objectives, this Unit immediately makes a focus action.



MANDALORIAN BATTLE TRAINING

When a character in this Unit makes an attack as part of a combat action, at the start of the Modify Dice step, this Unit may use this ability. You may change an Attack Die with an result to a result. Then, if you did, choose two dice in the defense roll. The defender rerolls the chosen dice.



SOMETHING WORTH FIGHTING FOR

While a character in this Unit contests an Active objective, opposing players cannot remove or replace your control token from that objective.



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Minion Unit (2)

Simone Buonfantino / Tomato Farm

MANDALORIAN FREEDOM FIGHTER



N/A



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FORM V SHIEN REVERSE GRIP

LIGHTSABERS		ACROBATICS	
1	+	1	+
2-3	+, *, →	2-3	+, +, ↗
4+	+, +, +	4+	+, +, +, ↗, ↘

AHSOKA TANO, LIBERATION FIGHTER
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JAR'KAI

LIGHTSABERS		ACROBATICS	
1-2	*, *	1	+
3	+, +, ↗	2-3	+, +
4+	+, +, +, ↗, →	4+	+, +, +, ↗, ↘

AHSOKA TANO, LIBERATION FIGHTER
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LIBERATION TACTICS

4
 5

4
 4

WESTAR-35
BLASTER PISTOLS

1-2 3 4+

GAUNTLET
VIBROBLADE

1-2 3 4+

BESKAR ARMOR

1 2+

LIBERATION TACTICS

4
 5

4
 4

WESTAR-35
BLASTER PISTOLS

1-2 3 4+

GAUNTLET
VIBROBLADE

1-2 3 4+

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LIBERATION TACTICS

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 5

4
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LIBERATION TACTICS

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 5

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GAUNTLET
VIBROBLADE

1-2 3 4+

BESKAR ARMOR

1 2+

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ON THE OFFENSIVE

FORCE REFRESH: NONE

EFFECT

This Turn, the **Galactic Legend Unit** may make up to two combat actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend Unit** may make one additional action. This action must be a combat action.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains three Anger tokens and replaces **You Underestimate My Power** with the following ability during its next activation:

ON THE OFFENSIVE

FORCE REFRESH: NONE

EFFECT

This Turn, the **Galactic Legend Unit** may make up to two combat actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend Unit** may make one additional action. This action must be a combat action.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains three Anger tokens and replaces **You Underestimate My Power** with the following ability during its next activation:

INTO THE FRAY

FORCE REFRESH: ⊕

EFFECT

This Turn, when a **Galactic Legend** character ⚡, it may ⚡ using the Advance tool.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:



I DO NOT FEAR THE DARK SIDE ⊕

Choose one character in this Unit. The chosen character ⊕ and then may ⚡. Then that character may make a X attack.



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I DO NOT FEAR THE DARK SIDE ⊕

Choose one character in this Unit. The chosen character ⊕ and then may ⚡. Then that character may make a X attack.



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REDEPLOY

When an allied character would ⚡ or ⚡, it may instead ⊕.



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INTO THE FRAY

FORCE REFRESH: ⚡

EFFECT

This Turn, when a **Galactic Legend** character ⚡, it may ⚡ using the Advance tool.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

INTO THE FRAY

FORCE REFRESH: ⚡

EFFECT

This Turn, when a **Galactic Legend** character ⚡, it may ⚡ using the Advance tool.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

RALLY TO ME!

FORCE REFRESH: ⚡

EFFECT

Until the start of the next Galactic Legend Turn, **Galactic Legend** characters have **Protection**. At the start of the **Galactic Legend Unit's** activation, choose one **Galactic Legend** character. The chosen character ⚡.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations step.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:

RALLY TO ME!

FORCE REFRESH: ⚡

EFFECT

Until the start of the next Galactic Legend Turn, **Galactic Legend** characters have **Protection**. At the start of the **Galactic Legend Unit's** activation, choose one **Galactic Legend** character. The chosen character ⚡.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations step.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:



LEADER OF THE 501ST

When an allied **Minion** character makes an attack, add 2 dice to the attack roll.



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REDEPLOY

When an allied character would → or →→, it may instead ⚡.



REDEPLOY

When an allied character would → or →→, it may instead ⚡.



LEADER OF THE 501ST

When an allied **Minion** character makes an attack, add 2 dice to the attack roll.



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ANAKIN SKYWALKER, GENERAL OF THE REPUBLIC

ANAKIN SKYWALKER • GALACTIC LEGEND UNIT



YOU UNDERESTIMATE MY POWER

Choose one character in this Unit. The chosen character $\oplus$ and then may $\dashv$. Then that character may make a 5 dice $\times$ attack.



THIS IS WHERE THE FUN BEGINS

One character in this Unit may $\dashv$. Then that character may gain ! . If it does, choose an enemy character Engaged with it. The chosen character gains ! .



IMPATIENT AND UNORTHODOX

This Unit starts the game with this side of its Unit Card face up. Each time a Unit is Wounded or Defeated this Unit gains an Anger token. At the start of the Galactic Legend Turn, if this Unit has 4 or more Anger tokens, flip its Unit Stat Card over.



HERO OF THE REPUBLIC

Once per Turn, when another allied character is Wounded by an attack, after the effect is resolved, choose a character in this Unit. The chosen character may $\dashv$ Toward the attacking character.

Additionally, allied **MINION** characters within $\oplus 4$ have **PROTECTION**.

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ANAKIN SKYWALKER, TEMPTED BY THE DARK SIDE

ANAKIN SKYWALKER • GALACTIC LEGEND UNIT



FORCE GRASP

Choose a character in this Unit and an enemy character within $\oplus 5$ of that character. Pull the chosen enemy character $\oplus 3$ Toward the chosen allied character. Then roll 5 Attack Dice. The chosen Unit suffers ! for each ! and ! result in the roll. Finally, if the chosen Unit did not suffer ! , this Unit gains an Anger token.



YOU UNDERESTIMATE MY POWER

Choose one character in this Unit. The chosen character $\oplus$ and then may $\dashv$. Then that character may make a 5 dice $\times$ attack.



FORCE JUMP

One character in this Unit may $\dashv$.



I PROMISE I WON'T FAIL AGAIN

When an enemy character within $\oplus 5$ makes an attack, after the effect is resolved, this Unit gains one Anger token, plus one additional Anger token if that attack Defeated an allied Unit.

When a character in this Unit targets a character with an attack, it may spend any number of Anger tokens. For each Anger token spend in this way, add 1 die to the attack roll.

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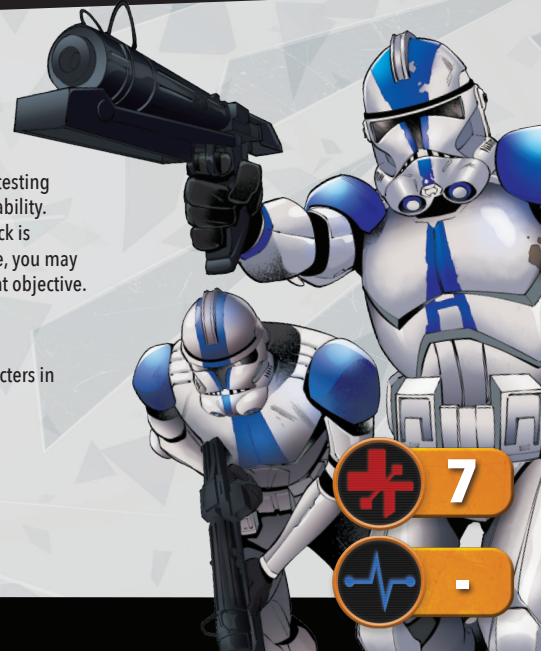
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501ST CLONE VETERAN

 **TACTICAL MANEUVERS**
Each character in this Unit may .

 **SUPPRESSING FIRE**
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. Choose an Active objective the defender is contesting. After the attack is resolved, if no enemy characters are contesting the chosen objective, you may spend a . If you do, remove an opponent's control token from that objective.

 **TEAMS OF TWO**
While one or more other allied **Minion** Units are within , characters in this Unit add 1 die to their attack rolls.



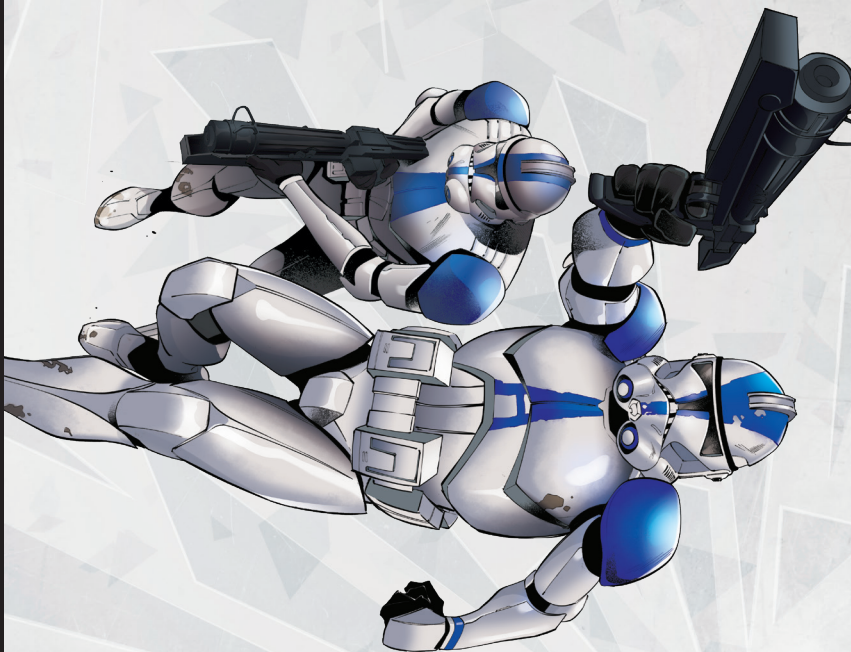
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Minion Unit (2)

Simone Buonfantino / Tomato Farm

501ST CLONE VETERAN



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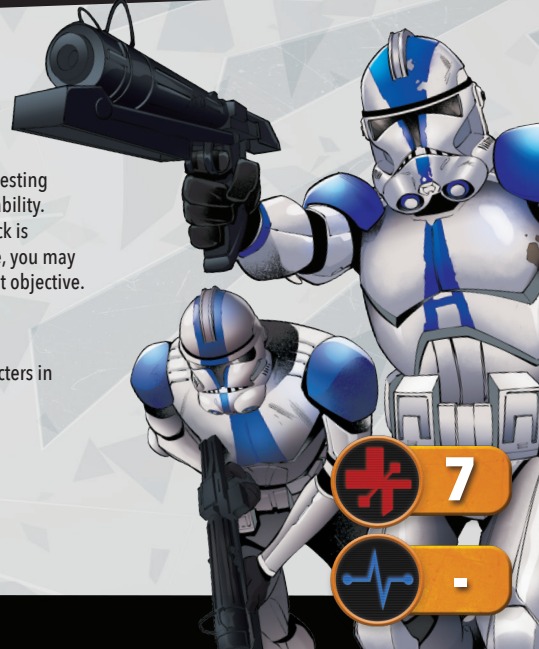
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501ST CLONE VETERAN

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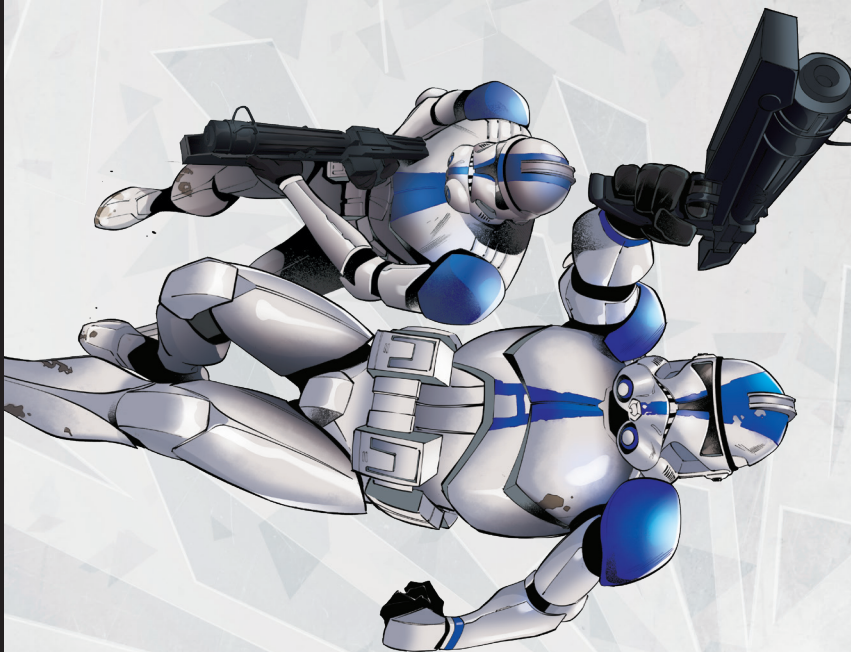
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Minion Unit (2)

Simone Buonfantino / Tomato Farm

501ST CLONE VETERAN



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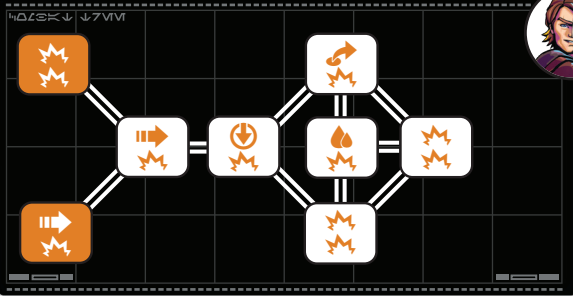
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FORM V DJEM SO



ANAKIN'S LIGHTSABER		DEFENSIVE FORM	
1-2	*, *	1	⦿
3	⦿, *, *	2-3	⦿, ⦿, ⦿, *
4+	⦿, ⦿, ⦿	4+	⦿, ⦿, ⦿, ⦿, *, ⦿, ⦿



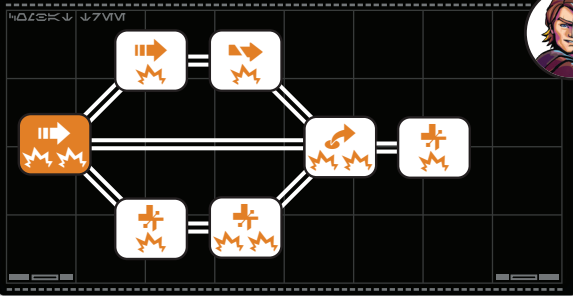

4




4



FORM V SHIEN



ANAKIN'S LIGHTSABER		DEFENSIVE FORM	
1	⦿	1	⦿, ⦿
2	⦿, ⦿	2-3	⦿, ⦿, ⦿
3+	⦿, ⦿, ⦿	4+	⦿, ⦿, ⦿, ⦿, ⦿, ⦿




5




5

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COMBAT TRAINING

5 6 4 3

5 6 4 3

COMBAT TRAINING

5 6 4 3

5 6 4 3

DC-15A BLASTER

1 2+

1 2+

BASH

1-2 3+

1-2 3+

PHASE II CLONE ARMOR

1-2 3+

1-2 3+

DC-15A BLASTER

1 2+

1 2+

BASH

1-2 3+

1-2 3+

PHASE II CLONE ARMOR

1-2 3+

1-2 3+

501ST CLONE VETERAN

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501ST CLONE VETERAN

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STARS

WARS

SHATTERPOINT

STARS

WARS

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FEARSOME BARRAGE

FORCE REFRESH. ⚡

EFFECT

When the **Galactic Legend Unit** makes a move action, instead of resolving it as normal, one Character in that Unit may ⚡ and then may make a 5 dice X attack.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability during its next activation:

FEARSOME BARRAGE

FORCE REFRESH. ⚡

EFFECT

When the **Galactic Legend Unit** makes a move action, instead of resolving it as normal, one Character in that Unit may ⚡ and then may make a 5 dice X attack.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability during its next activation:

HEADLONG RUSH

FORCE REFRESH. ⚡

EFFECT

Until the end of the Turn, when a **Galactic Legend Unit** makes a move action or when a character in a **Galactic Legend Unit** makes an attack after the effect is resolved, a **Galactic Legend** character may ⚡.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability during its next activation:



ENRAGED RAMPAGE

After a character in this Unit Wounds an enemy Unit with an attack, this Unit may trigger and use **JUVO MASTERY** with that attack, even if it has already used **JUVO MASTERY** this Turn.



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ENRAGED RAMPAGE

After a character in this Unit Wounds an enemy Unit with an attack, this Unit may trigger and use **JUVO MASTERY** with that attack, even if it has already used **JUVO MASTERY** this Turn.



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IF YOU WILL NOT JOIN ME...

When an allied **Minion** character ⚡, it may ⚡ using the Advance tool. When an allied **Galactic Legend** character would ⚡ from Headlong Rush, it may instead ⚡.



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HEADLONG RUSH

FORCE REFRESH: ⚡

EFFECT

Until the end of the Turn, when a **Galactic Legend Unit** makes a move action or when a character in a **Galactic Legend Unit** makes an attack, after the effect is resolved, a **Galactic Legend** character may ➡➡.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability during its next activation:



IF YOU WILL NOT JOIN ME...
When an allied **Minion** character ➡, it may ➡ using the Advance tool. When an allied **Galactic Legend** character would ➡➡ from Headlong Rush, it may instead ➡.



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HEADLONG RUSH

FORCE REFRESH: ⚡

EFFECT

Until the end of the Turn, when a **Galactic Legend Unit** makes a move action or when a character in a **Galactic Legend Unit** makes an attack, after the effect is resolved, a **Galactic Legend** character may ➡➡.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability during its next activation:



IF YOU WILL NOT JOIN ME...
When an allied **Minion** character ➡, it may ➡ using the Advance tool. When an allied **Galactic Legend** character would ➡➡ from Headlong Rush, it may instead ➡.



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RUTHLESS RULER

FORCE REFRESH: ⚡

EFFECT

At the start of the **Galactic Legend Unit's** activation, each **Minion** and **Galactic Legend** character may ➡➡. Until the start of the next Galactic Legend Turn, when determining control of an Active objective that one or more Galactic Legend characters are contesting, if there is a tie, the Galactic Legend player takes control of the objective.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations step.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:



ONLY THE STRONG CAN RULE
When an allied **Minion** character makes an attack as part of a combat action, before dice are rolled, that Unit may suffer ✖✖. If it does, add 3 dice to the attack roll.



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RUTHLESS RULER

FORCE REFRESH: ⚡

EFFECT

At the start of the **Galactic Legend Unit's** activation, each **Minion** and **Galactic Legend** character may ➡➡. Until the start of the next Galactic Legend Turn, when determining control of an Active objective that one or more Galactic Legend characters are contesting, if there is a tie, the Galactic Legend player takes control of the objective.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations step.

LEGEND ABILITY

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ONLY THE STRONG CAN RULE

When an allied **Minion** character makes an attack as part of a combat action, before dice are rolled, that Unit may suffer ✖✖. If it does, add 3 dice to the attack roll.



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LORD MAUL, DRIVEN BY HATRED



I'M NOT FINISHED WITH YOU, YET ☉☉

Choose a Wounded enemy Unit within ☉3. The chosen Unit removes one Wounded token, all ☹, and one condition from itself. Until the end of this activation, when a character in this Unit makes an attack, add 2 dice to the attack roll.



JEERING TAUNT ☉

Choose an enemy character within ☉3. The chosen character gains ☹. Then, one character in this Unit may ☹.



JUJO MASTERY ☉

When a character in this Unit makes an attack, after the effect is resolved, this Unit may use this ability. One character in this Unit may ☹ and then makes a 5 dice ☹ attack targeting a different enemy character within ☉ and LOS.



I WAS HOPING FOR KENOBI, WHY ARE YOU HERE?

At the start of this Unit's activation, each character in this Unit may ☹ or ☉. If one or more characters end this movement Engaged with one or more enemy **Secondary** characters, this Unit immediately makes a focus action.



☹ 20

☹ 3

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Maul • Galactic Legend (2)

Lia Booyesen

LORD MAUL, DRIVEN BY HATRED



N/A



6

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MANDALORIAN OF THE WATCH



MANDALORIAN JET PACK

At the start of this Unit's activation, each character in this Unit may .



FLAME PROJECTOR

Choose an Active objective within 3. Each enemy character contesting that objective may Away from the chosen objective. Then each Unit within 2 of that objective suffers . Finally, if there are no enemy characters contesting the chosen objective, remove all control tokens from the objective, if able.



NO MERCY

When an enemy character that is Engaged with one or more characters in this Unit or , after the move is resolved, the moving character's Unit suffers if the moving character is no longer Engaged with one or more characters in this Unit.



ENCOUNTER • MANDALORIAN • SHADOW COLLECTIVE • SUPER COMMANDO • TROOPER

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Minion Unit (2)

Simone Buonfantino / Tomato Farm

MANDALORIAN OF THE WATCH



N/A



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MANDALORIAN OF THE WATCH



MANDALORIAN JET PACK

At the start of this Unit's activation, each character in this Unit may .



FLAME PROJECTOR

Choose an Active objective within 3. Each enemy character contesting that objective may Away from the chosen objective. Then each Unit within 2 of that objective suffers . Finally, if there are no enemy characters contesting the chosen objective, remove all control tokens from the objective, if able.



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Minion Unit (2)

Simone Buonfantino / Tomato Farm

MANDALORIAN OF THE WATCH



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FIENDISH SCHEMING

THROWN LIGHTSABER

1-2	*, *
3	*, *, ⚡, ⚡
4+	*, *, ⚡, ⚡, ⚡, ⚡

DOUBLE-BLADED LIGHTSABER

1-2	⚡, ⚡
3	⚡, ⚡, ⚡
4+	⚡, ⚡, ⚡, ⚡

PERFECT DEFENSE

1	⚡
2+	⚡, ⚡

VENGEFUL OBSESSION

DOUBLE-BLADED LIGHTSABER

1-2	*, *
3	*, *, *, *
4+	*, *, *, *, *, *

IMPLACABLE WILL

1	⚡
2	⚡, ⚡
3+	⚡, ⚡, ⚡

VENGEFUL OBSESSION

THROWN LIGHTSABER

1-2	*, *
3	*, *, ⚡, ⚡
4+	*, *, ⚡, ⚡, ⚡, ⚡

DOUBLE-BLADED LIGHTSABER

1-2	*, *
3	*, *, ⚡, ⚡
4+	*, *, ⚡, ⚡, ⚡, ⚡

IMPLACABLE WILL

1	⚡
2	⚡, ⚡
3+	⚡, ⚡, ⚡

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WATCH TACTICS

4

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WATCH TACTICS

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WATCH TACTICS

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WATCH TACTICS

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WATCH TACTICS

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WATCH TACTICS

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WATCH TACTICS

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WATCH TACTICS

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3

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FURIOUS ASSAULT

FORCE REFRESH: NONE

EFFECT

This Turn, the **Galactic Legend Unit** may make up to two combat actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend Unit** may make one additional action. This action must be a combat action.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, replace the **Force Choke** ability on the **Galactic Legend Unit's** Stat Card with the following ability during its next activation:

FURIOUS ASSAULT

FORCE REFRESH: NONE

EFFECT

This Turn, the **Galactic Legend Unit** may make up to two combat actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend Unit** may make one additional action. This action must be a combat action.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, replace the **Force Choke** ability on the **Galactic Legend Unit's** Stat Card with the following ability during its next activation:

ASSASSIN'S AGILITY

FORCE REFRESH: 

EFFECT

This Turn, the **Galactic Legend Unit** may make up to two move actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend Unit** may make one additional action. This action must be a move action.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:



MASS FORCE CHOKE

Roll 5 Attack Dice. Each enemy Unit within $\oplus 3$ suffers $\forall\forall$ for each ∇ and $\oplus$ result in the roll. Then each enemy Unit within $\oplus 3$ must choose to gain $\nabla\forall$ or $\heartsuit$.



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MASS FORCE CHOKE

Roll 5 Attack Dice. Each enemy Unit within $\oplus 3$ suffers $\forall\forall$ for each ∇ and $\oplus$ result in the roll. Then each enemy Unit within $\oplus 3$ must choose to gain $\nabla\forall$ or $\heartsuit$.



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TSK TSK $\oplus$

When a character in this Unit is targeted by an attack, this Unit may use this ability. After the attack is resolved, if the attack roll contained one or more $\forall$ results, the attacking character suffers $\forall\forall\forall\forall\forall\forall$.



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ASSASSIN'S AGILITY

FORCE REFRESH: ☒

EFFECT

This Turn, the **Galactic Legend Unit** may make up to two move actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend Unit** may make one additional action. This action must be a move action.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:



TSK TSK ☕
When a character in this Unit is targeted by an attack, this Unit may use this ability. After the attack is resolved, if the attack roll contained one or more ✕ results, the attacking character suffers 1-1-1-1-1-1.



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ASSASSIN'S AGILITY

FORCE REFRESH: ☒

EFFECT

This Turn, the **Galactic Legend Unit** may make up to two move actions, instead of the normal one.

This Turn, during its activation, the **Galactic Legend Unit** may make one additional action. This action must be a move action.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:



TSK TSK ☕
When a character in this Unit is targeted by an attack, this Unit may use this ability. After the attack is resolved, if the attack roll contained one or more ✕ results, the attacking character suffers 1-1-1-1-1-1.



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COORDINATED ATTACK

FORCE REFRESH: ☒ ☒

EFFECT

At the start of the **Galactic Legend Unit's** activation, choose one **Galactic Legend** character. The chosen character +1-1-1. Until the end of the next **Galactic Legend Unit's** activation, when an allied **Galactic Legend** character makes a ✕ attack targeting an enemy character that is Engaged with another allied **Minion** character, it adds 2 dice to the attack roll.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations Step.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:



WHAT ARE YOU WAITING FOR?
Each allied **Minion** character may +1.



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COORDINATED ATTACK

FORCE REFRESH: ☒ ☒

EFFECT

At the start of the **Galactic Legend Unit's** activation, choose one **Galactic Legend** character. The chosen character +1-1-1. Until the end of the next **Galactic Legend Unit's** activation, when an allied **Galactic Legend** character makes a ✕ attack targeting an enemy character that is Engaged with another allied **Minion** character, it adds 2 dice to the attack roll.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations Step.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend Unit** gains the following ability until the start of the next Galactic Legend Turn:



WHAT ARE YOU WAITING FOR?
Each allied **Minion** character may +1.



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ASAJJ VENTRESS, DEADLY PROTÉGÉ

FORCE CHOKE

Choose an enemy Unit within  3 and in LOS and roll 5 Attack Dice. The chosen Unit suffers  for each  and  result in the roll. Then the chosen Unit gains .

DATHOMIRIAN DEXTERITY

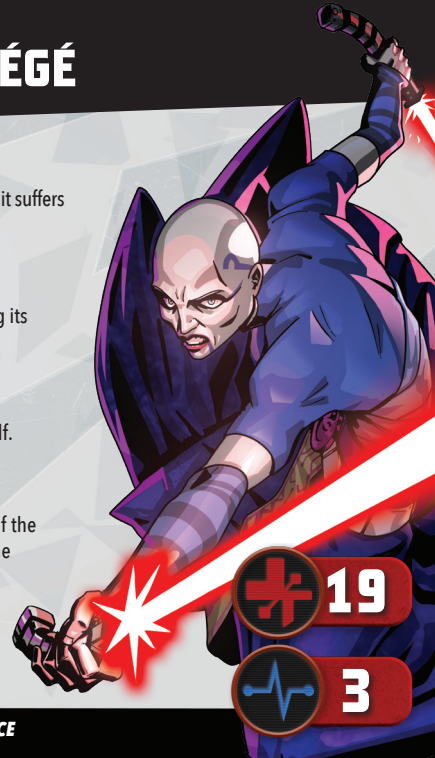
One character in this Unit may . This Unit may use this ability two times during its activation instead of the normal one.

SEETHE

This Unit may remove one condition from itself. Then it may remove  from itself.

NOW YOU FALL...

When a character in this Unit makes an attack, during the Modify Dice Rolls Step, if the defender has , the attacking character may reroll any number of  results in the attack roll.



 **19**
 **3**

DATHOMIRIAN • ENCOUNTER • FORCE USER • NIGHTSISTER • SEPARATIST ALLIANCE

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Asajj Ventress • Galactic Legend Unit (2)

Chris Bjors

ASAJJ VENTRESS, DEADLY PROTÉGÉ



N/A



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B1 BATTLE DROID BOARDING PARTY



BOB AND WEAVE

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



UPLOAD KEY CODE UPDATE ⊕

Choose an objective within ⊕4 that is not contested by any enemy characters. Remove all control tokens from the chosen objective.



AMBUSH

When a character in this Unit makes an attack, if the defending character's Unit Order Card is in its controlling player's Order Deck or in reserve, add 1 die to the attack roll.



I HATE THIS JOB

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



6

-

B1 • BATTLE DROID • DROID • ENCOUNTER • SEPARATIST ALLIANCE

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Minion Unit (2)

Simone Buonfantino / Tomato Farm

B1 BATTLE DROID BOARDING PARTY



N/A



0

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B1 BATTLE DROID BOARDING PARTY



BOB AND WEAVE

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



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Choose an objective within ⊕4 that is not contested by any enemy characters. Remove all control tokens from the chosen objective.



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When a character in this Unit makes an attack, if the defending character's Unit Order Card is in its controlling player's Order Deck or in reserve, add 1 die to the attack roll.



I HATE THIS JOB

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



6

-

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Minion Unit (2)

Simone Buonfantino / Tomato Farm

B1 BATTLE DROID BOARDING PARTY



N/A



0

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FORM II MAKASHI

TWIN LIGHTSABERS

1-2	⚡, *
3	⚡, *, *
4+	⚡, ⚡, ⚡

DEFENSIVE TECHNIQUE

1-2	⚡, ⚡, *
3	⚡, ⚡, ⚡
4+	⚡, ⚡, ⚡, ⚡

ASAJI VENTRESS, DEADLY PROTÉGÉ
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JAR'KAI

TWIN LIGHTSABERS

1	⚡
2	⚡, *
3+	⚡, ⚡, *, ⚡

AGGRESSIVE DEFENSE

1	⚡, ⚡
2	⚡, ⚡, ⚡
3+	⚡, ⚡, ⚡, ⚡

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1-2

3

4+

IMPEDING BLOWS

1-2

3+

BOARDING PROTOCOLS

1

2

3+

1-2

3

4+

IMPEDING BLOWS

1-2

3+

BOARDING PROTOCOLS

1

2

3+

TAKE AND HOLD

5

6

4

3

1-2

3

4+

IMPEDING BLOWS

1-2

3+

BOARDING PROTOCOLS

1

2

3+

1-2

3

4+

IMPEDING BLOWS

1-2

3+

BOARDING PROTOCOLS

1

2

3+

1-2

3

4+

IMPEDING BLOWS

1-2

3+

BOARDING PROTOCOLS

1

2

3+

TAKE AND HOLD

5

6

4

3

1-2

3

4+

IMPEDING BLOWS

1-2

3+

BOARDING PROTOCOLS

1

2

3+

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UNDERHANDED TEAMWORK

FORCE REFRESH: REFRESH A NUMBER OF $\oplus$ UP TO THE NUMBER OF DETERMINATION TOKENS ON THE MASTER PLAN CARD.

EFFECT

Until the end of the Turn, when an allied character makes an attack as part of a combat action, before dice are rolled, that character may gain $\uparrow$. If it does, choose an enemy character within $\oplus 3$ of a character in that Unit. The chosen character gains $\downarrow$.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations step.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, put Determination tokens on the Master Plan Card until there are 3 tokens on it. Then, at the end of the Galactic Legend turn, resolve the effect, below:

SNEAK AWAY

Each allied character may $\uparrow$.



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UNDERHANDED TEAMWORK

FORCE REFRESH: REFRESH A NUMBER OF $\oplus$ UP TO THE NUMBER OF DETERMINATION TOKENS ON THE MASTER PLAN CARD.

EFFECT

Until the end of the Turn, when an allied character makes an attack as part of a combat action, before dice are rolled, that character may gain $\uparrow$. If it does, choose an enemy character within $\oplus 3$ of a character in that Unit. The chosen character gains $\downarrow$.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations step.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, put Determination tokens on the Master Plan Card until there are 3 tokens on it. Then, at the end of the Galactic Legend turn, resolve the effect, below:

SNEAK AWAY

Each allied character may $\uparrow$.



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DESPERATE LEAP

FORCE REFRESH: REFRESH A NUMBER OF $\oplus$ UP TO THE NUMBER OF DETERMINATION TOKENS ON THE MASTER PLAN CARD.

EFFECT

Choose an allied character. That character may $\uparrow$.

DESPERATE LEAP

FORCE REFRESH: REFRESH A NUMBER OF $\oplus$ UP TO THE NUMBER OF DETERMINATION TOKENS ON THE MASTER PLAN CARD.

EFFECT

Choose an allied character. That character may $\uparrow$.

DESPERATE LEAP

FORCE REFRESH: REFRESH A NUMBER OF $\oplus$ UP TO THE NUMBER OF DETERMINATION TOKENS ON THE MASTER PLAN CARD.

EFFECT

Choose an allied character. That character may $\uparrow$.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, put Determination tokens on the Master Plan Card until there are 3 tokens on it. Then, instead of resolving the above effect, resolve the effect, below:

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, put Determination tokens on the Master Plan Card until there are 3 tokens on it. Then, instead of resolving the above effect, resolve the effect, below:

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, put Determination tokens on the Master Plan Card until there are 3 tokens on it. Then, instead of resolving the above effect, resolve the effect, below:

PERFECT TIMING

Each allied character may $\uparrow$.



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PERFECT TIMING

Each allied character may $\uparrow$.



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PERFECT TIMING

Each allied character may $\uparrow$.



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FEARLESS AND INVENTIVE

FORCE REFRESH: REFRESH A NUMBER OF ⬆ UP TO THE NUMBER OF DETERMINATION TOKENS ON THE MASTER PLAN CARD.

EFFECT

Until the end of the the Turn, allied **Minion** Units have the following ability:



PACK HUNTER

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

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, put Determination tokens on the Master Plan Card until there are 3 tokens on it. Then the **Galactic Legend** Unit replaces **You Serve Your Master Well** ability with the following ability until the end of the turn.



AND YOU WILL BE REWARDED

Choose an enemy character within ⬆5. The chosen character → You resolve this move. After this movement has been resolved, one character in this Unit may → toward the chosen character.

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FEARLESS AND INVENTIVE

FORCE REFRESH: REFRESH A NUMBER OF ⬆ UP TO THE NUMBER OF DETERMINATION TOKENS ON THE MASTER PLAN CARD.

EFFECT

Until the end of the the Turn, allied **Minion** Units have the following ability:



PACK HUNTER

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

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, put Determination tokens on the Master Plan Card until there are 3 tokens on it. Then the **Galactic Legend** Unit replaces **You Serve Your Master Well** ability with the following ability until the end of the turn.



AND YOU WILL BE REWARDED

Choose an enemy character within ⬆5. The chosen character → You resolve this move. After this movement has been resolved, one character in this Unit may → toward the chosen character.

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MASTER PLAN

During Setup, roll 3 Defense Dice. For each ⬆ result in the roll, put a Determination token on this card.

At the start of each Galactic Legend Turn, before revealing Order Cards, put one Determination token on this card for each Active objective that is contested by one or more allied characters.

At the end of each Galactic Legend Turn, remove all Determination tokens from this card.



Tomato Farm

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LUKE SKYWALKER, JEDI KNIGHT



WOULDN'T MISS IT

At the start of this Unit's activation, choose and resolve a different effect for each Determination token on the Master Plan Card:

- One character in this Unit may **+**.
- One character in this Unit may **→**.
- One character in this Unit may make a 5 dice **X** attack.



I'VE TAKEN CARE OF EVERYTHING

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



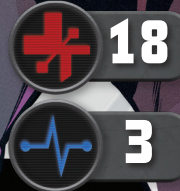
YOU SERVE YOUR MASTER WELL

Choose an enemy character within **3**. The chosen character **→**. You resolve this move. After this movement has been resolved, one character in this Unit may **→** Toward the chosen character.



YOU SHOULD HAVE BARGAINED

Before Deployment, put the Master Plan Card near the Encounter Dashboard, it is in effect this game. Additionally, when a character in this Unit attacks, before dice are rolled, it may remove any number of Determination tokens from the Master Plan Card. If it does, add 1 Attack Die to the attack roll for each Determination token removed in this way.



ENCOUNTER • FORCE USER • JEDI • REBEL ALLIANCE

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Luke Skywalker • Galactic Legend (2)

Kim Jacinto

LUKE SKYWALKER, JEDI KNIGHT



6

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BOUSHH, LEIA IN DISGUISE



COVER OF DARKNESS

At the start of this Unit's activation, it may remove one Determination token from the Master Plan Card. If it does, one character in this Unit may . Otherwise, one character in this Unit may .



THERMAL DETONATOR

Choose an Active objective within 3. Each allied character within 2 of that objective may and gain . Then, each Unit within 2 of that objective suffers and removes any it has.



OPPORTUNIST

When a character in another allied Unit makes an attack, before dice are rolled, this Unit may use this ability. If this Unit did not remove a Wounded token this turn and if the targeted character is within 5 of one or more characters in this Unit, the target character gains .



UP CLOSE AND PERSONAL

When a character in this Unit makes a attack, targeting an enemy character that is contesting one or more Active objectives, add to its attack roll.

BOUNTY HUNTER • ENCOUNTER • REBEL ALLIANCE • SCOUNDREL • SPY

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Leia Organa • Minion (2)

Kim Jacinto

BOUSHH, LEIA IN DISGUISE

7

0

N/A



0

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LANDO, ON THE SLY



HIDING IN PLAIN SIGHT

At the start of this Unit's activation, it may remove one Determination token from the Master Plan Card. If it does, one character in this Unit may "►" and one character in the **GALACTIC LEGEND** Unit may "►". Otherwise, one character in this Unit may "►".



PLAYING THE PART

Choose an Active objective that one or more characters in this Unit are contesting. Remove the Control token from the chosen objective, if able.



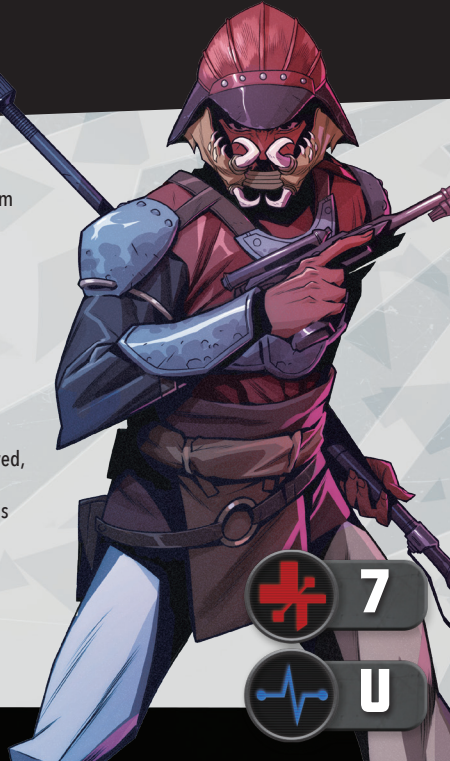
DISCREET TAKEDOWN

When a character in another allied Unit makes an attack, after the effect is resolved, this Unit may use this ability. If this Unit did not remove a Wounded token this turn and if the targeted character is within 5 of one or more characters in this Unit, Push the defending character 2.



FOCUSED ON THE MISSION

When a character in this Unit makes a attack, if it is contesting an Active objective, add * to its attack roll.



ENCOUNTER • REBEL ALLIANCE • SCOUNDREL • SPY

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Lando Calrissian • Minion (2)

Kim Jacinto

LANDO, ON THE SLY



N/A



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R2-D2, SERVING DROID

FEISTY DROID

At the start of this Unit's activation, it may remove one Determination token from the Master Plan Card. If it does, one character in this Unit may  and then it may make a 5 dice attack. Otherwise, one character in this Unit may  or make a 5 dice attack.

HELPFUL

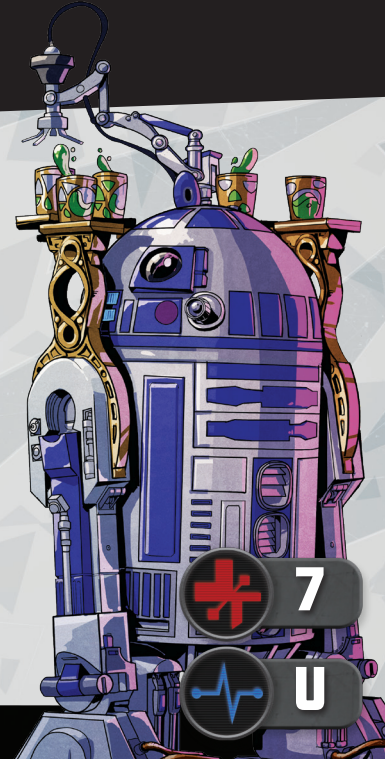
Choose an allied Unit within  3. The chosen Unit removes one condition.

HIDDEN SURPRISE

When an allied character within  5 makes an attack, this Unit may use this ability. If this Unit did not remove a Wounded token this turn, the attacking character adds 2 dice to its attack roll.

BENEATH NOTICE

When a character in this Unit is targeted by a  attack, before dice are rolled, the attacking character gains .



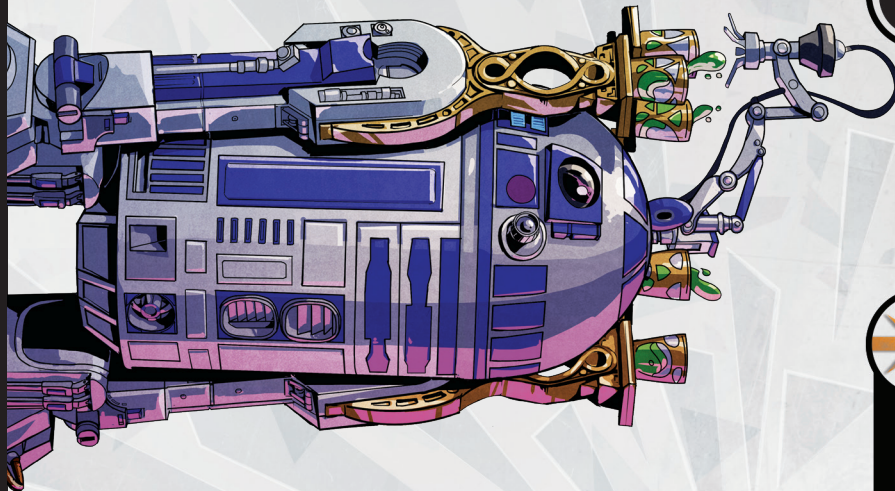
ENCOUNTER • DROID • REBEL ALLIANCE • SPY

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R2-D2 • Minion (2)

Josh Colon

R2-D2, SERVING DROID



N/A



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BLENDING IN

Blaster	4	5
Melee	5	4

DETERMINED ASTROMECH

Blaster	3	4
Melee	6	3

1	*
2-3	*, *
4+	*, *, *

1-2	*, *
3+	*, *, *

1	*, *
2+	*, *, *

1	*
2-3	*, *, *
4+	*, *, *, !

1-2	*, *
3	*, *
4+	*, *, *

LANDO, ON THE SLY

R2-D2, SERVING DROID

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ANGER, HATE, AGGRESSION

FORCE REFRESH: ⚡

EFFECT

Each enemy Unit within ⚡5 of one or more **Galactic Legend** characters gain **!**.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, The **Galactic Legend** Unit replaces **Now I Am the Master** with the following ability until the start of the next Galactic Legend Turn.



I HAVE YOU NOW

When a character in this Unit attacks or defends, during the Modify Dice Rolls step, that character adds ♦♦♦ or ♦♦♦ to its roll, respectively.

Additionally, at the start of each enemy Unit's activation, choose an enemy character. One character in this Unit may ⚡ Toward the chosen character.

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YOU CANNOT HIDE FOREVER

FORCE REFRESH: ⚡

EFFECT

Until the start of the next Galactic Legend Turn, when a character in a **Galactic Legend** Unit, that has no Engaged characters, would ⚡ it may instead →. Additionally, the first time a **Galactic Legend** Unit uses an ⚡ ability this turn, reduce the cost of that ability by ⚡.

YOU CANNOT HIDE FOREVER

FORCE REFRESH: ⚡

EFFECT

Until the start of the next Galactic Legend Turn, when a character in a **Galactic Legend** Unit, that has no Engaged characters, would ⚡ it may instead →. Additionally, the first time a **Galactic Legend** Unit uses an ⚡ ability this turn, reduce the cost of that ability by ⚡.

YOU CANNOT HIDE FOREVER

FORCE REFRESH: ⚡

EFFECT

Until the start of the next Galactic Legend Turn, when a character in a **Galactic Legend** Unit, that has no Engaged characters, would ⚡ it may instead →. Additionally, the first time a **Galactic Legend** Unit uses an ⚡ ability this turn, reduce the cost of that ability by ⚡.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, resolve the effect, below:

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, resolve the effect, below:

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, resolve the effect, below:

IT IS USELESS TO RESIST

Each enemy Unit gains ⚡.

IT IS USELESS TO RESIST

Each enemy Unit gains ⚡.

IT IS USELESS TO RESIST

Each enemy Unit gains ⚡.



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NEW WAYS TO MOTIVATE THEM

FORCE REFRESH: ⚡⚡⚡

EFFECT

At the start of each **Minion** Unit's Activation, that Unit may suffer ⚡, if it does, it may make an additional action this activation.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations Step.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend** Unit gains the following ability until the start of the next Galactic Legend Turn.

ANGER, HATE, AGGRESSION

FORCE REFRESH: ⚡

EFFECT

Each enemy Unit within ⚡5 of one or more **Galactic Legend** characters gain 1.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend** Unit replaces **Now I Am the Master** with the following ability until the start of the next Galactic Legend Turn.

NEW WAYS TO MOTIVATE THEM

FORCE REFRESH: ⚡⚡⚡

EFFECT

At the start of each **Minion** Unit's Activation, that Unit may suffer ⚡, if it does, it may make an additional action this activation.

Resolve the Strategic Redeployment step of the Galactic Legend Turn before the Minion Activations Step.

LEGEND ABILITY

When this card is revealed and discarded with a Shatterpoint Card, the **Galactic Legend** Unit gains the following ability until the start of the next Galactic Legend Turn.

YOU WILL NOT FAIL ME AGAIN

Allied Minion Units may make an action twice, instead of the normal once, during their activation.



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I HAVE YOU NOW

When a character in this Unit attacks or defends, during the Modify Dice Rolls step, that character adds ⚡ or ⚡ to its roll, respectively.

Additionally, at the start of each enemy Unit's activation, choose an enemy character. One character in this Unit may ⚡ Toward the chosen character.



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YOU WILL NOT FAIL ME AGAIN

Allied Minion Units may make an action twice, instead of the normal once, during their activation.



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SHATTERPOINT™

DARTH VADER, ON THE HUNT



FORCE GRIP ☼☼

Choose a character in this Unit and an enemy character within ☼3 of that character. Pull the chosen enemy character ☼3 Toward the chosen allied character. Then roll 5 Attack Dice. The chosen character suffers ☼ for each ☼ and ☼ result in the roll.



YOU DON'T KNOW THE POWER OF THE DARK SIDE

When a character in this Unit Wounds an enemy Unit, after the effect is resolved, this Unit may use this ability. One character in this Unit may make a 5 dice attack.



NOW I AM THE MASTER

When a character in this Unit attacks or defends, during the Modify Dice Rolls Step, this Unit may spend 1-3 ☼. For each ☼ spent, add ☼ or ☼ to the roll, respectively.

Additionally, at the start of each enemy Unit activation, choose an enemy character. One character in this Unit may ☼ Toward the chosen character.

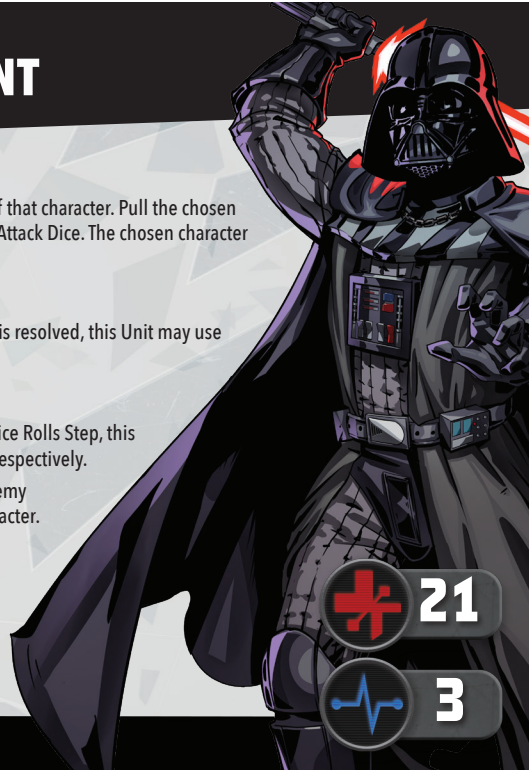


FEAR AND DEAD MEN

When determining control of an Active objective that one or more characters in this Unit are contesting, this Unit's controlling player counts as having the most characters contesting it.

Additionally, when a character in this Unit Wounds an enemy Unit with an attack, refresh ☼.

ENCOUNTER • FORCE USER • GALACTIC EMPIRE • SITH



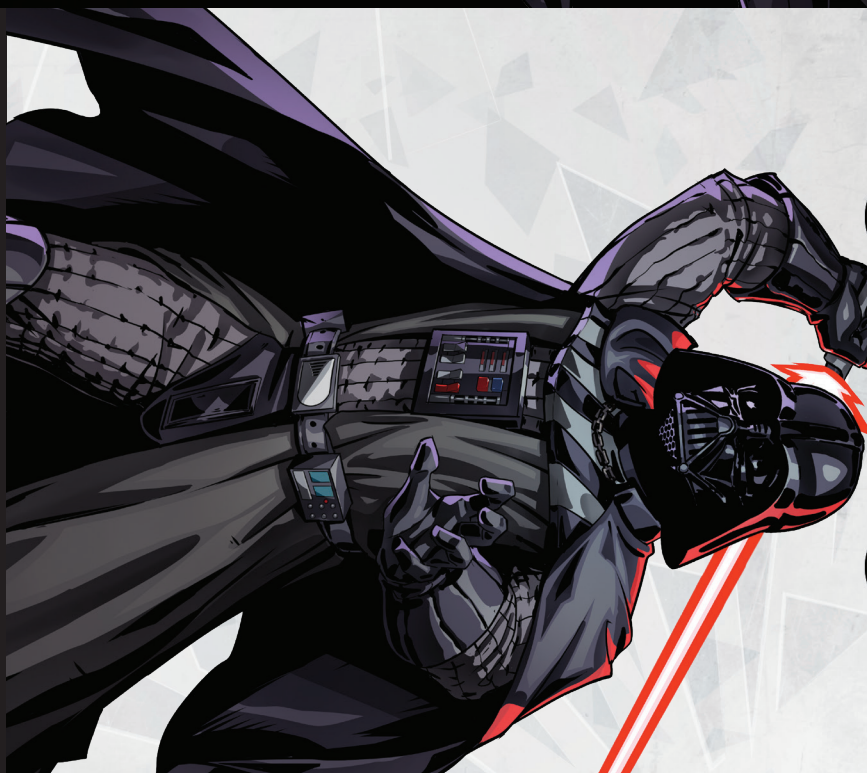
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The cadres can not contain characters named Anakin Skywalker.

Chris Bjors

DARTH VADER, ON THE HUNT

Darth Vader • Galactic Legend (2)



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IMPERIAL STORMTROOPER ESCORT



TACTICAL RESPONSE

At the start of this Unit's activation, it may immediately make a focus action. Then, if it did not, each character in this Unit may "►".



LONG LIVE THE EMPIRE ☼

Action: This Unit may suffer ☼. If it does, one character in this Unit may "►". If it ends that movement within ☼1 of one or more enemy characters it may "►" one of those



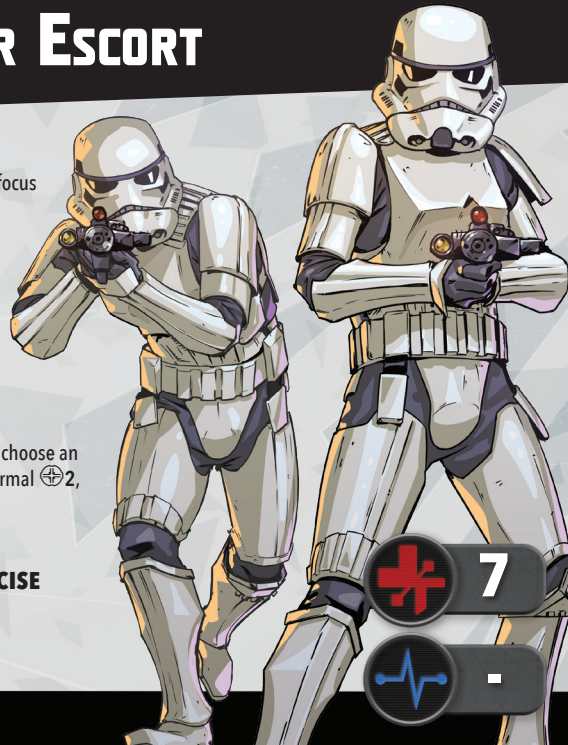
ESCORT DETAIL

Once per Turn, when resolving a ☼, characters in this Unit may choose an allied **Galactic Legend** character within ☼4, instead of the normal ☼2, to remove a condition or ☼ from.



ONLY IMPERIAL STORMTROOPERS ARE SO PRECISE

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



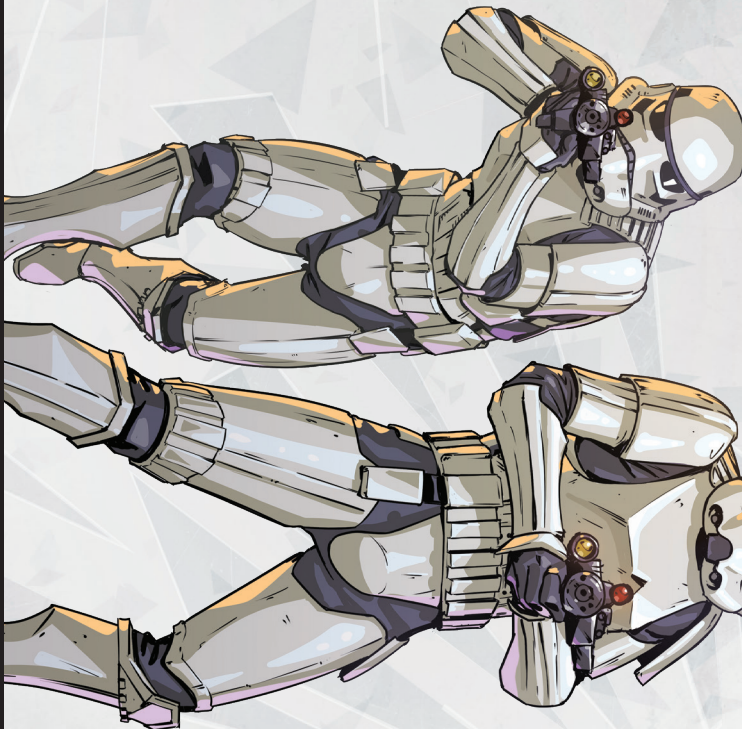
ENCOUNTER • GALACTIC EMPIRE • STORMTROOPER • TROOPER

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Minion (2)

Chris Bjors

IMPERIAL STORMTROOPER ESCORT



N/A

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IMPERIAL STORMTROOPER ESCORT



TACTICAL RESPONSE

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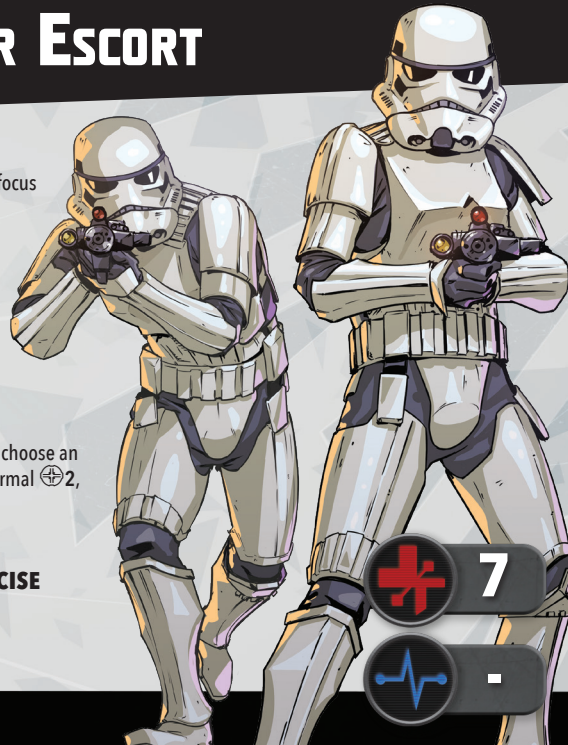
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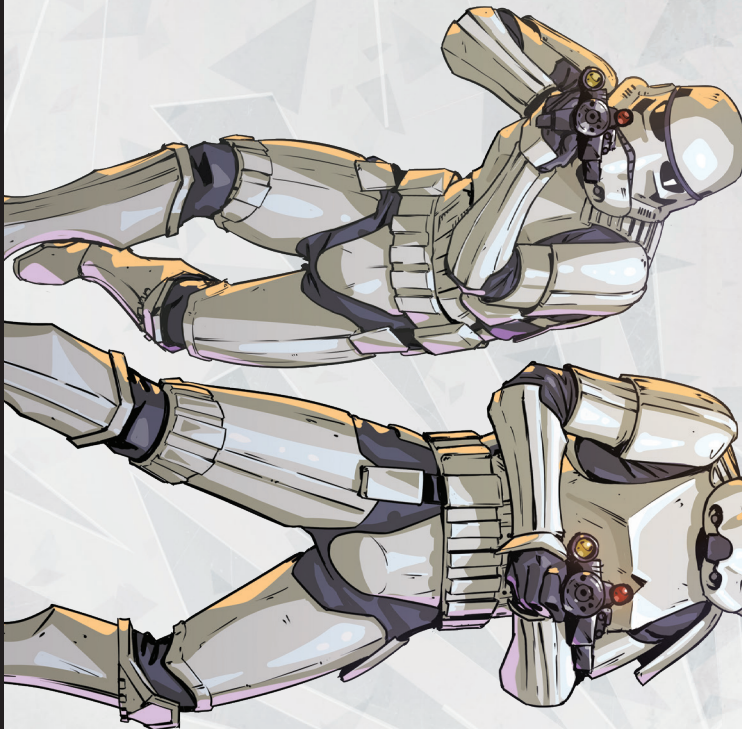
ENCOUNTER • GALACTIC EMPIRE • STORMTROOPER • TROOPER

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Minion (2)

Chris Bjors

IMPERIAL STORMTROOPER ESCORT



N/A

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FORM V DJEM SO

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	HURL DEBRIS		LIGHTSABER		DARK RESOLVE
1-2	*, *	1	+	1-2	⊗, *
3	⊗, *	2	⊗, ⊗	3	⊗, ⊗, *, *
4+	⊗, ⊗	3+	⊗, ⊗, ⊗	4+	⊗, ⊗, *, *, *

OVERWHELMING ATTACK

-

-
 8

	LIGHTSABER		WRATHFUL DEFENSE
1	⊗	1	⊗
2-3	⊗, ⊗	2	⊗, !
4+	⊗, ⊗, ⊗, ⊗	3+	⊗, ⊗, !, *

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IMPERIAL TRAINING

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IMPERIAL TRAINING

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