5



Allied units within 4 of this unit may use its ◈ when checking if they are Panicked. This range can be reduced by other effects.

Inspiring Presence

8



This unit gains **Inspire 2**.

Lead By Example

5



During the **Activation Phase**, when an allied unit that has a faceup Order token starts its **Rally** step, it may choose to remove 1 Suppression token instead of rolling dice.

Strict Orders

12



At the start of the **Remove Tokens** step, choose either 1 allied Trooper unit within 2 of this unit or up to 2 allied ▲ Trooper units within 2 of this unit. Each chosen unit does not remove up to 1 Dodge token.

Vigilance

5



This unit gains **Allies of Convenience**.

Underworld Connections

4



This unit gains **Scale** until the end of its Activation.

Ascension Cables

8



This unit gains **Spotter 1**.

B1 Battle Droids units can equip this card even though they do not have a upgrade slot.

Electrobinoculars

6



This unit gains **Take Cover 1**.

B1 Battle Droids units can equip this card even though they do not have a upgrade slot.

Portable Scanner

2



This unit gains **Unhindered**.

Environmental Gear

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5



Cache: Dodge 1.

Prepared Supplies

2



This unit gains **Expert Climber**.

Grappling Hooks

4



During the **Activation Phase**, when an enemy unit starts its Activation within 1 of this unit, this unit may gain 1 Surge token.

Into the Fray

6



When this unit is attacking a Trooper unit that has 1 or more Wound tokens, during the **Roll Attack Dice** step, this unit may gain 1 Aim token.

On the Hunt

6



This unit may remove 1 Suppression token at the end of the **Activation Phase**.

Endurance

2



When this unit is defending against a Ranged attack, at the start of the **Apply Dodge and Cover** step, it may gain 1 Suppression token.

Duck and Cover

8



When this unit would suffer 1 or more Wounds from an enemy attack, you may this card to prevent suffering up to 2 of those Wounds and place an equal number of Wound tokens on this card instead. If you do, at the end of this unit's next Activation, this unit removes each Wound token from this card and suffers Wounds equal to the number of Wound tokens removed.

Emergency Stims

4



This unit gains **Precise 1**.

Targeting Scopes

8



This unit gains **Scout 1**.

Recon Intel

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8

When this unit makes a Ranged attack against an enemy unit within 2, after that attack is resolved, this unit gains 1 Dodge token.

Up Close and Personal

5

This card may only be equipped by a unit that has 1 or more upgrade icons.

At the start of this unit's Activation, it may flip this card.

When this unit makes a Dodge action, it gains 2 Dodge tokens instead of the normal 1.

This unit cannot spend Aim tokens.

Defensive Stance

5

This card may only be equipped by a unit that has 1 or more upgrade icons.

At the start of this unit's Activation, it may flip this card.

When this unit makes an Aim action, it gains 2 Aim tokens instead of the normal 1.

This unit cannot spend Dodge tokens.

Offensive Stance

6

During its next Move action this Activation, this unit has ***Tactical 1***.

Offensive Push

4

This unit gains ***Sentinel***.

Overwatch

5

When this unit uses ***Guardian X***, you may this card to cancel results with ***Guardian X*** as if they were results.

Ready this card during the **End Phase**.

Protector

5

or Only.

During the **Issue Orders** step of the **Command Phase**, you may this card. If you do, this unit issues an Order to itself.

Seize the Initiative

4

This unit gains ***Outmaneuver***.

Situational Awareness

6

When this unit makes a Melee attack, during the **Form Attack Pool** step, if it has 1 or more Wound tokens or if it has had 1 or more of its miniatures be defeated, it may add 1 red attack die to its Attack Pools.

Tenacity

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2



Vehicle Only.

When this unit uses ***Coordinate***, it may issue an Order to a unit within 2 instead of within 1.

Command Control Array

5



This card may only be equipped by a unit that has 1 or more upgrade icons.

At the start of this unit's Activation, it may flip this card.

When this unit makes an Aim action, it gains 2 Aim tokens instead of the normal 1.

This unit cannot spend Dodge tokens.

Offensive Stance

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5



This card may only be equipped by a unit that has 1 or more upgrade icons.

At the start of this unit's Activation, it may flip this card.

When this unit makes a Dodge action, it gains 2 Dodge tokens instead of the normal 1.

This unit cannot spend Aim tokens.

Defensive Stance

8



Vehicle Only.

This unit gains ***AI: Aim*** and ***Precise 2***.

Attack Protocols

10



Vehicle Only.

This unit gains ***Coordinate: Trooper***.

Onboard Comms Channel

5



Emplacement Trooper or Vehicle Only.

This unit gains ***Target 1***.

Linked Targeting Array

5



During the **Issue Orders** step of the **Command Phase**, after an enemy unit within 1 of this unit is issued an Order, this unit may issue an Order to itself.

Hacked Comms Unit

4



At the start of this unit's Activation, if it was activated with an Order token from the Order Pool, you may X this card. If you do, this unit gains 1 Aim token, gains 1 Dodge token, or removes 1 Suppression token.

Emergency Transponder

5



Enemy units within 1 of this unit cannot be issued Orders, unless they are issuing an Order to themselves.

Comms Jammer

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12



Cycle

Bunker Buster Shells 1–2

Fixed: Front. Blast. Scatter.

3 1

Bunker Buster Shells

3



Dark Side Only.

When this unit suffers 1 or more Wounds, after the effect is resolved, it gains 1 Aim token.

Anger

3



Dark Side Only.

This unit gains ***Demoralize 1***.

Fear

8



Vehicle Only.

This unit gains ***Nimble***, ***Outmaneuver***, and ***AI: Dodge***.

Defense Protocols

3



Vehicle Only.

This unit gains ***AI: Attack, Move***.

Engagement Protocols

3



When this unit makes an attack with a Ranged weapon that has ***Fixed***, during the **Form Attack Pool** step you may this card. If you do, add 2 white attack dice to the Attack Pool and the Attack Pool gains ***Suppressive***.

Barrage Generator

3



When this unit makes an attack with a Ranged weapon that has ***Fixed***, during the **Form Attack Pool** step you may this card. If you do, add 1 black attack die to the Attack Pool and the Attack Pool gains ***Impact 1***.

Overcharged Generator

10



Cycle

Armor-Piercing Shells 2–3

Fixed: Front. Impact 3

1 2

Armor-Piercing Shells

8



Cycle

High-Energy Shells 2–4

Fixed: Front. Critical 1. High Velocity

2 1

High-Energy Shells

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5

Light Side Only.

Choose a non-, non- enemy Trooper unit within 2 of this unit. The chosen unit gains 2 Suppression tokens.

Jedi Mind Trick

3

Light Side Only.

This unit gains ***Inspire 1***.

Hope

10

Dark Side Only.

Choose a non-, non- enemy Trooper unit within 1 of this unit. The chosen unit suffers 1 Wound.

Force Choke

5

When this unit makes an attack with this weapon, during the **Form Attack Pool** step, choose 1 of this unit's Melee weapons. The weapon dice for this weapon are equal to half of the chosen weapon's total dice, rounding up, and the Attack Pool gains the chosen weapon's weapon keywords.

Thrown Lightsaber	#1-2	

Saber Throw

5

This unit gains 1 Dodge token.

Force Reflexes

40

Choose an enemy Trooper unit within 1 of this unit. The chosen unit makes a Speed-1 Move, even if it is Engaged. You resolve this Move.

Force Push

5

Choose up to 2 allied units within 2 of this unit. Each chosen unit gains 1 Surge token.

Force Guidance

10

When another allied Trooper unit within 1 of this unit defends against a Ranged attack, during the **Modify Attack Dice** step, you may this card to cancel either 1 result or up to 2 results.

Force Barrier

10

At the start of this unit's Activation, you may this card to treat this unit's maximum Speed as 3 until the end of the Round. If you do, during the **End Phase**, this unit gains 1 Immobilize token.

Burst of Speed

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5

During the **Activation Phase**, after you draw an Order token from your Order Pool, you may this card. If you do, draw a second Order token from your Order Pool and choose 1 of the drawn Order tokens to use. Then shuffle the other Order token back into your Order Pool.

•Improvised Orders

10

During the **Issue Orders** step of the **Command Phase**, you may this card. If you do, this unit may issue an Order to itself.

••HQ Uplink

3

During this unit's Activation, you may this card. If you do, this unit makes a **Smoke 1** action.

Smoke Grenades

3

Impact Grenade	-1	1
Impact 4		

Impact Grenades

3

Concussion Grenade	1	1
Blast		

Concussion Grenades

3

EMP "Droid Poppers"	1	1
Ion 1		

EMP "Droid Poppers"

5

While this weapon is in the Attack Pool, this unit gains " : ."

Frag Grenade	1	1

Fragmentation Grenades

3

Sonic Imploder	1	1
Suppressive		

Sonic Imploders

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