STAR WARS™

LEGION™



ERRATA REFERENCE

Effective 12.01.2026

ATOMIC MASS GAMES

POINTS ADJUSTMENTS

For competitive tournament play, players should use the adjusted points values listed below instead of the values printed on the cards. The printed points values on cards can be used for non-tournament play.

REBEL ALLIANCE

	OLD	NEW	
1.4 FD Laser Cannon Team	65	59	▼ 6
A-A5 Speeder Truck	65	75	
Heavy Laser	12	7	
Quad Laser	20	10	
Unstable Astromech	6	16	
Ahsoka Tano, Fulcrum	115	110	▼ 5
AT-RT	50	54	
AT-RT Flame Thrower	15	13	▼ 2
AT-RT Laser Cannon	10	15	
AT-RT Rotary Blaster	15	10	▼ 5
The Bad Batch, Clone Force 99	140	150	
Cassian Andor, Capable Intelligence Agent	90	86	▼ 4
Chewbacca, Walking Carpet	90	75	▼ 15
Fleet Troopers			
Fleet Trooper Squad	45	40	
Han Solo, Reluctant Hero	90	96	▲ 6
Lando Calrissian, Canny General	105	100	▼ 5
Leia Organa, Fearless and Inventive	75	68	▼ 7
Mark II Medium Blaster	38	40	
Rebel Agent & Rebel Officer Upgrade Cards			
Combat Armor	15	11	▼ 4
Heavy Blaster Pistol	8	12	▲ 4
Thermal Detonator	3	5	▲ 2
Vibro Axe	8	3	▼ 5
Rebel Commandos	48	42	
Rebel Veterans			
CM-O/93 Trooper	26	22	
Rebel Veterans Squad	63	50	

REBEL ALLIANCE (CONT.)

	OLD	NEW	
Rebel Sleeper Cell	70	77	
Rebel Marksman	28	16	
Astromech	5	10	
Rebel Troopers			
Rebel Troopers Squad	45	40	
R2-D2, Hero of a Thousand Devices	55	53	▼ 2
C-3PO, Human Cyborg Relations	15	7	▼ 8
Sabine Wren, Explosive Artist	125	105	
The Darksaber	15	5	
Tauntaun Riders	95	91	▼ 4
T-47 Airspeeder	125	119	▼ 6
Wookiee Warriors (Freedom Fighters)	69	62	
Wookiee Warriors (Kashyyyk Resistance)	72	62	

UNIVERSAL UPGRADES

	OLD	NEW	
Attack Protocols	8	3	
Defense Protocols	8	3	
Electrobinoculars	8	3	▼ 5
Mission Objective	6	3	▼ 3
Portable Scanner	6	3	▼ 3
Saber Throw	5	10	
Terror	6	3	▼ 3
Tranquility	10	5	▼ 5
Vigilance	12	9	

GALACTIC EMPIRE

	OLD	NEW	
E-Web Heavy Blaster Team	60	57	▼ 3
Dewback Rider			
CR-24 Flame Rifle	10	14	
Fifth Brother, The Kill Is Mine	97	82	▼ 15
General Veers, Master Tactician	75	66	▼ 9
Iden Versio, Inferno Squad Leader	115	110	▼ 5
Iden's ID10 Seeker Droid	15	0	
Imperial Agent & Imperial Officer Upgrade Cards			
Combat Armor	15	11	▼ 4
Command and Control Uplink	8	13	▲ 5
Defend In Depth	10	5	▼ 5
Heavy Blaster Pistol	5	8	▲ 3
Seeker Droid	8	4	▼ 4
Stun Baton	8	3	▼ 5
Z-6 Riot Baton	5	0	▼ 5
Imperial Dark Troopers			
Imperial Dark Trooper	32	28	
Mertalizer Dark Trooper	36	30	
SM-9 Frag Launcher Dark Trooper	45	40	
XS-IV Assault Cannon Dark Trooper	55	49	
Imperial Death Troopers	72	66	
DLT-19D Trooper	30	28	
Imperial Special Forces	62	54	
T-21 Special Forces Trooper	24	20	
LAAT/le Patrol Transport	100	90	
Moff Gideon, Long Live The Empire	100	80	
The Darksaber	15	5	▼ 10
Range Troopers	70	60	
Seventh Sister, Compelled to Inflict Pain	102	87	▼ 15
Shoretroopers	52	46	
T-21B Shore Trooper	32	28	
Shoretrooper Squad	52	48	▼ 4

GALACTIC EMPIRE (CONT.)

	OLD	NEW	
Snowtroopers			
Snowtrooper Squad	40	36	▼ 4
Stormtrooper Riot Squad	50	44	
KX-Series Security Droids	30	18	
Stormtrooper Marksman	30	11	
Stormtroopers			
Stormtrooper Squad	40	36	▼ 4
74-Z Speeder Bikes	80	70	
TX-225 GAVw Occupier Tank	125	105	▼ 20
Pintle-Mounted DLT-19	14	6	▼ 8
Pintle-Mounted RT-97C	10	4	▼ 6

MERCENARIES

	OLD	NEW	
A-A5 Speeder Truck	65	75	
Heavy Laser	12	7	
Quad Laser	20	10	
Unstable Astromech	6	16	
Ewok Slingers	35	38	
Ewok Slinger Squad	23	27	
Gar Saxon, Head Of Clan Saxon	95	90	
Saxon's Galar-90 Rifle	15	10	
Mandalorian Super Commandos	70	66	
Pyke Syndicate Capo	48	42	
Pyke Syndicate Foot Soldiers	44	42	
P13-M Disruptor Soldier	24	22	
Maul, A Rival	150	130	
The Darksaber	10	0	
Swoop Bike Riders	70	67	▼ 3
Wicket, Hero Of Bright Tree	70	64	
WLO-5 Speeder Tank	100	117	▲ 17

GALACTIC REPUBLIC

	OLD	NEW	
Anakin Skywalker, The Chosen One	170	162	▼ 8
ARC Troopers	64	70	
Echo, ARC Marksman	52	46	
ARF Troopers			
ARF Trooper Duo	26	20	
RPS-6 ARF Trooper	24	16	▼ 8
AT-RT			
AT-RT Flamethrower	15	13	▼ 2
AT-RT Laser Cannon	10	15	
AT-RT Rotary Blaster	15	10	▼ 5
The Bad Batch	160	170	
BARC Speeder	65	59	
BARC Ion Gunner	21	8	▼ 13
BARC RPS-6 Gunner	14	5	▼ 9
BARC Twin Laser Gunner	12	3	▼ 9
Chewbacca, Hero of Kashyyyk	90	75	▼ 15
Clone Commander Cody, Leader of the 212th	105	95	
Clone Commander, Trained for Leadership	60	53	▼ 7
Clone Commandos	90	85	▼ 5
Clone Commandos, Delta Squad	105	100	▼ 5
Clone Trooper Infantry			
Clone Infantry Squad	56	53	
DP-23 Clone Trooper	22	24	▲ 2
RPS-6 Clone Trooper	23	16	▼ 7
Z-6 Clone Trooper	22	19	▼ 3
Clone Trooper Marksmen	58	50	
Clone Trooper Marksmen Squad	73	53	
Infantry Support Platform			
Twin Beam Cannons	30	25	▼ 5
Twin Blaster Cannons	25	20	▼ 5
Twin Missle Pods	25	20	▼ 5

GALACTIC REPUBLIC (CONT.)

	OLD	NEW	
Jedi Knight General, Strong in the Force	105	100	▼ 5
Jedi Knight, Keeper of the Peace	85	72	▼ 13
Jedi Knight General & Jedi Knight Upgrade Cards			
Double-Bladed Lightsaber	0	5	▲ 5
Jedi Consular	8	3	▼ 5
Jedi Guardian	10	8	▼ 2
Jedi Negotiator	5	0	▼ 5
Jedi Training, Force Adept	5	2	▼ 3
Jedi Training, Master Duelist	8	5	▼ 3
Jedi Training, Peacekeeping Mission	8	5	▼ 3
Jedi Training, Tactical Acumen	8	3	▼ 5
LAAT/le Patrol Transport	100	90	
Obi-Wan Kenobi, Civilized Warrior	150	135	▼ 15
Padmé Amidala, Spirited Senator	60	52	
R2-D2, Independent Astromech	55	53	▼ 2
Republic Specialists Upgrade Cards			
Clone Captain	22	21	▼ 1
Clone Commander	30	27	▼ 3
Clone Engineer	17	14	▼ 3
Clone Specialist	17	14	▼ 3
***Saber*-Class Tank**	155	145	
Beam Turret	15	10	▼ 5
Twin Laser Turret	14	10	▼ 4
Wookiee Warriors (Noble Fighters)	69	62	
Wookiee Warriors (Kashyyyk Resistance)	72	62	
Yoda, Grand Master of the Jedi Order	170	150	

SEPARATIST ALLIANCE

	OLD	NEW		
AAT Battle Tank	165	150		
Asajj Ventress, Seperatist Assassin	130	115		
B1 Battle Droids				
E-5s B1 Battle Droid	18	20	▲	2
E-60R B1 Battle Droid	18	14	▼	4
Raditation Cannon B1 Battle Droid	16	12	▼	4
Geonosian Warriors				
Geonosian Warrior	11	13	▲	2
Sonic Cannon Warrior	25	23	▼	2
IG-100 MagnaGuard				
RPS-6 MagnaGuard	40	32		
Kraken, Super Tactical Droid	80	76	▼	4
Maul, Impatient Apprentice	130	115		
Poggle the Lesser, Public Leader of the Geonosians	80	55		
STAP Riders	80	70		
Sun Fac, Ruthless Lieutenant	80	55		
Super Tactical Command Droids Upgrade Cards				
Limiter Override	5	10	▲	5
Overclock	5	10	▲	5
Sliced Comms	8	16	▲	8
Tyrannical Taskmaster	8	14	▲	6

CARD ERRATA

BOBA FETT, DAIMYO OF MOS ESPA
Change unit type to Mandalorian Trooper.

BOBA FETT, INFAMOUS BOUNTY HUNTER
Change unit type to Mandalorian Trooper.

CHANGE OF PLANS
Change the first sentence to: "When this card is revealed, you may discard it to return an opponent's Command Card to their Command Hand and return to the **Select and Play Command Cards** step."
Additionally, change the restriction to "Han Solo, Unorthodox General."

COORDINATED STRIKE
Change the final sentence to: "Each unit gains Coordinate: Clone Trooper or Coordinate: ❁ Vehicle this Round."

CONTACT! CONTACT!
Change Scoring to the following:
"**Scoring**: Starting in the second Round, during each **End Phase**, players score 1 VP for each Listening Post they Secure within allied Territory or completely within Contested Territory and 2 VP for each Listening Post they Secure within enemy Territory."

DF-90 MORTAR TROOPER
Change the DF-90 Mortar weapon's attack dice to 2 black attack dice.

CARD ERRATA (CONT)

EMERGENCY STIMS
Change the final sentence to "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."

GAR SAXON, MILITANT COMMANDER
Change unit type to Mandalorian Trooper.

GENERAL GRIEVOUS, WHEEL BIKE WARLORD
Add a unique bullet (•) to this unit's name.

GROGU
Change ***Counterpart: Din Djarin*** to ***Counterpart: Din Djarin, IG-11***.

I AM A JEDI
Change the restriction to "Luke Skywalker, Jedi Knight".

HAN & CHEWIE, NOTORIOUS SCOUNDRELS
Change Number of Miniatures to "0".

HUNTER AND PREY (SWQ150)
Change the name of this card to "Both Hunter and Prey".

INSATIABLE CURIOUSITY
Change the second sentence to: "If the chosen unit has 1 or more ◉ or ◉ upgrades equipped, discard 1 of those non-unique or limited upgrades."

MANDALORIAN SUPER COMMANDOS
Change unit type to Mandalorian Trooper.

REBEL MARKSMAN
Add the following "Add 1 Rebel Marksman miniature."

RECKLESS DIVERSION
Change the restriction to "Han Solo, Unorthodox General".

SABINE WREN, EXPLOSIVE ARTIST
Change unit type to Mandalorian Trooper.

SCRAMBLED ORDERS
Change second sentence in **Special Rules** to the following: "Enemy units within 1 of 1 or more allied Comms Scramblers cannot be issued Orders."

SORRY ABOUT THE MESS
Change the restriction to "Han Solo, Unorthodox General".

STAP RIDERS
Change AI: Move to AI: Dodge.

TRAINED IN YOUR JEDI ARTS
Change the restriction to "General Grievous, Sinister Cyborg".

TRUSTED AGENT
Change the final sentence to: "If you do, choose an allied ▲ unit. This unit may issue an Order to the chosen unit, regardless of Affiliation."

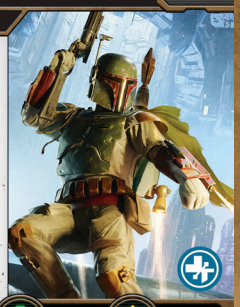
VADER'S MIGHT
Change text to the following: "This Round, **Darth Vader** has the following Free Card action.
» Choose another Trooper unit within 1. Put the chosen unit's leader on the battlefield within 1½ and within height 1 of its current position. Then put the rest of the chosen unit in cohesion with the unit leader. Finally, if it is an enemy unit, roll 1 white defense die for each miniature in the unit, that unit suffers 1 Wound for each ▼ or ⚔ result in the roll."

YOU SERVE YOUR MASTER WELL
Change the restriction to "Luke Skywalker, Jedi Knight".

•Boba Fett
Infamous Bounty Hunter
Mandalorian Trooper
1

Jump 2. Mercenary:
Arsenal 2. Bounty. Impervious
Independent: Aim 1 or Dodge 1
Sharpshooter 2

Boot Spikes		3
Integrated Rockets	1–2	3
Impact 1. Versatile		
EE-3 Carbine Rifle	1–3	2
Pierce 1		



5 3

•Boba Fett
Infamous Bounty Hunter
Mandalorian Trooper
130



•Boba Fett
Daimyo of Mos Espa
Mandalorian Trooper
1

Jump 1
Mercenary:
Arsenal 2. Impervious
Independent: Standby 1
Sentinel. Sharpshooter 1
Tactical 1

Gaderffii Stick		3 1
EE-3 Carbine Rifle	1–3	3
Pierce 1		



5 3

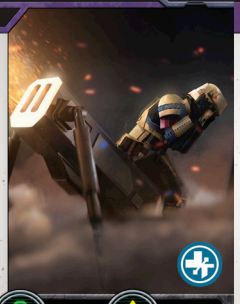
•Boba Fett
Daimyo of Mos Espa
Mandalorian Trooper
120



DF-90 Mortar Trooper
Emplacement Trooper
1

Detachment: Shoretroopers
Fire Support
Full Pivot
Prepared Position
Reposition
Sentinel

E-22 Blaster Rifle	3	1
DF-90 Mortar	3–4	2
Fixed: Front. Critical 1. Cumbersome. Suppressive		

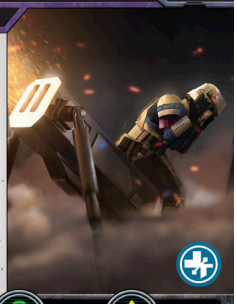


3 2

DF-90 Mortar Trooper
Emplacement Trooper
1

Detachment: Shoretroopers
Fire Support
Full Pivot
Prepared Position
Reposition
Sentinel

E-22 Blaster Rifle	3	1
DF-90 Mortar	3–4	2
Fixed: Front. Critical 1. Cumbersome. Suppressive		

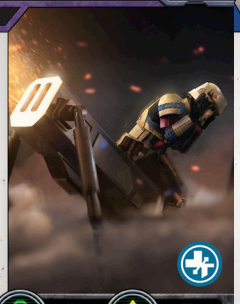


3 2

DF-90 Mortar Trooper
Emplacement Trooper
1

Detachment: Shoretroopers
Fire Support
Full Pivot
Prepared Position
Reposition
Sentinel

E-22 Blaster Rifle	3	1
DF-90 Mortar	3–4	2
Fixed: Front. Critical 1. Cumbersome. Suppressive		



3 2

STAP Riders
Repulsor Vehicle
2

Agile 1
AI: Dodge
Coordinate: Droid Trooper, Vehicle
Cover 1
Speeder 1

Dual Blaster Cannons	1–3	3
Fixed: Front. Critical 1		



3 -

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Errata Cards

STAP Riders

2

Repulsor Vehicle



Agile 1

AI: Dodge

Coordinate: Droid Trooper, Vehicle

Cover 1

Speeder 1

3 | - | – | – | – | –

Dual Blaster Cannons 1–3 | 3

Fixed: Front. Critical 1

STAP Riders

2

Repulsor Vehicle



Agile 1

AI: Dodge

Coordinate: Droid Trooper, Vehicle

Cover 1

Speeder 1

3 | - | – | – | – | –

Dual Blaster Cannons 1–3 | 3

Fixed: Front. Critical 1

•Sabine Wren

Explosive Artist

Mandalorian Trooper

1



Jump 2

Gunslinger

Impervious

Nimble

5 | 2 | : | : | – | –

Westar-35 Blasters –2 | 1 | 1

Pierce 1

•Sabine Wren

Explosive Artist

Mandalorian Trooper

125

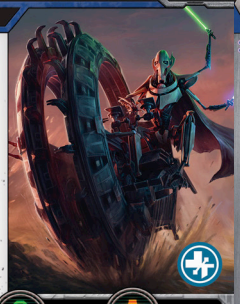


•General Grievous

Wheel Bike Warlord

Ground Vehicle

1



Armor 1

Climbing Vehicle

Command Vehicle 2

Entourage: TSMEU-6 Wheel Bikes

Immune: Melee Pierce

Mobile

8 | - | : | – | – | –

Trophy Lightsabers | 1 | 1 | 3

Impact 2. Overrun 1. Pierce 1. Ram 1. Scatter

Laser Cannon and Pistol 1–2 | 1 | 2 | 2

Fixed: Front. Impact 1. Pierce 1

•General Grievous

Wheel Bike Warlord

Ground Vehicle

150



#7 •Han & Chewie

Notorious Scoundrels

Trooper

0



Mercenary:

Equip: Han Solo, Reckless Smuggler
Chewbacca, Courageous Co-Pilot

Eyes on the Prize: Steady

Self-Preservation

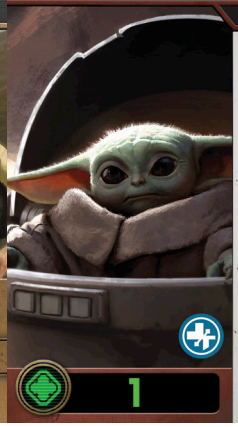
Uncanny Luck 2

- | 2 | : | : | – | –

•Grogu

The Child

Trooper



Mercenary:

Counterpart: Din Djarin, IG-11

Hunted

Latent Power

Small

1

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Mandalorian Super Commandos

3

Mandalorian Trooper



Jump 2

Defend 1

Impervious

Independent: Aim 1

WESTAR-35 Blasters –2 | 2

Blaster Carbines 1–3 | 1 1

1 2

Mandalorian Super Commandos

70

Mandalorian Trooper



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Mandalorian Super Commandos

3

Mandalorian Trooper



Jump 2

Defend 1

Impervious

Independent: Aim 1

WESTAR-35 Blasters –2 | 2

Blaster Carbines 1–3 | 1 1

1 2

Mandalorian Super Commandos

70

Mandalorian Trooper



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Mandalorian Super Commandos

3

Mandalorian Trooper



Jump 2

Defend 1

Impervious

Independent: Aim 1

WESTAR-35 Blasters –2 | 2

Blaster Carbines 1–3 | 1 1

1 2

Mandalorian Super Commandos

70

Mandalorian Trooper



© LFL © AMG Alex Kim

•Gar Saxon

Militant Commander

1

Mandalorian Trooper



Jump 2

Allies of Convenience

Compel

Impervious

Sharpshooter 1

Combat Training | 2

Gar's Blaster Pistol 1–2 | 1 2

Pierce 1

5 2

•Gar Saxon

Militant Commander

95

Mandalorian Trooper



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Errata Cards

Sorry About the Mess



HAN SOLO

While building a Command Hand, treat this card as though it has 1 pip. When **Han Solo** is issued an Order with this card, he gains 1 Aim token and 1 Dodge token.

HAN SOLO, UNORTHODOX GENERAL

Reckless Diversion



HAN SOLO & 1 UNIT

This Round, each time an enemy unit makes an attack, it must attack a Trooper unit that has a faceup Order token, if able. Allied Trooper units that have faceup Order tokens do not benefit from Backup this Round.

HAN SOLO, UNORTHODOX GENERAL

Change of Plans



HAN SOLO & 2 UNITS

When this card is revealed, you may discard it to return an opponent's Command Card to their Command Hand and return to the **Select and Play Command Cards** step. That opponent cannot select the Command Card that was returned to their Command Hand.

HAN SOLO, UNORTHODOX GENERAL

You Serve Your Master Well



LUKE SKYWALKER

This Round, **Luke Skywalker** gains the following free action.

» Choose an allied non-, non- Trooper unit within 1, or a Suppressed enemy non-, non- Trooper unit within 1. If the chosen unit is an allied unit, make 1 free Move or Attack action with that unit. If the chosen unit is an enemy unit, it gains 3 Suppression tokens.

LUKE SKYWALKER, JEDI KNIGHT

I Am a Jedi



LUKE SKYWALKER

This Round, **Luke Skywalker** gains : and cannot make attacks. Choose up to 2 enemy Trooper units within 1 of **Luke Skywalker**. The chosen units cannot make attacks until the end of the Round.

LUKE SKYWALKER, JEDI KNIGHT

Trained in Your Jedi Arts



GENERAL GRIEVOUS

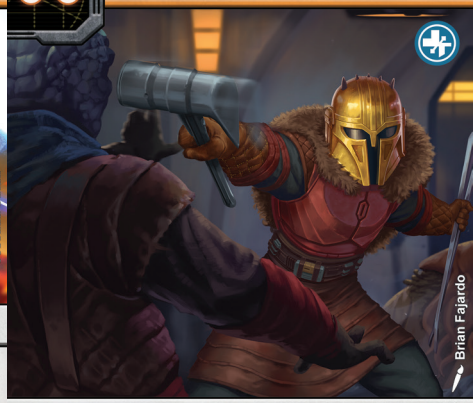
General Grievous gains 1 Dodge token and gains ***Disengage*** this Round. At the end of **General Grievous**' next Activation he may make an attack against each enemy unit within 1 and in LOS using the weapon below.

Trophy Lightsabers	-1	1 1 2
Suppressive. Versatile		

GENERAL GRIEVOUS, SINISTER CYBORG

LUKE SKYWALKER, JEDI KNIGHT

Both Hunter and Prey



THE ARMORER & 1 UNIT

At the end of **The Armorer**'s first Activation this Round, she may suffer 1 Wound. If she does, shuffle her Order token into the Order Pool. During **The Armorer**'s second Activation this Round, she makes 1 fewer action.

THE ARMORER

HAN SOLO, UNORTHODOX GENERAL

Vader's Might



DARTH VADER

This Round, **Darth Vader** gains the following Free Action.

» Choose another Trooper unit within 1. Put the chosen unit's leader on the battlefield within 1½ and within height 1 of its current position. Then put the rest of the chosen unit in cohesion with the unit leader. Finally, if it is an enemy unit, roll 1 white defense die for each miniature in the unit. that unit suffers 1 Wound for each and result in the roll.

DARTH VADER

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Errata Cards

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

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

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

8



Ewok Slingers or Ewok Skirmishers Only.

This unit may this card to choose an enemy Trooper unit in base contact with this unit's unit leader. If the chosen unit has 1 or more or equipped, discard 1 of those non-unique or limited upgrades. Then this unit suffers 1 Wound.

Insatiable Curiosity

8

Ewok Slingers or Ewok Skirmishers Only.

This unit may this card to choose an enemy Trooper unit in base contact with this unit's unit leader. If the chosen unit has 1 or more or equipped, discard 1 of those non-unique or limited upgrades. Then this unit suffers 1 Wound.

Insatiable Curiosity

8

Ewok Slingers or Ewok Skirmishers Only.

This unit may this card to choose an enemy Trooper unit in base contact with this unit's unit leader. If the chosen unit has 1 or more or equipped, discard 1 of those non-unique or limited upgrades. Then this unit suffers 1 Wound.

Insatiable Curiosity

28



Rebel Sleeper Cell Only.

Add 1 Rebel Marksman miniature.

If this unit is not Engaged, choose an unengaged enemy Trooper unit in LOS and roll 1 red attack die. If the result is a or , the chosen unit suffers 1 Wound and gains 1 Suppression token.

Rebel Marksman

28

Rebel Sleeper Cell Only.

Add 1 Rebel Marksman miniature.

If this unit is not Engaged, choose an unengaged enemy Trooper unit in LOS and roll 1 red attack die. If the result is a or , the chosen unit suffers 1 Wound and gains 1 Suppression token.

Rebel Marksman

5

During the **Issue Orders** step of the **Command Phase**, you may this card. If you do, choose an allied unit. This unit may issue an Order to the chosen unit, regardless of Affiliation.

•Trusted Agent

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Coordinated Strike



Special Rules: Only. During **Setup**, place 1 Advantage token on this card.

During the **Issue Orders** step of the **Command Phase**, you may remove 1 Advantage token on this card. If you do, choose up to 2 allied units. Each unit gains ***Coordinate: Clone Trooper*** or ***Coordinate: Vehicle*** this Round.

Scrambled Orders



Special Rules: Only. During **Setup**, place an allied Comms Scrambler (Advantage) on the battlefield.

Enemy units within 1 of 1 or more allied Comms Scramblers cannot be issued Orders.

Enemy units gain ***Destroy Comms Scrambler*** *(Remove an enemy Comms Scrambler within 1–2 from the battlefield).*

Contact, Contact!

Setup: Place 5 Listening Posts (POI) as shown on the Contact, Contact! Map Card.

Special Rules: Units Contesting 1 or more Listening Posts have ***Precise 1***.

Scoring: Starting in the second Round, during each **End Phase**, players score 1 VP for each Listening Post they Secure within allied Territory or completely within Contested Territory and 2 VP for each Listening Post they Secure within enemy Territory.

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REMOVED CARDS

Below is a list of older cards that have been removed from the game and cannot be included in players' armies.

GALACTIC EMPIRE COMMAND CARDS

- And Now You Will Die
- Give in to Your Anger
- An Entire Legion

GALACTIC EMPIRE UNIT CARDS

- Emperor Palpatine, Ruler of the Galactic Empire
- Imperial Officer, Ruthless Commander
- Imperial Royal Guards

GALACTIC EMPIRE UPGRADE CARDS

- Electrostaff Guard
- Iden's DLT-20A Rifle
- Iden's TL-50 Repeater
- J-19 Bo-Rifle

GALACTIC REPUBLIC COMMAND CARDS

- Grroooogrrraaaawrrrrrrrrmph
- Mrowgh Ghrrmrowrig!
- YHWARGGHHHHHHHHH!
- Daring Defense
- Defiance
- Get In Position
- Hero of the Clone Wars

GALACTIC REPUBLIC UPGRADE CARDS

- JT-12 Jetpacks
- Looted E-5 Blaster

MERCENARY COMMAND CARDS

- Anti-Capture Protocols
- A Machine Made for Killing
- Focused on the Kill
- I Make the Rules Now
- Independent Programming
- I'm in Control
- I'm Your Worst Nightmare
- Lying in Wait
- Merciless Munitions
- Reptilian Rampage
- ZX Flame Projector

REBEL ALLIANCE COMMAND CARDS

- All In
- Complete the Mission
- Rebellious

REBEL ALLIANCE UNIT CARDS

- Mandalorian Resistance
- Mandalorian Resistance, Clan Wren
- Rebel Officer, Resolute Commander
- Rebel Pathfinders

REBEL ALLIANCE UPGRADE CARDS

- A-180
- A-300
- Bistan
- Pao

REMOVED CARDS

Below is a list of older cards that have been removed from the game and cannot be included in players' armies.

SEPARATIST ALLIANCE UNIT CARDS

- Super Tactical Droid, Commanding Controller

NEUTRAL UPGRADE CARDS

- Aggressive Tactics
- Battle Meditation
- Boba's Flame Projector
- "Bounty" Programming
- Commanding Presence
- Comms Relay
- Din's Flame Projector
- Electro Gauntlets
- Electro Grappling Line
- Esteemed Leader
- Jetpack Rockets (Mandalorian Resistance)
- Force Lift
- Integrated Comms Antenna
- Long-Range Comlink
- "Nanny" Programming
- Super Commando Jetpack Rockets
- Reckless Driver
- Refurbished "Gonk" Droid
- Sabine's Combat Shield
- Saxon's Combat Shield
- Saxon's ZX Flame Projector
- Super Commando Combat Shields

UPDATED CARDS

The following cards have been updated from their printed versions. The up to date versions of the following cards can also be found in their corresponding documents, found at: atomicmassgames.com/swlegiondocs/

ADAPTIVE COMBAT NETWORK
Replace the upgrade card for Adaptive Combat Network with the card found in this PDF.

AGENT KALLUS
Replace the upgrade card for Agent Kallus with the card found in this PDF.

AHSOKA TANO, JEDI PADAWAN
Replace the upgrade card for Ahsoka Tano, Jedi Padawan with the card found in this PDF.

ARC TROOPERS, STRIKE TEAM
Replace the unit card with the card found in this PDF.

AQUA DROIDS
Replace the unit card with the card found in this PDF.

AXE WOVES
Replace the unit card with the card found in this PDF.

BOIL
Replace the upgrade card for Boil with the card found in this PDF.

BOSSK, TRANDOSHAN TERROR
Replace the unit card with the card found in this PDF.

BX-SERIES DROID COMMANDOS, STRIKE TEAM
Replace the unit card with the card found in this PDF.

BX-SERIES DROID SNIPER
Replace the upgrade card with the card found in this PDF.

CAD BANE, NEEDS NO INTRODUCTION
Replace the unit card with the card found in this PDF.

CASSIAN ANDOR
Replace the upgrade card for Cassian Andor with the card found in this PDF.

CAULDRON
Replace the Mission card with the card found in this PDF.

CLONE CAPTAIN REX
Replace the upgrade card for Clone Captain Rex with the card found in this PDF.

DC-15X ARC TROOPER
Replace the upgrade card with the card found in this PDF.

DEL MEEKO
Replace the upgrade card for Del Meeko with the card found in this PDF.

DH-447 SNIPER
Replace the upgrade card with the card found in this PDF.

DIN DJARIN, THE MANDALORIAN
Replace the unit card with the card found in this PDF.

DIOXIS MINE SABOTEUR
Replace the upgrade card with the card found in this PDF.

DLT-19X SNIPER
Replace the upgrade card with the card found in this PDF.

DROIDEKAS
Replace the unit card with the card found in this PDF.

ECHO, ARC MARKSMAN
Replace the upgrade card for Echo, Arc Marksman with the card found in this PDF.

FIVES
Replace the upgrade card for Fives with the card found in this PDF.

GIDEON HASK
Replace the upgrade card for Gideon Hask with the card found in this PDF.

IG-11, NURSE AND PROTECT
Replace the unit card with the card found in this PDF.

IG-88, NOTORIOUS ASSASSIN DROID
Replace the unit card with the card found in this PDF.

IMPROVISED ORDERS
Replace the upgrade with the card found in this PDF.

KRAKEN
Replace the upgrade card for Kraken with the card found in this PDF.

MAG-DET ENFORCER
Replace the upgrade card for Mag-Det Enforcer with the card found in this PDF.

PROTON CHARGE SABOTEUR
Replace the upgrade card with the card found in this PDF.

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UPDATED CARDS

The following cards have been updated from their printed versions. The up to date versions of the following cards can also be found in their corresponding documents, found at: atomicmassgames.com/swlegiondocs/

RADDAUGH GNASP FLUTTERCRAFT, ATTACK CRAFT
Replace the unit card with the card found in this PDF.

REBEL COMMANDOS, STRIKE TEAM
Replace the unit card with the card found in this PDF.

SAXON'S JETPACK ROCKETS
Replace the upgrade card with the card found in this PDF.

SCOUT TROOPERS, STRIKE TEAM
Replace the unit card with the card found in this PDF.

SONIC CHARGE SABOTEUR
Replace the upgrade card with the card found in this PDF.

SUPER COMMANDO GUNSLINGER
Replace the upgrade card for Mandalorian Super Commandos with the card found in this PDF.

SUPER COMMANDO MARKSMAN
Replace the upgrade card for Mandalorian Super Commandos with the card found in this PDF.

TRISTAN WREN
Replace the upgrade card with the card found in this PDF.

URSA WREN
Replace the upgrade card with the card found in this PDF.

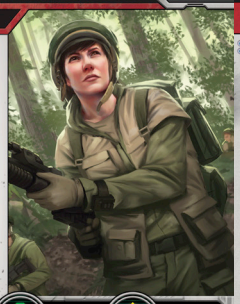
WAXER
Replace the upgrade card for Waxer with the card found in this PDF.

WOOKIEE CHIEFTAIN, CLAN LEADER
Replace the unit card with the card found in this PDF.

Rebel Commandos
Strike Team
TROOPER
1

Detachment: *Rebel Commandos*
Heavy Weapon Team
Incognito
Low Profile
Prepared Posiition

Unarmed	1
A280 Blaster Rifle 1–3	1



1 2

Rebel Commandos
Strike Team
TROOPER
20

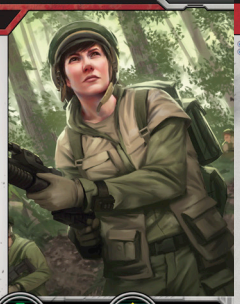


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Rebel Commandos
Strike Team
TROOPER
1

Detachment: *Rebel Commandos*
Heavy Weapon Team
Incognito
Low Profile
Prepared Posiition

Unarmed	1
A280 Blaster Rifle 1–3	1



1 2

Rebel Commandos
Strike Team
TROOPER
20

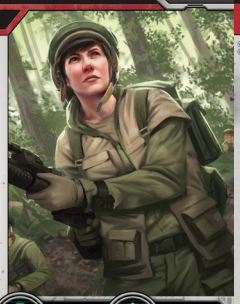


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Rebel Commandos
Strike Team
TROOPER
1

Detachment: *Rebel Commandos*
Heavy Weapon Team
Incognito
Low Profile
Prepared Posiition

Unarmed	1
A280 Blaster Rifle 1–3	1



1 2

Rebel Commandos
Strike Team
TROOPER
20

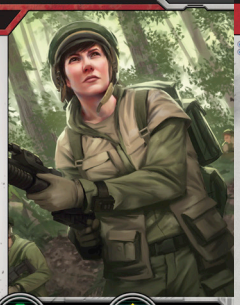


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Rebel Commandos
Strike Team
TROOPER
1

Detachment: *Rebel Commandos*
Heavy Weapon Team
Incognito
Low Profile
Prepared Posiition

Unarmed	1
A280 Blaster Rifle 1–3	1



1 2

Rebel Commandos
Strike Team
TROOPER
20



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Updated Cards

Scout Troopers
Strike Team
Trooper

1

Detachment: Scout Troopers
Heavy Weapon Team
Incognito
Low Profile
Prepared Position

Unarmed		1
EC-17 Hold-out Blaster	1–2	2



1 2

Scout Troopers
Strike Team
Trooper

22



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Scout Troopers
Strike Team
Trooper

1

Detachment: Scout Troopers
Heavy Weapon Team
Incognito
Low Profile
Prepared Position

Unarmed		1
EC-17 Hold-out Blaster	1–2	2



1 2

Scout Troopers
Strike Team
Trooper

22



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Scout Troopers
Strike Team
Trooper

1

Detachment: Scout Troopers
Heavy Weapon Team
Incognito
Low Profile
Prepared Position

Unarmed		1
EC-17 Hold-out Blaster	1–2	2



1 2

Scout Troopers
Strike Team
Trooper

22



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Scout Troopers
Strike Team
Trooper

1

Detachment: Scout Troopers
Heavy Weapon Team
Incognito
Low Profile
Prepared Position

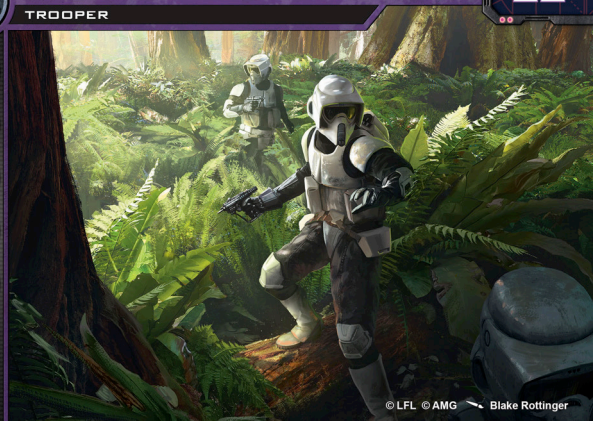
Unarmed		1
EC-17 Hold-out Blaster	1–2	2



1 2

Scout Troopers
Strike Team
Trooper

22



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Scout Troopers
Strike Team
Trooper

1

Detachment: Scout Troopers
Heavy Weapon Team
Incognito
Low Profile
Prepared Position

Unarmed		1
EC-17 Hold-out Blaster	1–2	2

1 2

Scout Troopers
Strike Team
Trooper

22

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Updated Cards

ARC Troopers
Strike Team
CLONE TROOPER

1

Defend 1
Detachment: ARC Troopers
Heavy Weapon Team
Impervious
Incognito
Prepared Position



1 2

DC-17 Hand Blasters −2 2

ARC Troopers
Strike Team
CLONE TROOPER

23



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ARC Troopers
Strike Team
CLONE TROOPER

1

Defend 1
Detachment: ARC Troopers
Heavy Weapon Team
Impervious
Incognito
Prepared Position



1 2

DC-17 Hand Blasters −2 2

ARC Troopers
Strike Team
CLONE TROOPER

23



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ARC Troopers
Strike Team
CLONE TROOPER

1

Defend 1
Detachment: ARC Troopers
Heavy Weapon Team
Impervious
Incognito
Prepared Position



1 2

DC-17 Hand Blasters −2 2

ARC Troopers
Strike Team
CLONE TROOPER

23



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ARC Troopers
Strike Team
CLONE TROOPER

1

Defend 1
Detachment: ARC Troopers
Heavy Weapon Team
Impervious
Incognito
Prepared Position



1 2

DC-17 Hand Blasters −2 2

ARC Troopers
Strike Team
CLONE TROOPER

23



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Updated Cards

BX-Series Droid Commandos

Strike Team

Droid Trooper

1

AI: Dodge

Detachment: BX-Series Droid Commandos

Heavy Weapon Team

Impervious. Incognito

Prepared Position

Unarmed	1
Commando E-5 Blaster 1–3	2

1 2



BX-Series Droid Commandos

Strike Team

Droid Trooper

1

AI: Dodge

Detachment: BX-Series Droid Commandos

Heavy Weapon Team

Impervious. Incognito

Prepared Position

Unarmed	1
Commando E-5 Blaster 1–3	2

1 2



BX-Series Droid Commandos

Strike Team

Droid Trooper

1

AI: Dodge

Detachment: BX-Series Droid Commandos

Heavy Weapon Team

Impervious. Incognito

Prepared Position

Unarmed	1
Commando E-5 Blaster 1–3	2

1 2



BX-Series Droid Commandos

Strike Team

Droid Trooper

1

AI: Dodge

Detachment: BX-Series Droid Commandos

Heavy Weapon Team

Impervious. Incognito

Prepared Position

Unarmed	1
Commando E-5 Blaster 1–3	2

1 2



BX-Series Droid Commandos

Strike Team

Droid Trooper

20



BX-Series Droid Commandos

Strike Team

Droid Trooper

20



BX-Series Droid Commandos

Strike Team

Droid Trooper

20



BX-Series Droid Commandos

Strike Team

Droid Trooper

20



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Updated Cards

Droidekas

2

Heavy Droid Trooper

AI: Attack
Generator 1
Reposition
Shielded 4
Unconcerned
Wheel Mode

Dual Blaster Cannons 3 — 1 2
Immune: Deflect, Suppressive



3 2



67

Heavy Droid Trooper

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Droidekas

2

Heavy Droid Trooper

AI: Attack
Generator 1
Reposition
Shielded 4
Unconcerned
Wheel Mode

Dual Blaster Cannons 3 — 1 2
Immune: Deflect, Suppressive



3 2



67

Heavy Droid Trooper

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Aqua Droids

3

Heavy Droid Trooper

AI: Attack
Armor 2
Infiltrate
Reposition
Unconcerned

Crushing Punch — 1
Impact 1

Laser Cannon 1–3 — 1 1



3 2



78

Heavy Droid Trooper

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Aqua Droids

3

Heavy Droid Trooper

AI: Attack
Armor 2
Infiltrate
Reposition
Unconcerned

Crushing Punch — 1
Impact 1

Laser Cannon 1–3 — 1 1



3 2



78

Heavy Droid Trooper

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Updated Cards

•Axe Woves
Cunning Warrior
Mandalorian Trooper

1

Mercenary:
Jump 2
Charge
Coordinate: Unit
Impervious
Mandalorians Are Stronger Together
Tactical 1

Vibroknife & Pistol	–2	2 2
Lethal 1		

5 2

•Axe Woves
Cunning Warrior
Mandalorian Trooper

90



•Din Djarin
The Mandalorian
Mandalorian Trooper

1

Mercenary:
Arsenal 2
Bounty
Impervious
Independent: Aim 1 and Dodge 1
Tactical 1

Vibroknife		2
Lethal 1		

IB-94 Blaster Pistol	1–2	2 1
Lethal 1. Long Shot. Versatile		

5 3

•Din Djarin
The Mandalorian
Mandalorian Trooper

95



25



or Only.

Add 1 Tristan Wren miniature.

This unit gains **Precise 2**.

Allied units may issue Orders to this unit regardless of Affiliation.

Leader.

•Tristan Wren

25



Only.

Add 1 Ursa Wren miniature.

This unit increases its value by 1 and gains **Defend 1**.

Leader.

•Ursa Wren

10



Gar Saxon, Militant Commander Only.

Cycle.

Jetpack Rockets	2–3	3
Blast. Impact 2		

•Saxon's Jetpack Rockets

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Updated Cards

20



Rebel Commandos, Strike Team Only.

Add 1 DH-447 Sniper miniature.

DH-447 Sniper Rifle	2–5	2 1
High Velocity. Overwhelm. Sniper Team		

DH-447 Sniper

20



Rebel Commandos, Strike Team Only.

Add 1 DH-447 Sniper miniature.

DH-447 Sniper Rifle	2–5	2 1
High Velocity. Overwhelm. Sniper Team		

DH-447 Sniper

20



Rebel Commandos, Strike Team Only.

Add 1 DH-447 Sniper miniature.

DH-447 Sniper Rifle	2–5	2 1
High Velocity. Overwhelm. Sniper Team		

DH-447 Sniper

14



Rebel Commandos Only.

Add 1 Proton Charge Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain ***Assault 1***.

Proton Charge	–1	1 1 1
Blast. Impact 6		

Proton Charge Saboteur

14



Rebel Commandos Only.

Add 1 Proton Charge Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain ***Assault 1***.

Proton Charge	–1	1 1 1
Blast. Impact 6		

Proton Charge Saboteur

14



Rebel Commandos Only.

Add 1 Proton Charge Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain ***Assault 1***.

Proton Charge	–1	1 1 1
Blast. Impact 6		

Proton Charge Saboteur

26



ARC Troopers, Strike Team Only.

Add 1 DC-15x ARC Trooper Sniper miniature.

DC-15x Sniper Rifle	2–5	2 1
High Velocity. Overwhelm. Sniper Team		

DC-15x ARC Trooper Sniper

26



ARC Troopers, Strike Team Only.

Add 1 DC-15x ARC Trooper Sniper miniature.

DC-15x Sniper Rifle	2–5	2 1
High Velocity. Overwhelm. Sniper Team		

DC-15x ARC Trooper Sniper

26



ARC Troopers, Strike Team Only.

Add 1 DC-15x ARC Trooper Sniper miniature.

DC-15x Sniper Rifle	2–5	2 1
High Velocity. Overwhelm. Sniper Team		

DC-15x ARC Trooper Sniper

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Updated Cards

17



Scout Troopers Only.

Add 1 Sonic Charge Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **Assault 1**.

Sonic Charge	-1	1 1 2
Blast. Impact 4. Suppressive		

Sonic Charge Saboteur

17



Scout Troopers Only.

Add 1 Sonic Charge Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **Assault 1**.

Sonic Charge	-1	1 1 2
Blast. Impact 4. Suppressive		

Sonic Charge Saboteur

17



Scout Troopers Only.

Add 1 Sonic Charge Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **Assault 1**.

Sonic Charge	-1	1 1 2
Blast. Impact 4. Suppressive		

Sonic Charge Saboteur

20



Scout Troopers, Strike Team Only.

Add 1 DLT-19x Sniper miniature.

DLT-19x Sniper Rifle	2-5	2 1
High Velocity. Overwhelm. Sniper Team		

DLT-19x Sniper

20



Scout Troopers, Strike Team Only.

Add 1 DLT-19x Sniper miniature.

DLT-19x Sniper Rifle	2-5	2 1
High Velocity. Overwhelm. Sniper Team		

DLT-19x Sniper

20



Scout Troopers, Strike Team Only.

Add 1 DLT-19x Sniper miniature.

DLT-19x Sniper Rifle	2-5	2 1
High Velocity. Overwhelm. Sniper Team		

DLT-19x Sniper

20



BX-Series Droid Commandos, Strike Team Only.

Add 1 BX-Series Droid Sniper miniature.

BX Sniper Rifle	2-5	2 1
High Velocity. Overwhelm. Sniper Team		

BX-Series Droid Sniper

20



BX-Series Droid Commandos, Strike Team Only.

Add 1 BX-Series Droid Sniper miniature.

BX Sniper Rifle	2-5	2 1
High Velocity. Overwhelm. Sniper Team		

BX-Series Droid Sniper

20



BX-Series Droid Commandos, Strike Team Only.

Add 1 BX-Series Droid Sniper miniature.

BX Sniper Rifle	2-5	2 1
High Velocity. Overwhelm. Sniper Team		

BX-Series Droid Sniper

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Updated Cards

20



BX-Series Droid Commandos Only.

Add 1 Dioxis Mine Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **Assault 1**.

Dioxis Mine	-1	1 1 1
Blast. Poison 1		

Dioxis Mine Saboteur

20

BX-Series Droid Commandos Only.

Add 1 Dioxis Mine Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **Assault 1**.

Dioxis Mine	-1	1 1 1
Blast. Poison 1		

Dioxis Mine Saboteur

20

BX-Series Droid Commandos Only.

Add 1 Dioxis Mine Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **Assault 1**.

Dioxis Mine	-1	1 1 1
Blast. Poison 1		

Dioxis Mine Saboteur

30



Mandalorian Super Commandos Only.

Add 1 Super Commando Marksman miniature.

Designated Marksman	#1-3	1 1
Lethal 1		

Super Commando Marksman

30

Mandalorian Super Commandos Only.

Add 1 Super Commando Marksman miniature.

Designated Marksman	#1-3	1 1
Lethal 1		

Super Commando Marksman

30

Mandalorian Super Commandos Only.

Add 1 Super Commando Marksman miniature.

Designated Marksman	#1-3	1 1
Lethal 1		

Super Commando Marksman

30



Mandalorian Super Commandos Only.

Add 1 Super Commando Gunslinger miniature.

Dual Blaster Pistols	-2	2 2
Overwhelm		

Super Commando Gunslinger

30

Mandalorian Super Commandos Only.

Add 1 Super Commando Gunslinger miniature.

Dual Blaster Pistols	-2	2 2
Overwhelm		

Super Commando Gunslinger

30

Mandalorian Super Commandos Only.

Add 1 Super Commando Gunslinger miniature.

Dual Blaster Pistols	-2	2 2
Overwhelm		

Super Commando Gunslinger

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Updated Cards

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

Cauldron

Setup: Place 6 Waypoints (POI) as shown on the Cauldron Map Card.

Scoring: Starting in the second Round, during each **End Phase**, each player scores 1 VP for each Waypoint they Secure within allied Territory and 1VP for each Waypoint they Secure that is completely within Contested Territory and that is within of another Waypoint they Secure. Additionally, a player scores 1 VP if they Secure both Waypoints that are completely within Contested Territory.

Special Rules: During the **End Phase**, units Contesting 1 or more Waypoints remove 1 fewer Suppression token during the **Remove Tokens** step.

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•IG-11
Nurse and Protect

DROID TROOPER

1

Mercenary:

Armor 1

Bounty

Equip: Mechanical Carnage

Gunslinger. Impervious

Sharpshooter 1. Steady

Modified E-11 Blaster −2 — 3
Pierce 1

Modified DLT-20A 1–4 — 3
Impact 1



5 2

•IG-11
Nurse and Protect

DROID TROOPER

93



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•IG-88
Notorious Assassin Droid

DROID TROOPER

1

Mercenary:

Armor 1

Bounty

Equip: Focused on the Kill

Impervious

Relentless. Sharpshooter 1

Vibrocleaver — 1 1 1
Pierce 1

Modified Blasters 1–3 — 3 3
Pierce 1



5 2

•IG-88
Notorious Assassin Droid

DROID TROOPER

100



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•Bossk
Trandoshan Terror

TROOPER

1

Mercenary:

Bounty

Equip: Cold Blooded

Relentless

Vicious 2

Frenzy — 3 2
Pierce 1

Mortar Rifle 1–3 — 4 2
Suppressive



7 2

•Bossk
Trandoshan Terror

TROOPER

96



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•Cad Bane
Needs No Introduction

TROOPER

1

Mercenary:

Jump 1

Bounty. Disengage

Equip: I Make The Rules Now

Steady

Uncanny Luck 3

Electro Gauntlets — 4
Immobilize 3. Suppressive

LL-30 Blaster Pistols 1–2 — 2 1 1
Pierce 1



6 3

•Cad Bane
Needs No Introduction

TROOPER

105



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Wookiee Chieftain
Clan Leader
Wookiee Trooper
1



Agile 1
Charge
Duelist
Indomitable
Scale
Special Issue: Wookiee War Grove

Ancestral Weapon	
	2 2 2

Chieftain's Bowcaster	1–3
Impact 2, Pierce 1	4

7 2

Wookiee Chieftain
Clan Leader
Wookiee Trooper
85



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Wookiee Chieftain
Clan Leader
Wookiee Trooper
1

Agile 1
Charge
Duelist
Indomitable
Scale
Special Issue: Wookiee War Grove

Ancestral Weapon	
	2 2 2

Chieftain's Bowcaster	1–3
Impact 2, Pierce 1	4

7 2

Wookiee Chieftain
Clan Leader
Wookiee Trooper
85



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Raddaugh Gnasp Fluttercraft
Attack Craft
Repulsor Vehicle
1



Cover 2
Equip:
Immune: Blast, Melee, Weapons
Reposition
Special Issue: Wookiee War Grove
Speeder 2

Pilot's Kashyyyk Pistol	1–2
	2 2

6 3

Raddaugh Gnasp Fluttercraft
Attack Craft
Repulsor Vehicle
62



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Raddaugh Gnasp Fluttercraft
Attack Craft
Repulsor Vehicle
1

Cover 2
Equip:
Immune: Blast, Melee, Weapons
Reposition
Special Issue: Wookiee War Grove
Speeder 2

Pilot's Kashyyyk Pistol	1–2
	2 2

6 3

Raddaugh Gnasp Fluttercraft
Attack Craft
Repulsor Vehicle
62



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20

1



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Boil miniature.

This unit gains **Guardian 1**.

When this unit defends against a Ranged attack, if it suffered no Wounds from that attack, it does not gain Suppression tokens during the **Assign Suppression Token to Defender** step of that attack. Additionally this unit does not gain Suppression tokens from using the **Guardian X** keyword.

•Boil

26

1



Arc Troopers or Clone Trooper Infantry Only.

Add 1 Clone Captain Rex miniature.

This unit increases its ◈ by 1 and gains 1 ◉ and 1 ⮟ upgrade icon.

When this unit defeats an enemy unit, after the effect is resolved, this unit may make 1 free Action.

Leader.

Dual Hand Blasters	✕ −2	2

•Clone Captain Rex

36

1



Arc Troopers or Clone Trooper Marksmen Only.

Add 1 Echo, Arc Marksman miniature.

This unit gains **Reliable 1**.

Leader.

DC-15x	✱ 1–5	2
Critical 1, Lethal 1, Immune: Deflect		

•Echo, ARC Marksman

36

1



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Fives miniature.

This unit increases its ◈ by 1 and gains **Charge** and **Coordinate: Clone Trooper**.

Leader.

Fives' Blaster	✕ −3	3

•Fives

22

1



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Waxer miniature.

This unit gains **Disciplined 2**.

Once per Turn, when a miniature in this unit is defeated, after the effect is resolved, this unit gains 1 Surge token.

Leader.

•Waxer

35

1



ARC Troopers or Clone Trooper Infantry Only.

Add 1 Ahsoka Tano, Jedi Padawan miniature.

This unit gains **Block**, **Charge**, and **Independent: Dodge 1**.

Leader. Sidearm: Melee, Ranged.

Ahsoka's Lightsabers	✕	2 2
Critical 1, Impact 2, Pierce 1		

•Ahsoka Tano, Jedi Padawan

25

1



Stormtroopers or Stormtrooper Riot Squad Only.

Add 1 Agent Kallus miniature.

This unit increases its ◈ by 1 and gains **Demoralize 1** and 1 ⮝ upgrade icon.

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

Leader. Sidearm: Ranged.

J-19 Bo-Rifle	✕ −2	1 2
Long Shot		

•Agent Kallus

28



Imperial Special Forces or Shoretroopers Only.

Add 1 Del Meeko miniature.

Repair 2: Capacity 1.

Del's DLT-19x	✱ 1–5	2
High Velocity, Lethal 1		

•Del Meeko

18



Imperial Special Forces or Stormtroopers Only.

Add 1 Gideon Hask miniature.

This unit increases its ◈ by 1 and gains **Coordinate: ▲ Trooper**.

Leader.

Gideon's E-11	✱ 1–3	2

•Gideon Hask

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25

1

REBEL TROOPERS OR REBEL COMMANDOS.

Add 1 Cassian Andor miniature.

This card starts the game with this side face up. This unit increases its ◈ by 1 and gains 1 upgrade icon.

When 1 or more miniatures in this unit are defeated, you may flip this card.

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

LEADER.

A280 SNIPER CONFIG	1–3	3
LONG SHOT		

•CASSIAN ANDOR

1

REBEL TROOPERS OR REBEL COMMANDOS.

This unit changes its ◈ to "–"

This unit has ***UNCANNY LUCK 1***.

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

LEADER.

BLACK OPS	–2	2

•CASSIAN ANDOR

0

BOSSK ONLY.

When this unit ends a Move Engaged with an enemy unit that it made a Ranged attack against this Activation, this unit may make a free Attack action, even if it has already made an Attack action this Activation.

At the end of this unit's Activation, it may remove up to 2 Wound tokens.

•COLD BLOODED

0

IG-11 ONLY.

This unit gains ***SELF DESTRUCT 4***.

At the start of the first **Command Phase**, put 1 Advantage token on this card.

At the start of this unit's Activation you may spend 1 Advantage token on this card. If you do, this unit may make an additional Attack action this Activation. Until the end of the Turn, this unit cannot make an attack against a unit it has already made an attack against this Turn.

When this unit defeats an enemy unit that has one or more Bounty tokens, put 1 Advantage token on this card.

•MECHANICAL CARNAGE

0

CAD BANE ONLY.

At the start of the first **Activation Phase**, put one of each Bane token on this unit. At the start of each **Activation Phase**, this unit may spend 1 Bane token. If it does, resolve the effect that corresponds to the spent Bane token:

Here I Am: This unit gains ***GUNSLINGER*** until the end of the Round.

Smoke and Mirrors: This unit makes a Speed-2 Move.

Kablamo!: This unit immediately makes 1 free Attack Action.

When this unit defeats an enemy unit that has 1 or more Bounty tokens, after the effect is resolved, this unit regains each Bane token it has spent this game.

•I MAKE THE RULES NOW

0

IG-88 ONLY.

When this unit makes an attack against a unit that has 1 or more Bounty tokens, the defending unit cannot spend Aim tokens, Dodge tokens, or Surge tokens during that attack.

This unit is not defeated when it is assigned Wound tokens equal to its Wound threshold. At the start of the **End Phase**, if this unit has a number of Wound tokens equal to or greater than its Wound threshold, it is defeated.

•FOCUSED ON THE KILL

16

BLACK SUN ENFORCERS ONLY.

Add 1 Mag-Det Enforcer miniature.

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

MAG-DETPACK	–1	3
BLAST, IMPACT 3		

MAG-DET ENFORCER

16

BLACK SUN ENFORCERS ONLY.

Add 1 Mag-Det Enforcer miniature.

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

MAG-DETPACK	–1	3
BLAST, IMPACT 3		

MAG-DET ENFORCER

16

BLACK SUN ENFORCERS ONLY.

Add 1 Mag-Det Enforcer miniature.

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

MAG-DETPACK	–1	3
BLAST, IMPACT 3		

MAG-DET ENFORCER

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24

1

B1 Battle Droids or B2 Super Battle Droids Only.

Add 1 Kraken miniature.

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

Once per Turn, when this unit makes an attack, it may upgrade 1 attack die for each miniature from this unit that was previously defeated.

Leader.

Kraken's Blaster	-3	1 1

•Kraken

4

Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

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

Adaptive Combat Network

4

Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

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

Adaptive Combat Network

4

Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

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

Adaptive Combat Network

4

Droid Trooper Only.

When another allied unit equipped with **Adaptive Combat Network** suffers 1 or more Wounds, you may this card. If you do, this unit gains 1 Aim token.

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

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Adaptive Combat Network

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Adaptive Combat Network

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