Stormtroopers

▲ 4

TROOPER

Precise 1



Bludgeon	1
E-11 Blaster Rifle 1–3	1

1 1

– – –

Stormtroopers

42

TROOPER



Stormtroopers

▲ 4

TROOPER

Precise 1



Bludgeon	1
E-11 Blaster Rifle 1–3	1

1 1

– – –

Stormtroopers

42

TROOPER



Stormtroopers

▲ 4

TROOPER

Precise 1



Bludgeon	1
E-11 Blaster Rifle 1–3	1

1 1

– – –

Stormtroopers

42

TROOPER



Stormtrooper Riot Squad

▲ 4

TROOPER

Charge

Hold the Line



Stun Baton *Suppressive*	1
E-11 Blaster Rifle 1–3	1

1 1

– – –

Stormtrooper Riot Squad

50

TROOPER



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Stormtrooper Riot Squad

▲ 4

TROOPER

Charge

Hold the Line



Stun Baton — 1

Suppressive

E-11 Blaster Rifle — ✱1–3 — 1

1 — 1

– — – — –



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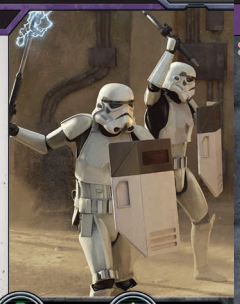
Stormtrooper Riot Squad

50

TROOPER

Charge

Hold the Line



Stun Baton — 1

Suppressive

E-11 Blaster Rifle — ✱1–3 — 1

1 — 1

– — – — –



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Stormtroopers

Heavy Response Unit

▲ 3

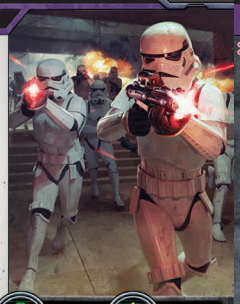
TROOPER

Flexible Response 2

Precise 1

Special Issue: Blizzard Force

Unhindered



Bludgeon — 1

E-11 Blaster Rifle — ✱1–3 — 1

1 — 1

: — –



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Stormtroopers

Heavy Response Unit

▲ 3

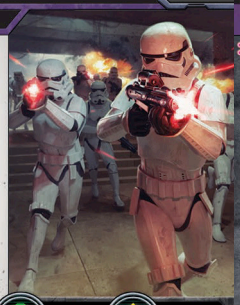
TROOPER

Flexible Response 2

Precise 1

Special Issue: Blizzard Force

Unhindered



Bludgeon — 1

E-11 Blaster Rifle — ✱1–3 — 1

1 — 1

: — –



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Stormtroopers

Heavy Response Unit

36

TROOPER

© LFL © AMG Billy Christian

Stormtroopers

Heavy Response Unit

36

TROOPER

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Stormtroopers
Heavy Response Unit

▲ 3

Trooper

Flexible Response 2

Precise 1

Special Issue: Blizzard Force

Unhindered



Bludgeon

E-11 Blaster Rifle ✱1–3

1 1

Stormtroopers
Heavy Response Unit

36

Trooper

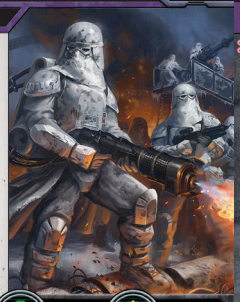


Snowtroopers

▲ 4

Trooper

Steady



Bludgeon

E-11 Blaster Rifle ✱1–3

1 1

Snowtroopers

42

Trooper

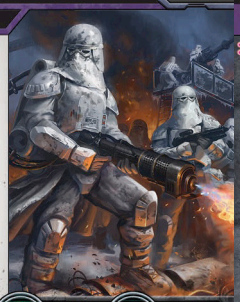


Snowtroopers

▲ 4

Trooper

Steady



Bludgeon

E-11 Blaster Rifle ✱1–3

1 1

Snowtroopers

42

Trooper

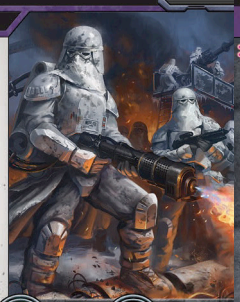


Snowtroopers

▲ 4

Trooper

Steady



Bludgeon

E-11 Blaster Rifle ✱1–3

1 1

Snowtroopers

42

Trooper



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Shoretroopers ▲4

Trooper

Coordinate: Emplacement Trooper

Prepared Position



Unarmed		1
E-22 Blaster Rifle *Long Shot*	1–3	1

1 1 – – –

Shoretroopers 52

Trooper



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Shoretroopers ▲4

Trooper

Coordinate: Emplacement Trooper

Prepared Position



Unarmed		1
E-22 Blaster Rifle *Long Shot*	1–3	1

1 1 – – –

Shoretroopers 52

Trooper



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Shoretroopers ▲4

Trooper

Coordinate: Emplacement Trooper

Prepared Position



Unarmed		1
E-22 Blaster Rifle *Long Shot*	1–3	1

1 1 – – –

Shoretroopers 52

Trooper



© LFL © AMG Caravan Studio

DF-90 Mortar Trooper ▲1

Emplacement Trooper

Detachment: Shoretroopers

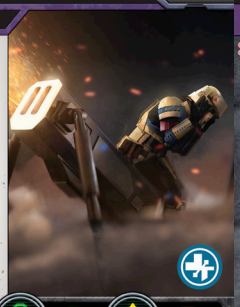
Fire Support

Full Pivot

Prepared Position

Reposition

Sentinel



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

3 2 – – –

DF-90 Mortar Trooper 40

Emplacement Trooper



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DF-90 Mortar Trooper

▲ 1

EMPLACEMENT TROOPER

Detachment: Shoretroopers

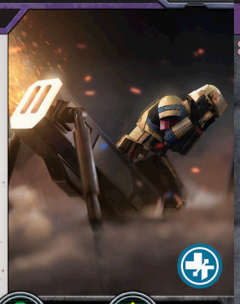
Fire Support

Full Pivot

Prepared Position

Reposition

Sentinel



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

3 2 – –

DF-90 Mortar Trooper

40

EMPLACEMENT TROOPER



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DF-90 Mortar Trooper

▲ 1

EMPLACEMENT TROOPER

Detachment: Shoretroopers

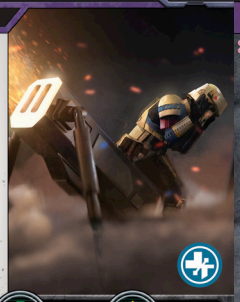
Fire Support

Full Pivot

Prepared Position

Reposition

Sentinel



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

3 2 – –

DF-90 Mortar Trooper

40

EMPLACEMENT TROOPER



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Scout Troopers

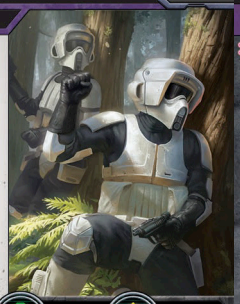
4

TROOPER

Low Profile

Scout 3

Sharpshooter 1



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

1 2 – : ▼

Scout Troopers

48

TROOPER



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Scout Troopers

4

TROOPER

Low Profile

Scout 3

Sharpshooter 1



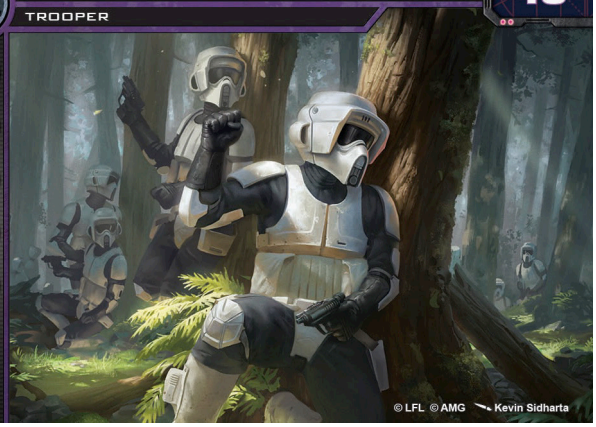
Unarmed		1
EC-17 Hold-out Blaster	1–2	2

1 2 – : ▼

Scout Troopers

48

TROOPER



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Scout Troopers

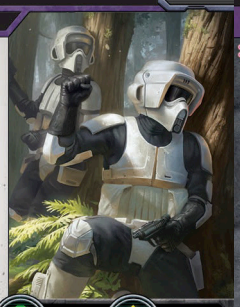
4

TROOPER

Low Profile

Scout 3

Sharpshooter 1



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

1 2

Scout Troopers

48

TROOPER



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Scout Troopers

Strike Team

1

TROOPER

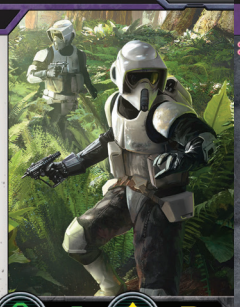
Detachment: Scout Troopers

Heavy Weapon Team

Incognito

Low Profile

Prepared Position



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

1 2

Scout Troopers

Strike Team

22

TROOPER



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Scout Troopers

Strike Team

1

TROOPER

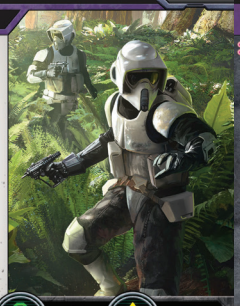
Detachment: Scout Troopers

Heavy Weapon Team

Incognito

Low Profile

Prepared Position



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

1 2

Scout Troopers

Strike Team

22

TROOPER



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Scout Troopers

Strike Team

1

TROOPER

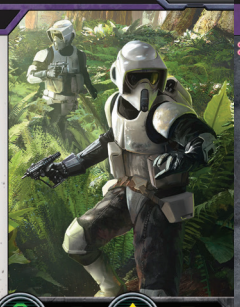
Detachment: Scout Troopers

Heavy Weapon Team

Incognito

Low Profile

Prepared Position



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

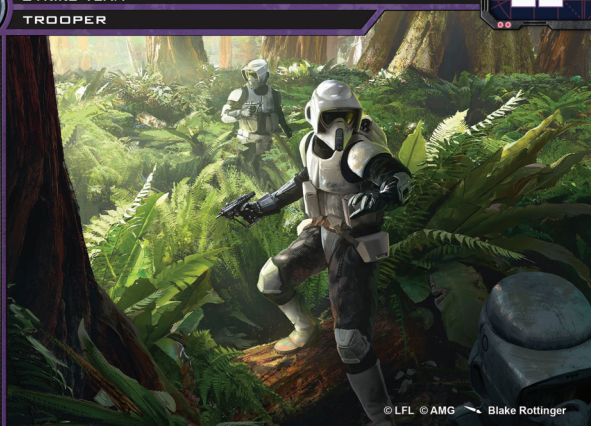
1 2

Scout Troopers

Strike Team

22

TROOPER



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Imperial Special Forces

4

TROOPER

Infiltrate
Marksman
Reliable 1

Unarmed		1
E-11 Blaster Rifle	1–3	1



1 2

—

Imperial Special Forces

4

TROOPER

Infiltrate
Marksman
Reliable 1

Unarmed		1
E-11 Blaster Rifle	1–3	1



1 2

—

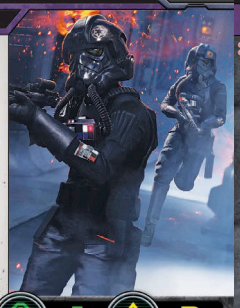
Imperial Special Forces

4

TROOPER

Infiltrate
Marksman
Reliable 1

Unarmed		1
E-11 Blaster Rifle	1–3	1



1 2

—

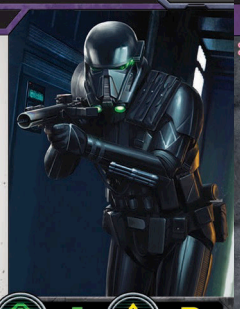
Imperial Death Troopers

4

TROOPER

Disciplined 1
Precise 2
Ready 1

Close Quarters Combat		1
SE-14r Light Blaster	1–2	2
E-11D Blaster Rifle	1–3	1



1 2

Imperial Special Forces

68

TROOPER



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Imperial Special Forces

68

TROOPER



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Imperial Special Forces

68

TROOPER



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Imperial Death Troopers

72

TROOPER



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Imperial Death Troopers

4

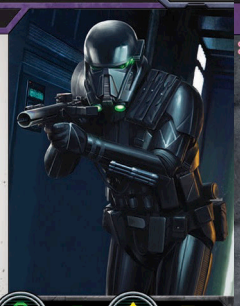
TROOPER

Disciplined 1

Precise 2

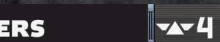
Ready 1

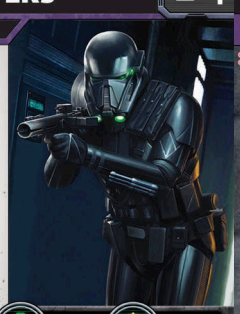
Close Quarters Combat		1
SE-14r Light Blaster	1–2	2
E-11D Blaster Rifle	1–3	1



1 2







Imperial Death Troopers

72

TROOPER



Imperial Death Troopers

4

TROOPER

Disciplined 1

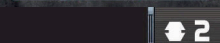
Precise 2

Ready 1

Close Quarters Combat		1
SE-14r Light Blaster	1–2	2
E-11D Blaster Rifle	1–3	1

1 2







Imperial Death Troopers

72

TROOPER



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74-Z Speeder Bikes

2

REPULSOR VEHICLE

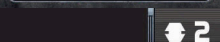
Cover 1

Speeder 1

EC-17 Hold-out Blaster	1–2	2
Blaster Cannon	1–3	1 1 1
Fixed: Front. Impact 1		

3 –







74-Z Speeder Bikes

80

REPULSOR VEHICLE



74-Z Speeder Bikes

2

REPULSOR VEHICLE

Cover 1

Speeder 1

EC-17 Hold-out Blaster	1–2	2
Blaster Cannon	1–3	1 1 1
Fixed: Front. Impact 1		

3 –



74-Z Speeder Bikes

80

REPULSOR VEHICLE



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74-Z Speeder Bikes

2

REPULSOR VEHICLE



Cover 1

Speeder 1

EC-17 Hold-out Blaster	1–2	2
Blaster Cannon	1–3	1 1 1
Fixed: Front. Impact 1		

3 –

74-Z Speeder Bikes

80

REPULSOR VEHICLE



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E-Web Heavy Blaster Team

1

EMPLACEMENT TROOPER



Prepared Position

Reposition

Sentinel

Unarmed		2
Blaster Rifles	1–3	2
E-Web Heavy Blaster	1–4	1 2 2
Fixed: Front. Cumbersome. Impact 1		

4 2 –

E-Web Heavy Blaster Team

60

EMPLACEMENT TROOPER



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E-Web Heavy Blaster Team

1

EMPLACEMENT TROOPER



Prepared Position

Reposition

Sentinel

Unarmed		2
Blaster Rifles	1–3	2
E-Web Heavy Blaster	1–4	1 2 2
Fixed: Front. Cumbersome. Impact 1		

4 2 –

E-Web Heavy Blaster Team

60

EMPLACEMENT TROOPER



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E-Web Heavy Blaster Team

1

EMPLACEMENT TROOPER



Prepared Position

Reposition

Sentinel

Unarmed		2
Blaster Rifles	1–3	2
E-Web Heavy Blaster	1–4	1 2 2
Fixed: Front. Cumbersome. Impact 1		

4 2 –

E-Web Heavy Blaster Team

60

EMPLACEMENT TROOPER



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Dewback Rider

1

Creature Trooper

Armor 1
Relentless
Reposition
Spur
Unhindered



6 2

– : – –

Shock Prod & Claws
Critical 2. Suppressive
3 3

Dewback Rider

70

Creature Trooper



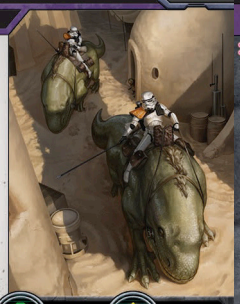
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Dewback Rider

1

Creature Trooper

Armor 1
Relentless
Reposition
Spur
Unhindered



6 2

– : – –

Shock Prod & Claws
Critical 2. Suppressive
3 3

Dewback Rider

70

Creature Trooper



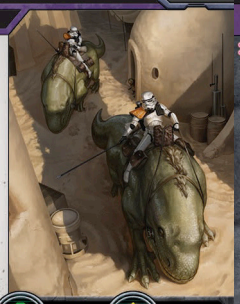
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Dewback Rider

1

Creature Trooper

Armor 1
Relentless
Reposition
Spur
Unhindered



6 2

– : – –

Shock Prod & Claws
Critical 2. Suppressive
3 3

Dewback Rider

70

Creature Trooper



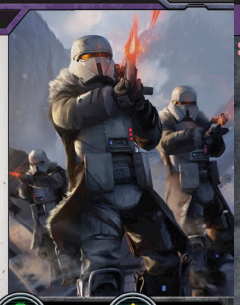
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Range Troopers

4

Trooper

Advanced Targeting: Trooper 1
Armor 1
Indomitable
Scale
Spur



1 2

– – –

Gription Boot Kick
2

E-10R Blaster Rifle #1-4
1

Range Troopers

70

Trooper



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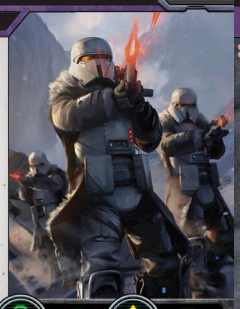
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Range Troopers

4

TROOPER

Advanced Targeting: Trooper 1
Armor 1
Indomitable
Scale
Spur



Gription Boot Kick		2
E-10R Blaster Rifle	1–4	1

1 2 – –

Range Troopers

70

TROOPER

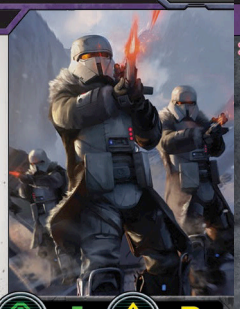


Range Troopers

4

TROOPER

Advanced Targeting: Trooper 1
Armor 1
Indomitable
Scale
Spur



Gription Boot Kick		2
E-10R Blaster Rifle	1–4	1

1 2 – –

Range Troopers

70

TROOPER



TX-225 GAVw Occupier Tank

1

GROUND VEHICLE

Armor 5
Arsenal 2
Reposition
Transport
Weak Point 1: Sides



Twin Cannons	1–2	1 1
Fixed: Front. Suppressive		
Quad Cannons	1–4	2 2
Fixed: Front. Impact 2		

8 6 – –

TX-225 GAVw Occupier Tank

125

GROUND VEHICLE



TX-225 GAVw Occupier Tank

1

GROUND VEHICLE

Armor 5
Arsenal 2
Reposition
Transport
Weak Point 1: Sides



Twin Cannons	1–2	1 1
Fixed: Front. Suppressive		
Quad Cannons	1–4	2 2
Fixed: Front. Impact 2		

8 6 – –

TX-225 GAVw Occupier Tank

125

GROUND VEHICLE



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TX-225 GAVw Occupier Tank

1

GROUND VEHICLE



Armor 5

Arsenal 2

Reposition

Transport

Weak Point 1: Sides

Twin Cannons	1–2	1 1
Fixed: Front. Suppressive		

Quad Cannons	1–4	2 2
Fixed: Front. Impact 2		

8 6

TX-225 GAVw Occupier Tank

125

GROUND VEHICLE

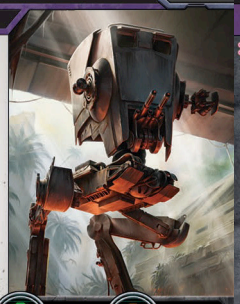


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AT-ST

1

GROUND VEHICLE



Armor 5

Arsenal 2

Weak Point 1: Rear

Fence-Cutting Blades		4

MS-4 Twin Blaster	1–4	2 2 2
Fixed: Front. Impact 3		

11 8

AT-ST

145

GROUND VEHICLE

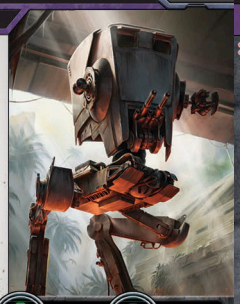


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AT-ST

1

GROUND VEHICLE



Armor 5

Arsenal 2

Weak Point 1: Rear

Fence-Cutting Blades		4

MS-4 Twin Blaster	1–4	2 2 2
Fixed: Front. Impact 3		

11 8

AT-ST

145

GROUND VEHICLE

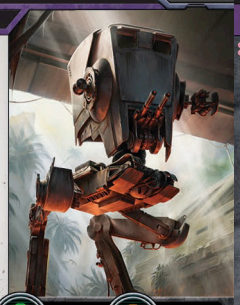


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AT-ST

1

GROUND VEHICLE



Armor 5

Arsenal 2

Weak Point 1: Rear

Fence-Cutting Blades		4

MS-4 Twin Blaster	1–4	2 2 2
Fixed: Front. Impact 3		

11 8

AT-ST

145

GROUND VEHICLE



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LAAT/le Patrol Transport

1

REPULSOR VEHICLE

Armor 5
Arsenal 2
Cover 1
Hover: Air 2
Immune: Blast, Melee, Weapons
Transport



8 6

Twin Laser Cannons	1–3	2 2
Fixed: Front. Impact 1		



LAAT/le Patrol Transport

100

REPULSOR VEHICLE

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LAAT/le Patrol Transport

1

REPULSOR VEHICLE

Armor 5
Arsenal 2
Cover 1
Hover: Air 2
Immune: Blast, Melee, Weapons
Transport



8 6

Twin Laser Cannons 1–3 2 2

Fixed: Front. Impact 1



LAAT/le Patrol Transport

100

REPULSOR VEHICLE

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LAAT/le Patrol Transport

1

REPULSOR VEHICLE

Armor 5
Arsenal 2
Cover 1
Hover: Air 2
Immune: Blast, Melee, Weapons
Transport



8 6

Twin Laser Cannons 1–3 2 2

Fixed: Front. Impact 1



LAAT/le Patrol Transport

100

REPULSOR VEHICLE

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LAAT/le Patrol Transport

1

REPULSOR VEHICLE

Armor 5
Arsenal 2
Cover 1
Hover: Air 2
Immune: Blast, Melee, Weapons
Transport



8 6

Twin Laser Cannons 1–3 2 2

Fixed: Front. Impact 1



LAAT/le Patrol Transport

100

REPULSOR VEHICLE

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Imperial Dark Troopers

3

DROID TROOPER

Armor 3
Plodding
Unconcerned
Unstoppable

Crushing Punch		1 1
E-11D Blaster	1–3	1

2 –

Imperial Dark Troopers

95

DROID TROOPER

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Imperial Dark Troopers

3

Droid Trooper



Armor 3
Plodding
Unconcerned
Unstoppable

Crushing Punch		1 1
E-11D Blaster	1–3	1

2 – – – –

Imperial Dark Troopers

95

Droid Trooper



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Imperial Dark Troopers

3

Droid Trooper



Armor 3
Plodding
Unconcerned
Unstoppable

Crushing Punch		1 1
E-11D Blaster	1–3	1

2 – – – –

Imperial Dark Troopers

95

Droid Trooper



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Imperial Special Forces

Inferno Squad

1

Trooper



Equip: Del Meeko, Gideon Hask
Infiltrate
Marksman
Reliable 1
Retinue: Iden Versio

Close Quarters Combat		1
E-11 Blaster Rifle	1–3	2

2 2 – –

Imperial Special Forces

Inferno Squad

34

Trooper



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•Major Marquand

Tempest Scout 2

1

Ground Vehicle



Armor 5. Arsenal 2. Direct: Vehicle
Field Commander
Special Issue: Tempest Force
Weak Point: Rear 1

Grenade Launcher	–2	2
Fixed: Front. Blast		
88i Twin Light Blaster	–3	1 1 1
Fixed: Front. Impact 1		
MS-4 Twin Blaster	1–4	2 2 2
Fixed: Front. Impact 3		

11 8 : : ♥

•Major Marquand

Tempest Scout 2

180

Ground Vehicle



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•General Veers
Master Tactician

TROOPER

1

- Guidance: Ground Vehicle
- Spotter 2
- Exemplar
- Inspire 1
- Sharpshooter 1

Combat Expertise		2
Veers' Blaster Rifle	1–3	3



5 2

•General Veers
Master Tactician

TROOPER

75



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•Director Orson Krennic
Architect of Terror

TROOPER

1

- Spotter 1
- Compel
- Cunning
- Entourage: Imperial Death Troopers
- Exemplar

Unarmed		1
Krennic's Blaster	1–2	3



6 2

•Director Orson Krennic
Architect of Terror

TROOPER

65



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•Darth Vader
Dark Lord of the Sith

TROOPER

1

- Compel: ▲Trooper
- Deflect
- Immune: Pierce
- Master of the Force 1
- Relentless

Vader's Lightsaber Impact 3. Pierce 3		6



8 -

•Darth Vader
Dark Lord of the Sith

TROOPER

170



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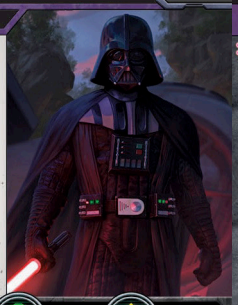
•Darth Vader
The Emperor's Apprentice

TROOPER

1

- Deflect
- Immune: Pierce
- Jedi Hunter
- Master of the Force 1
- Relentless

Vader's Lightsaber Impact 3. Pierce 3		5
Force Throw Blast. Scatter	1–2	2



7 3

•Darth Vader
The Emperor's Apprentice

TROOPER

155



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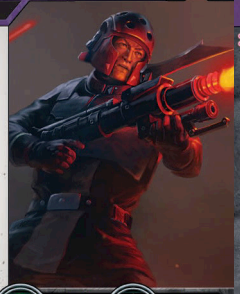
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•Agent Kallus
Hunter of Spectres

TROOPER

1

»Observe 2
Bounty
Charge
Direct: ▲ Trooper Unit
Immune: Melee Pierce
Interrogate



5 2

J-19 Bo-Rifle −2
Critical 1, Lethal 1, Long Shot
1 3

•Agent Kallus
Hunter of Spectres

TROOPER

70



•Iden's ID10 Seeker Droid
"Droid"

DROID TROOPER



1

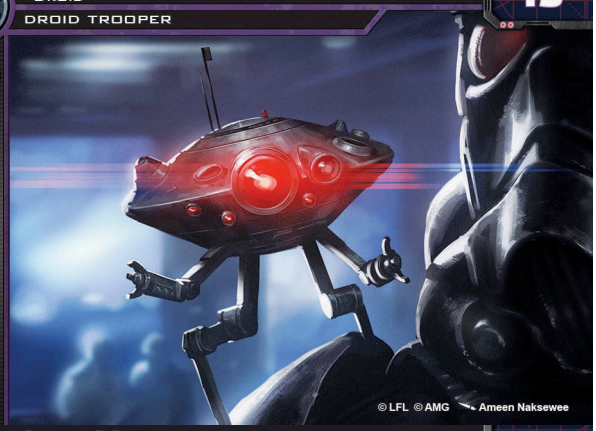
»Observe 1
Counterpart: Iden Versio
Recharge 1
Shielded 1
Small

Electro-Shock −1
Suppressive
3

•Iden's ID10 Seeker Droid
"Droid"

DROID TROOPER

15



•Iden Versio
Inferno Squad Leader

TROOPER

1

Quick Thinking
Infiltrate
Marksman
Nimble. Sharpshooter 1

Martial Arts
3

Iden's DLT-20A Rifle #1−#
High Velocity. Pierce 1
2

Iden's TL-50 Repeater #1−3
Critical 1. Impact 1
2 2 1



6 3

•Iden Versio
Inferno Squad Leader

TROOPER

115



•Moff Gideon
Long Live the Empire

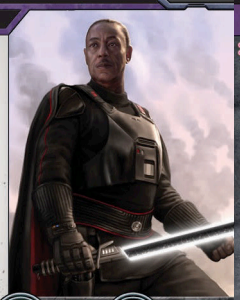
TROOPER

1

»Observe 1
Entourage: Imperial Dark Troopers
Ruthless
Sharpshooter 1
Tactical 1

Combat Training
2

Gideon's Blaster #1−2
Pierce 1
1 2



5 3

•Moff Gideon
Long Live the Empire

TROOPER

100



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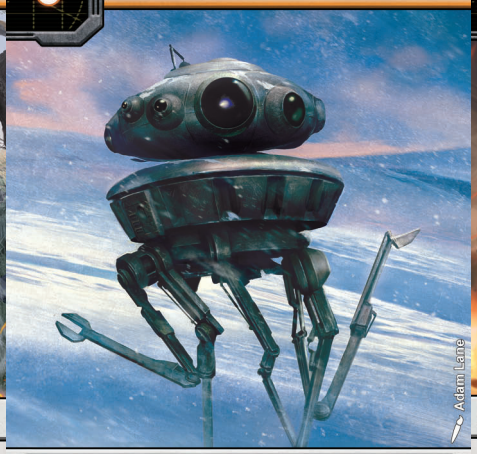
Pinned Down



2 OR UNITS

Each time an allied unit or unit makes an attack against a unit that has a faceup Order token this Round, after the attack is resolved, shuffle the defending unit's Order token back into that player's Order Pool.

Covert Observation



1 OR UNIT

When an enemy unit is issued an Order with a Command Card this Round, that unit gains 1 Suppression token.

Coordinated Fire



3 UNITS

This Round, when an allied unit spends 1 or more Aim tokens while making a Ranged attack, after the attack is resolved, choose another allied unit within 2. The chosen unit may gain 1 Aim token.

Galactic Empire

Come and Prove It



FIFTH BROTHER & SEVENTH SISTER

This Round, **Fifth Brother** and **Seventh Sister** gain ***Indomitable*** and roll 1 extra defense die during the **Roll Defense Die** step while they are defending. Until the end of the Round, each time **Seventh Sister** is declared as the target of an attack, if she has a faceup Order token, she gains 1 Dodge token at the start of the **Apply Dodge and Cover** step.

Galactic Empire

You Hide Your Fear Well



SEVENTH SISTER & 2 UNITS

Seventh Sister gains ***Demoralize 1*** this Round. Until the end of the Round, each time a Suppressed enemy unit within 1 of **Seventh Sister** spends an Aim token to re-roll 1 or more dice, that unit re-rolls 1 fewer die.

Galactic Empire

Unexpected, But Not Unwelcome



FIFTH BROTHER & SEVENTH SISTER

When a unit is issued an Order with this card, it makes a Recover action. This Round, each time **Seventh Sister** attacks a or unit that has 1 or more facedown Order tokens, at the start of the **Roll Attack Dice** step she may gain up to 2 Suppression tokens. If she does, she gains 1 Aim token for each Suppression token gained in this way.

Seventh Sister

I Care Not for Your Struggles



FIFTH BROTHER & 2 TROOPER UNITS

When a unit is issued an Order with this card, it gains ***Dauntless*** this Round.

Seventh Sister

You Would Question Me?

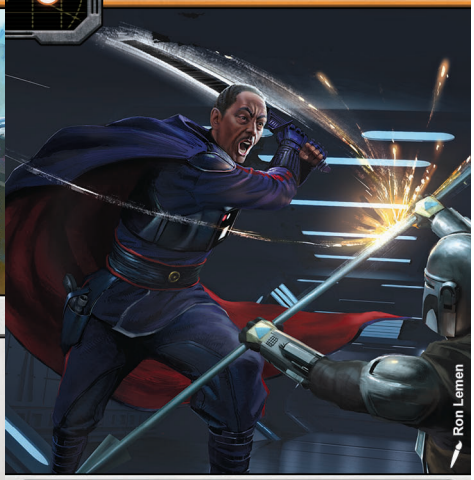


FIFTH BROTHER & SEVENTH SISTER

Permanent. Each time **Fifth Brother** gains 1 or more Aim tokens, **Seventh Sister** gains 1 Dodge token. Each time **Fifth Brother** gains 1 or more Dodge tokens, **Seventh Sister** gains 1 Aim token. When either of those units would gain 1 or more Aim tokens or Dodge tokens, the other unit may gain 1 Immobilize token. If it does, the first unit gains 1 additional token of the same type.

Seventh Sister

Die At My Hand



MOFF GIDEON

Moff Gideon gains 1 Aim token and 1 Dodge token and gains ***Relentless*** this Round.

Fifth Brother **Fifth Brother** **Moff Gideon**

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You Have Something I Want



2 UNITS

This card cannot be chosen during the first Round. After Orders have been issued, choose an allied **Imperial Dark Troopers** unit that has a faceup Order token. Remove the chosen unit from the battlefield, keeping all its tokens, then place it on the battlefield not within 2 of any enemy units. Then flip the chosen unit's Order token facedown.

Moment of Consideration



3 ▲ OR UNITS

When a unit is issued an Order with this card, it gains 1 Standby token.

Voracious Ambition



DIRECTOR ORSON KRENNIC

At the start of this Round's **Activation Phase**, place 3 random Order tokens from your Order Pool face down on this card. You may look at these Order tokens at any time. When you would draw an Order token from your Order Pool, you may choose 1 of the Order tokens on this card and use that token instead.

Moff Gideon
Deploy the Garrison



2 TROOPER UNITS

At the start of this Round's **Activation Phase**, choose up to 2 allied Trooper units that have faceup Order tokens. Each chosen unit may make a free Standby action.

Moff Gideon
Annihilation Looms



DIRECTOR ORSON KRENNIC & 2 UNITS

Each Trooper unit on the battlefield gains 2 Suppression tokens. Then, if it is Round 4 or 5, each Trooper unit gains 1 additional Suppression token.

Director Orson Krennic
Maximum Firepower



GENERAL VEERS

At the end of **General Veers**' next Activation, he may make an attack using the weapon below.

AT-AT Cannons	❋4–❋	4
Immune: Deflect. Impact 2		

Director Orson Krennic
Evasive Maneuvers



2 VEHICLE UNITS

When an allied Vehicle unit is issued an Order with this card, it gains 1 Dodge token. Allied Vehicle units gain ***Nimble*** this Round.

Director Orson Krennic
Imperial Discipline



GENERAL VEERS & 2 UNITS

When an allied unit is issued an Order with this card, it may make a Recover action.

General Veers
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 1/2 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.

General Veers **General Veers** **Darth Vader**

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Implacable



DARTH VADER

At the start of each of **Darth Vader**'s Activations this Round, he gains 1 Dodge token. At the end of **Darth Vader**'s first Activation this Round, he may suffer 1 Wound. If he does, shuffle his Order token into the Order Pool. During **Darth Vader**'s second Activation this Round, he makes 1 fewer action.

New Ways to Motivate Them



2 TROOPER UNITS

This Round, when an allied non-**Darth Vader** Trooper unit that has a faceup Order token starts its Activation, it may suffer 1 Wound. If it does, it may make 1 additional action during that Activation.

Fear and Dead Men



DARTH VADER

This Round, when **Darth Vader** suffers 1 or more Wounds from an enemy attack, after the effect is resolved, the attacking unit suffers an equal number of Wounds.

Darth Vader

Darkness Descends



DARTH VADER

Permanent. If this card was not Divulged, **Darth Vader** gains ***Reliable 2***.

Divulge: **Resolve Setup Effects** step. **Darth Vader** gains ***Infiltrate*** this Game. This card must be selected during Round 1.

Darth Vader

Master of Evil



DARTH VADER & 2 UNITS

Darth Vader gains 1 Dodge token. At the start of **Darth Vader**'s next Activation, each enemy Trooper unit within 2 of him gains 3 Suppression tokens.

Darth Vader

Face Me!



AGENT KALLUS

Agent Kallus gains ***Hold the Line*** this Round. Additionally, until the end of the Round, enemy Trooper units that are Engaged with **Agent Kallus** cannot Move, except to Pivot.

Darth Vader

ISB Investigation



AGENT KALLUS & 1 UNIT

Declare a number and choose an opponent. Set this card aside. Then, the chosen opponent sets aside, faceup, all Command Cards in their Command Hand that have the declared number of pips. During the **End Phase**, do not discard this card. After the chosen opponent plays a Command Card in a subsequent Round, they return the set-aside Command Cards to their Command Hand. Then discard this card.

Darth Vader

Ruthless Tactics



3 UNITS

This Round, each time an allied unit with a faceup Order token makes a Ranged attack, after that attack is resolved, the defending unit gains 1 Observation token. Additonally, until the end of the Round, each time an allied unit declares an attack against an enemy unit that has 1 or more Observation tokens, the attacking unit may spend one of those tokens. If it does, the Attack Pool gains ***Suppressive***.

Agent Kallus

Pulse Scan



IDEN VERSIO

Iden Versio gains 1 Aim token and gains ***Sharpshooter 2*** this Round.

At the end of **Iden Versio**'s next Activation, she gains 1 Dodge token and 1 Standby token.

Iden Versio

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Incapacitate



IDEN VERSIO

This Round, **Iden Versio** gains the following free action.

» Choose an enemy Trooper unit within 1 and in LOS of an allied **Iden's ID10 Seeker Droid**.

The chosen unit gains 3 Suppression tokens. Then, if the chosen unit is a ▲ unit that has not activated this Round, flip its Order token facedown, if able. If that ▲ unit's Order token could not be flipped face down, instead assign it a facedown ▲ Order token from its controlling player's Order Pool.

Tactical Strike



IDEN VERSIO & 2 TROOPER UNITS

This Round, when **Iden Versio** or an allied ▼▲▼ unit that has a faceup Order token starts its Activation, it may reduce its maximum Speed to 1 until the end of that Activation. If it does, it gains ***Steady*** and ***Tactical 1*** until the end of that Activation.

Concussive Blast



IDEN VERSIO

When **Iden Versio** starts her Activation this Round, she makes a Recover action.

During **Iden Versio**'s Activation this Round, she gains the weapon below.

Grenade Launcher	✱1-2	5
Blast. Scatter. Suppressive		

Iden Versio

Unrelenting Fire



2 UNITS

This Round, each enemy unit cannot remove more than 1 Suppression token during its **Rally** step.

Iden Versio

Overwhelming Barrage



2 UNITS

Once this Round, at the end of an allied ▼▲▼ unit's Activation, that unit may make an attack using the weapon below.

Overwhelming Barrage	✱4-✱	4
Beam 1. Blast. Critical 3. Immune: Deflect. Suppressive		

Iden Versio

Debark for Ground Assault



3 UNITS

When an ▲ Trooper unit is issued an Order with this card, until the end of the Round, it gains ***Spur***, and its weapons gain ***Suppressive***.

Blizzard Force

Drive Them Out



1 VEHICLE UNIT

Allied Vehicles gain ***Demoralize 1*** this Round. The first time an allied Vehicle that has a faceup Order token ends a Move within 1 of 1 or more enemy units this Round, choose 1 of those units. Roll 1 white defense die for each miniature in the chosen unit. The chosen unit suffers 1 Wound for every ✱ or ▼ result in the roll.

Blizzard Force

We Need Reinforcements



2 TROOPER UNITS

When a unit is issued an Order with this card, it gains ***Disengage*** this Round.

Blizzard Force

Constantly Alert



3 UNITS

When a unit is issued an Order with this card, it gains 1 Aim token for each enemy unit within 1 of it. Then, if it did not gain any Aim tokens this way, it gains 1 Standby token.

Tempest Force | **Tempest Force** | **Tempest Force**

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Gunner, Infantry!



MAJOR MARQUAND

Until the end of the Round, **Major Marquand** gains ***Tactical 1*** and his weapons gain ***Suppressive***. During his next Activation, **Major Marquand** reduces his maximum Speed by 1, to a minimum of 1.

Major Marquand

Squadron, On Me



MAJOR MARQUAND

At the start of **Major Marquand**'s next Activation, each other allied Vehicle unit within 1 of him may make a free Pivot. Then those units may make a Speed-1 Move.

Major Marquand

Armored Cavalry



3 VEHICLE UNITS

Until the end of the Round, each time another allied Vehicle unit starts its Activation within 1 of **Major Marquand**, it may choose and resolve 1 of the following effects:

- If the Vehicle unit is in **Major Marquand**'s front arc or is undeployed, it may gain 1 Dodge token.
- If the Vehicle unit is in **Major Marquand**'s side arc, it may gain 1 Aim token.
- If the Vehicle unit is in **Major Marquand**'s rear arc, it may make a Speed-1 Move.

Major Marquand

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20



Stormtroopers Only.

Add 1 DLT-19 Stormtrooper miniature.

DLT-19 Blaster Rifle	1–4	2
Impact 1		

DLT-19 Stormtrooper

20



Stormtroopers Only.

Add 1 DLT-19 Stormtrooper miniature.

DLT-19 Blaster Rifle	1–4	2
Impact 1		

DLT-19 Stormtrooper

20



Stormtroopers Only.

Add 1 DLT-19 Stormtrooper miniature.

DLT-19 Blaster Rifle	1–4	2
Impact 1		

DLT-19 Stormtrooper

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

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

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20



Stormtroopers Only.

Add 1 T-21 Stormtrooper miniature.

T-21 Repeating Blaster	1–3	4
Critical 2		

T-21 Stormtrooper

20



Stormtroopers Only.

Add 1 T-21 Stormtrooper miniature.

T-21 Repeating Blaster	1–3	4
Critical 2		

T-21 Stormtrooper

20



Stormtroopers Only.

Add 1 T-21 Stormtrooper miniature.

T-21 Repeating Blaster	1–3	4
Critical 2		

T-21 Stormtrooper

22



Stormtroopers Only.

Add 1 RT-97C Stormtrooper miniature.

RT-97C Blaster Rifle	1–4	1 3

RT-97C Stormtrooper

22



Stormtroopers Only.

Add 1 RT-97C Stormtrooper miniature.

RT-97C Blaster Rifle	1–4	1 3

RT-97C Stormtrooper

22



Stormtroopers Only.

Add 1 RT-97C Stormtrooper miniature.

RT-97C Blaster Rifle	1–4	1 3

RT-97C Stormtrooper

22



Stormtroopers Only.

Add 1 HH-12 Stormtrooper miniature.

HH-12 Rocket Launcher	2–4	3
Cumbersome. Impact 3		

HH-12 Stormtrooper

22



Stormtroopers Only.

Add 1 HH-12 Stormtrooper miniature.

HH-12 Rocket Launcher	2–4	3
Cumbersome. Impact 3		

HH-12 Stormtrooper

22



Stormtroopers Only.

Add 1 HH-12 Stormtrooper miniature.

HH-12 Rocket Launcher	2–4	3
Cumbersome. Impact 3		

HH-12 Stormtrooper

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20



Snowtroopers Only.

Add 1 Flametrooper miniature.

Flamethrower	-1	1
Blast. Spray		

Flametrooper

20



Snowtroopers Only.

Add 1 Flametrooper miniature.

Flamethrower	-1	1
Blast. Spray		

Flametrooper

20



Snowtroopers Only.

Add 1 Flametrooper miniature.

Flamethrower	-1	1
Blast. Spray		

Flametrooper

24



Snowtroopers Only.

Add 1 T-7 Ion Rifle Snowtrooper miniature.

T-7 Ion Rifle	1-3	1 2
Critical 1. Impact 1. Ion 1		

T-7 Ion Rifle Snowtrooper

24



Snowtroopers Only.

Add 1 T-7 Ion Rifle Snowtrooper miniature.

T-7 Ion Rifle	1-3	1 2
Critical 1. Impact 1. Ion 1		

T-7 Ion Rifle Snowtrooper

24



Snowtroopers Only.

Add 1 T-7 Ion Rifle Snowtrooper miniature.

T-7 Ion Rifle	1-3	1 2
Critical 1. Impact 1. Ion 1		

T-7 Ion Rifle Snowtrooper

30



Stormtrooper Riot Squad Only.

Add 2 KX-Series Security Droid miniatures.

Oppress		1
Impact 1		

KX-Series Security Droids

30



Stormtrooper Riot Squad Only.

Add 2 KX-Series Security Droid miniatures.

Oppress		1
Impact 1		

KX-Series Security Droids

30



Stormtrooper Riot Squad Only.

Add 2 KX-Series Security Droid miniatures.

Oppress		1
Impact 1		

KX-Series Security Droids

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30



Stormtrooper Riot Squad Only.

Add 1 Stormtrooper 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.

Stormtrooper Marksman

30



Stormtrooper Riot Squad Only.

Add 1 Stormtrooper 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.

Stormtrooper Marksman

30



Stormtrooper Riot Squad Only.

Add 1 Stormtrooper 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.

Stormtrooper Marksman

32



Shoretroopers Only.

Add 1 T-21B Shoretrooper miniature.

T-21B Repeating Blaster	✱1–4	2 2
Critical 1		

T-21B Shoretrooper

32



Shoretroopers Only.

Add 1 T-21B Shoretrooper miniature.

T-21B Repeating Blaster	✱1–4	2 2
Critical 1		

T-21B Shoretrooper

32



Shoretroopers Only.

Add 1 T-21B Shoretrooper miniature.

T-21B Repeating Blaster	✱1–4	2 2
Critical 1		

T-21B Shoretrooper

30



Imperial Death Troopers Only.

Add 1 DLT-19D Trooper miniature.

DLT-19D Blaster Rifle	✱1–4	2 1
Impact 1		

DLT-19D Trooper

30



Imperial Death Troopers Only.

Add 1 DLT-19D Trooper miniature.

DLT-19D Blaster Rifle	✱1–4	2 1
Impact 1		

DLT-19D Trooper

30



Imperial Death Troopers Only.

Add 1 DLT-19D Trooper miniature.

DLT-19D Blaster Rifle	✱1–4	2 1
Impact 1		

DLT-19D Trooper

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27



Imperial Special Forces Only.

Add 1 T-21 Trooper miniature.

T-21 Repeating Blaster	⁂1–3	4
Critical 2		

T-21 Special Forces Trooper

27

Imperial Special Forces Only.

Add 1 T-21 Trooper miniature.

T-21 Repeating Blaster	⁂1–3	4
Critical 2		

T-21 Special Forces Trooper

27

Imperial Special Forces Only.

Add 1 T-21 Trooper miniature.

T-21 Repeating Blaster	⁂1–3	4
Critical 2		

T-21 Special Forces Trooper

25



Range Troopers Only.

Add 1 DLT-20A Range Trooper miniature.

DLT-20A Blaster Rifle	⁂1–5	2
Impact 2		

DLT-20A Range Trooper

25

Range Troopers Only.

Add 1 DLT-20A Range Trooper miniature.

DLT-20A Blaster Rifle	⁂1–5	2
Impact 2		

DLT-20A Range Trooper

25

Range Troopers Only.

Add 1 DLT-20A Range Trooper miniature.

DLT-20A Blaster Rifle	⁂1–5	2
Impact 2		

DLT-20A Range Trooper

28



Range Troopers Only.

Add 1 T-21A Range Trooper miniature.

T-21A Repeating Blaster	⁂1–4	2 2
Suppressive		

T-21A Range Trooper

28

Range Troopers Only.

Add 1 T-21A Range Trooper miniature.

T-21A Repeating Blaster	⁂1–4	2 2
Suppressive		

T-21A Range Trooper

28

Range Troopers Only.

Add 1 T-21A Range Trooper miniature.

T-21A Repeating Blaster	⁂1–4	2 2
Suppressive		

T-21A Range Trooper

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45



Imperial Dark Troopers Only.

Add 1 SM-9 Frag Launcher Dark Trooper miniature.

SM-9 Frag Launcher	1–2	2	1
Blast. Cycle. Impact 2			

SM-9 Frag Launcher Dark Trooper

45



Imperial Dark Troopers Only.

Add 1 SM-9 Frag Launcher Dark Trooper miniature.

SM-9 Frag Launcher	1–2	2	1
Blast. Cycle. Impact 2			

SM-9 Frag Launcher Dark Trooper

45



Imperial Dark Troopers Only.

Add 1 SM-9 Frag Launcher Dark Trooper miniature.

SM-9 Frag Launcher	1–2	2	1
Blast. Cycle. Impact 2			

SM-9 Frag Launcher Dark Trooper

55



Imperial Dark Troopers Only.

Add 1 XS-IV Assault Cannon Dark Trooper miniature.

XS-IV Assault Cannon	1–3	4
Critical 1		

XS-IV Assault Cannon Dark Trooper

55



Imperial Dark Troopers Only.

Add 1 XS-IV Assault Cannon Dark Trooper miniature.

XS-IV Assault Cannon	1–3	4
Critical 1		

XS-IV Assault Cannon Dark Trooper

55



Imperial Dark Troopers Only.

Add 1 XS-IV Assault Cannon Dark Trooper miniature.

XS-IV Assault Cannon	1–3	4
Critical 1		

XS-IV Assault Cannon Dark Trooper

36



Imperial Dark Troopers Only.

Add 1 Mertalizer Dark Trooper miniature.

Mertalizer		2	1
Suppressive			

Mertalizer Dark Trooper

36



Imperial Dark Troopers Only.

Add 1 Mertalizer Dark Trooper miniature.

Mertalizer		2	1
Suppressive			

Mertalizer Dark Trooper

36



Imperial Dark Troopers Only.

Add 1 Mertalizer Dark Trooper miniature.

Mertalizer		2	1
Suppressive			

Mertalizer Dark Trooper

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8



STORMTROOPERS ONLY.

Add 1 Stormtrooper miniature.

STORMTROOPER

8



STORMTROOPERS ONLY.

Add 1 Stormtrooper miniature.

STORMTROOPER

8



STORMTROOPERS ONLY.

Add 1 Stormtrooper miniature.

STORMTROOPER

9



TROOPER ONLY.

Add 1 R4 Astromech miniature.

NONCOMBATANT.

This unit gains **REPAIR 1: CAPACITY 2**.

R4 ASTROMECH

9



TROOPER ONLY.

Add 1 R4 Astromech miniature.

NONCOMBATANT.

This unit gains **REPAIR 1: CAPACITY 2**.

R4 ASTROMECH

9



TROOPER ONLY.

Add 1 R4 Astromech miniature.

NONCOMBATANT.

This unit gains **REPAIR 1: CAPACITY 2**.

R4 ASTROMECH

46



STORMTROOPERS ONLY.

Add 5 Stormtrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/2. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

STORMTROOPER SQUAD

46



STORMTROOPERS ONLY.

Add 5 Stormtrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/2. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

STORMTROOPER SQUAD

46



STORMTROOPERS ONLY.

Add 5 Stormtrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/2. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

STORMTROOPER SQUAD

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10



STORMTROOPERS ONLY.

Add 1 Stormtrooper Captain miniature.

This unit gains a upgrade icon.

At the start of this unit's Activation, you may this card. If you do, this unit cannot remove Suppression tokens or be Suppressed during this Activation.

LEADER.

STORMTROOPER CAPTAIN

10



STORMTROOPERS ONLY.

Add 1 Stormtrooper Captain miniature.

This unit gains a upgrade icon.

At the start of this unit's Activation, you may this card. If you do, this unit cannot remove Suppression tokens or be Suppressed during this Activation.

LEADER.

STORMTROOPER CAPTAIN

10



STORMTROOPERS ONLY.

Add 1 Stormtrooper Captain miniature.

This unit gains a upgrade icon.

At the start of this unit's Activation, you may this card. If you do, this unit cannot remove Suppression tokens or be Suppressed during this Activation.

LEADER.

STORMTROOPER CAPTAIN

9



STORMTROOPERS ONLY.

Add 1 Stormtrooper Specialist miniature.

This unit gains a upgrade icon.

This unit gains 1 Aim token or 1 Surge token.

STORMTROOPER SPECIALIST

9



STORMTROOPERS ONLY.

Add 1 Stormtrooper Specialist miniature.

This unit gains a upgrade icon.

This unit gains 1 Aim token or 1 Surge token.

STORMTROOPER SPECIALIST

9



STORMTROOPERS ONLY.

Add 1 Stormtrooper Specialist miniature.

This unit gains a upgrade icon.

This unit gains 1 Aim token or 1 Surge token.

STORMTROOPER SPECIALIST

17



TROOPER ONLY.

Add 1 Imperial Officer miniature.

LEADER.

This unit increases its by 1.
This unit gains **INSPIRE 1**.

IMPERIAL OFFICER

17



TROOPER ONLY.

Add 1 Imperial Officer miniature.

LEADER.

This unit increases its by 1.
This unit gains **INSPIRE 1**.

IMPERIAL OFFICER

17



TROOPER ONLY.

Add 1 Imperial Officer miniature.

LEADER.

This unit increases its by 1.
This unit gains **INSPIRE 1**.

IMPERIAL OFFICER

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10



Trooper Only.

Add 1 Imperial Comms Technician miniature.

This unit gains 1 upgrade icon. This unit must equip at least 1 upgrade.

Imperial Comms Technician

10



Trooper Only.

Add 1 Imperial Comms Technician miniature.

This unit gains 1 upgrade icon. This unit must equip at least 1 upgrade.

Imperial Comms Technician

10



Trooper Only.

Add 1 Imperial Comms Technician miniature.

This unit gains 1 upgrade icon. This unit must equip at least 1 upgrade.

Imperial Comms Technician

22



Trooper Only.

Add 1 FX-9 Medical Droid miniature.

Noncombatant.

Treat 1: Capacity 2.

FX-9 Medical Droid

22



Trooper Only.

Add 1 FX-9 Medical Droid miniature.

Noncombatant.

Treat 1: Capacity 2.

FX-9 Medical Droid

22



Trooper Only.

Add 1 FX-9 Medical Droid miniature.

Noncombatant.

Treat 1: Capacity 2.

FX-9 Medical Droid

8



Snowtroopers Only.

Add 1 Snowtroopers miniature.

Snowtrooper

8



Snowtroopers Only.

Add 1 Snowtroopers miniature.

Snowtrooper

8



Snowtroopers Only.

Add 1 Snowtroopers miniature.

Snowtrooper

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46



SNOWTROOPERS ONLY.

Add 5 Snowtrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/3. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

SNOWTROOPER SQUAD

46



SNOWTROOPERS ONLY.

Add 5 Snowtrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/3. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

SNOWTROOPER SQUAD

46



SNOWTROOPERS ONLY.

Add 5 Snowtrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/3. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

SNOWTROOPER SQUAD

10



SHORETROOPERS ONLY.

Add 1 Shoretrooper miniature.

SHORETROOPER

10



SHORETROOPERS ONLY.

Add 1 Shoretrooper miniature.

SHORETROOPER

10



SHORETROOPERS ONLY.

Add 1 Shoretrooper miniature.

SHORETROOPER

70



SHORETROOPERS ONLY.

Add 5 Shoretrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/3. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

SHORETROOPER SQUAD

70



SHORETROOPERS ONLY.

Add 5 Shoretrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/3. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

SHORETROOPER SQUAD

70



SHORETROOPERS ONLY.

Add 5 Shoretrooper miniatures.

This unit gains **INDOMITABLE**. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/3. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

SHORETROOPER SQUAD

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15



Range Troopers Only.
Add 1 Range Trooper miniature.

Range Trooper

15



Range Troopers Only.
Add 1 Range Trooper miniature.

Range Trooper

15



Range Troopers Only.
Add 1 Range Trooper miniature.

Range Trooper

32



Imperial Dark Troopers Only.
Add 1 Imperial Dark Trooper miniature.

Imperial Dark Trooper

32



Imperial Dark Troopers Only.
Add 1 Imperial Dark Trooper miniature.

Imperial Dark Trooper

32



Imperial Dark Troopers Only.
Add 1 Imperial Dark Trooper miniature.

Imperial Dark Trooper

10



Ground Vehicle Only.
This unit gains ▨ : ✸.

Imperial Hammers Elite Armor Pilot

10



Ground Vehicle Only.
This unit gains ▨ : ✸.

Imperial Hammers Elite Armor Pilot

10



Ground Vehicle Only.
This unit gains ▨ : ✸.

Imperial Hammers Elite Armor Pilot

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8



Repulsor Vehicle Only.

This unit increases its maximum Speed by 1.

Imperial TIE Pilot

8



Repulsor Vehicle Only.

This unit increases its maximum Speed by 1.

Imperial TIE Pilot

8



Repulsor Vehicle Only.

This unit increases its maximum Speed by 1.

Imperial TIE Pilot

10



AT-ST Only.

88i Twin Light Blaster	1-3	1 1 1
Fixed: Front. Impact 1		

88i Twin Light Blaster

10



AT-ST Only.

88i Twin Light Blaster	1-3	1 1 1
Fixed: Front. Impact 1		

88i Twin Light Blaster

10



AT-ST Only.

88i Twin Light Blaster	1-3	1 1 1
Fixed: Front. Impact 1		

88i Twin Light Blaster

5



AT-ST Only.

AT-ST Mortar Launcher	4-8	3
Fixed: Front. Suppressive		

AT-ST Mortar Launcher

5



AT-ST Only.

AT-ST Mortar Launcher	4-8	3
Fixed: Front. Suppressive		

AT-ST Mortar Launcher

5



AT-ST Only.

AT-ST Mortar Launcher	4-8	3
Fixed: Front. Suppressive		

AT-ST Mortar Launcher

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8



AT-ST Only.

DW-3 Grenade Launcher	❋1–2	2
Fixed: Front. Blast		

DW-3 Grenade Launcher

8

AT-ST Only.

DW-3 Grenade Launcher	❋1–2	2
Fixed: Front. Blast		

DW-3 Grenade Launcher

8

AT-ST Only.

DW-3 Grenade Launcher	❋1–2	2
Fixed: Front. Blast		

DW-3 Grenade Launcher

18

TX-225 GAVw Occupier Tank Only.

DLT-19 Blaster Rifle	❋1–4	2
Impact 1		

Pintle-Mounted DLT-19

18

TX-225 GAVw Occupier Tank Only.

DLT-19 Blaster Rifle	❋1–4	2
Impact 1		

Pintle-Mounted DLT-19

18

TX-225 GAVw Occupier Tank Only.

DLT-19 Blaster Rifle	❋1–4	2
Impact 1		

Pintle-Mounted DLT-19

5

Imperial Dark Troopers Only.

This unit can only be issued Orders by a unit. This unit gains **Retinue:** .

Programmed Loyalty

5

Imperial Dark Troopers Only.

This unit can only be issued Orders by a unit. This unit gains **Retinue:** .

Programmed Loyalty

5

Imperial Dark Troopers Only.

This unit can only be issued Orders by a unit. This unit gains **Retinue:** .

Programmed Loyalty

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0



Imperial Death Troopers Only.

Reconfigure.

E-11D Focused Fire	1–4	1
Suppressive		

E-11D Focused Fire Configuration

0



Imperial Death Troopers Only.

Reconfigure.

E-11D Focused Fire	1–4	1
Suppressive		

E-11D Focused Fire Configuration

0



Imperial Death Troopers Only.

Reconfigure.

E-11D Focused Fire	1–4	1
Suppressive		

E-11D Focused Fire Configuration

0



Imperial Death Troopers Only.

Reconfigure.

E-11D Grenade Launcher	1–2	1
Blast		

E-11D Grenade Launcher Configuration

0



Imperial Death Troopers Only.

Reconfigure.

E-11D Grenade Launcher	1–2	1
Blast		

E-11D Grenade Launcher Configuration

0



Imperial Death Troopers Only.

Reconfigure.

E-11D Grenade Launcher	1–2	1
Blast		

E-11D Grenade Launcher Configuration

10



Dewback Rider Only.

CR-24 Flame Rifle	–1	1 1
Blast. Spray		

CR-24 Flame Rifle

10



Dewback Rider Only.

CR-24 Flame Rifle	–1	1 1
Blast. Spray		

CR-24 Flame Rifle

10



Dewback Rider Only.

CR-24 Flame Rifle	–1	1 1
Blast. Spray		

CR-24 Flame Rifle

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5



Dewback Rider Only.

RT-97C Blaster Rifle | ⊕1–4 | 1 | 3

RT-97C Blaster Rifle

5



Dewback Rider Only.

RT-97C Blaster Rifle | ⊕1–4 | 1 | 3

RT-97C Blaster Rifle

5



Dewback Rider Only.

RT-97C Blaster Rifle | ⊕1–4 | 1 | 3

RT-97C Blaster Rifle

5



Dewback Rider Only.

T-21 Blaster Rifle | ⊕1–3 | 4

Critical 2

T-21 Blaster Rifle

5



Dewback Rider Only.

T-21 Blaster Rifle | ⊕1–3 | 4

Critical 2

T-21 Blaster Rifle

5



Dewback Rider Only.

T-21 Blaster Rifle | ⊕1–3 | 4

Critical 2

T-21 Blaster Rifle

5



Fifth Brother or Seventh Sister Only.

This unit gains **Demoralize 1**. When an enemy unit within 1 exhausts a upgrade, you may roll a red defense die. On a or result, cancel that upgrade's effect. The upgrade remains exhausted.

Inquisitorius Training

5



Fifth Brother or Seventh Sister Only.

This unit gains **Demoralize 1**. When an enemy unit within 1 exhausts a upgrade, you may roll a red defense die. On a or result, cancel that upgrade's effect. The upgrade remains exhausted.

Inquisitorius Training

15



Moff Gideon Only.

This unit gains **Demoralize 1** and **Immune: Melee Pierce**.

The Darksaber | 5

Impact 1. Pierce 1

•The Darksaber

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15

2



IMPERIAL DEATH TROOPERS ONLY.

Add 1 DT-F16 miniature.

This unit gains **COMPEL**.

LEADER.

E-11D BLASTER RIFLE	1–3	1 1

•DT-F16

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

5



ONLY.

This unit gains **FIELD COMMANDER**.

Choose an allied Trooper unit within 2 of this unit.
The chosen unit gains 1 Aim token and 1 Suppression token.

•GOVERNOR PRYCE

5



GROUND VEHICLE ONLY.

This unit gains **TACTICAL 1**.

•FIRST SERGEANT ARBMAB

5



GROUND VEHICLE ONLY.

This unit gains **ARSENAL 2** and **FIELD COMMANDER**.

•GENERAL WEISS

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