•Bossk
Trandoshan Terror

TROOPER

1

Mercenary:

Bounty

Equip: Cold Blooded

Relentless

Vicious 2

Frenzy — *Pierce 1* — 3 2

Mortar Rifle — 1-3 — *Suppressive* — 4 2

7 2





96

•Cad Bane
Needs No Introduction

TROOPER

1

Mercenary:

Jump 1

Bounty. Disengage

Equip: I Make The Rules Now

Steady

Uncanny Luck 3

Electro Gauntlets — *Immobilize 3. Suppressive* — 4

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

6 3





105

•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 — *Pierce 1* — 3

Modified DLT-20A — 1-4 — *Impact 1* — 3

5 2





93

•IG-88
Notorious Assassin Droid

DROID TROOPER

1

Mercenary:

Armor 1

Bounty

Equip: Focused on the Kill

Impervious

Relentless. Sharpshooter 1

Vibrocleaver — *Pierce 1* — 1 1 1

Modified Blasters — 1-3 — *Pierce 1* — 3 3

5 2





100

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•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



•The Bad Batch
Clone Force 99
Clone Trooper
0

Mercenary:
Equip: Echo, Hunter, Wrecker, Tech
Impervious
Scale
Steady. Sharpshooter 1
We're Not Regs

Advanced Training		1
DC-17 Blaster Pistols	1–2	1 1



2 3

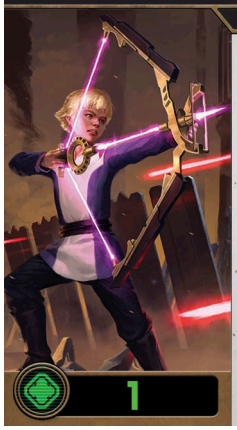
•The Bad Batch
Clone Force 99
Clone Trooper
140



•Omega
Mascot of the 99th
Trooper

Mercenary:
Counterpart: The Bad Batch
I'm Part of the Squad Too

Zygerrian Energy Bow	–2	2



1

•Omega
Mascot of the 99th
Trooper
10



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Pyke Syndicate Foot Soldiers

▲ 4

TROOPER

Mercenary:

Danger Sense 2

Independent: Dodge 1

Outmaneuver

Self-Preservation

Stun Baton	2
P13 Long Blaster	1–3 / 1



1 1

– : ▼

Pyke Syndicate Foot Soldiers

44

TROOPER



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Pyke Syndicate Foot Soldiers

▲ 4

TROOPER

Mercenary:

Danger Sense 2

Independent: Dodge 1

Outmaneuver

Self-Preservation

Stun Baton	2
P13 Long Blaster	1–3 / 1



1 1

– : ▼

Pyke Syndicate Foot Soldiers

44

TROOPER



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Pyke Syndicate Foot Soldiers

▲ 4

TROOPER

Mercenary:

Danger Sense 2

Independent: Dodge 1

Outmaneuver

Self-Preservation

Stun Baton	2
P13 Long Blaster	1–3 / 1



1 1

– : ▼

Pyke Syndicate Foot Soldiers

44

TROOPER



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Pyke Syndicate Capo

1

TROOPER

Mercenary:

Aid:

Danger Sense 2

Independent: Dodge 1

Unarmed	1
Capo's Long Blaster	1–3 / 3



4 2

– : ▼

Pyke Syndicate Capo

48

TROOPER



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Mercenary - Unit & Command Card Packs

Black Sun Enforcers

▲ 4

TROOPER

Mercenary:

Dauntless

Independent: Aim 1

Precise 1

Self-Preservation

Close Quarters Combat		1
Double Blaster	1–2	1 1



1 1

– –

Black Sun Enforcers

50

TROOPER



© LFL © AMG Alex Kim

Black Sun Enforcers

▲ 4

TROOPER

Mercenary:

Dauntless

Independent: Aim 1

Precise 1

Self-Preservation

Close Quarters Combat		1
Double Blaster	1–2	1 1



1 1

– –

Black Sun Enforcers

50

TROOPER



© LFL © AMG Alex Kim

Black Sun Enforcers

▲ 4

TROOPER

Mercenary:

Dauntless

Independent: Aim 1

Precise 1

Self-Preservation

Close Quarters Combat		1
Double Blaster	1–2	1 1



1 1

– –

Black Sun Enforcers

50

TROOPER



© LFL © AMG Alex Kim

Black Sun Vigo

1

TROOPER

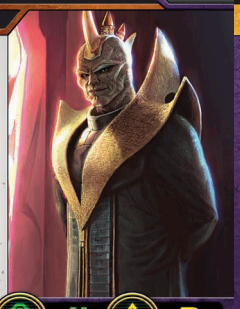
Mercenary:

Aid:

Dauntless

Independent: Aim 1

Vigo's Double Blaster	–2	2 2



4 2

– –

Black Sun Vigo

50

TROOPER



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A-A5 Speeder Truck

1

REPULSOR VEHICLE

Armor 5
Hover: Ground
Reposition
Transport
Weak Point 2: Rear



8 6

A-A5 Speeder Truck

65

REPULSOR VEHICLE



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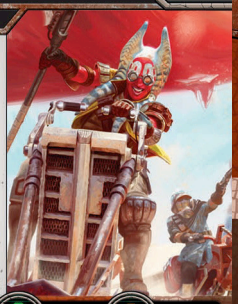
Swoop Bike Riders

2

REPULSOR VEHICLE

Mercenary:
Cover 1
Independent: Aim 1 or Dodge 1
Reinforcements
Speeder 1

Vibro-Ax	1	2
Overrun 2		
Heavy Blaster Pistol 1-2	1	1



3 -

Swoop Bike Riders

70

REPULSOR VEHICLE



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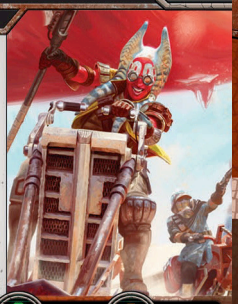
Swoop Bike Riders

2

REPULSOR VEHICLE

Mercenary:
Cover 1
Independent: Aim 1 or Dodge 1
Reinforcements
Speeder 1

Vibro-Ax	1	2
Overrun 2		
Heavy Blaster Pistol 1-2	1	1



3 -

Swoop Bike Riders

70

REPULSOR VEHICLE



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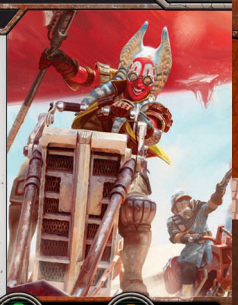
Swoop Bike Riders

2

REPULSOR VEHICLE

Mercenary:
Cover 1
Independent: Aim 1 or Dodge 1
Reinforcements
Speeder 1

Vibro-Ax	1	2
Overrun 2		
Heavy Blaster Pistol 1-2	1	1



3 -

Swoop Bike Riders

70

REPULSOR VEHICLE



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Ploy



NO UNITS

This Round, at the start of the **Activation Phase**, choose 1 Order token from your Order Pool and place it face down on this card. Then shuffle your Order Pool. You may look at this token at any time. This Round, when you would draw an Order token from your Order Pool, you may use the Order token on this card instead.

Aggression



2 UNITS

When issuing Orders with this card, you may choose to not issue up to 2 Orders. Then, for each Order not issued in this way, choose a different allied Mercenary unit within 3 of the nominated Commander. Each chosen unit gains 1 Aim token.

Discretion



3 UNITS

When issuing Orders with this card, you may choose to not issue up to 3 Orders. Then, for each Order not issued in this way, choose a different allied Mercenary unit within 3 of the nominated Commander. Each chosen unit gains 1 Aim token.

Mercenary or

Whipcord Launcher



BOBA FETT

This Round, while **Boba Fett** is Engaged, he can make Moves as normal if any unit he is Engaged with has 1 or more Immobilize tokens. During **Boba Fett**'s next Activation, he gains the following free action.

» Choose an enemy Trooper unit within 1 and in LOS. The chosen unit gains 2 Immobilize tokens and 2 Suppression tokens.

Mercenary or

Z-6 Jetpack Rocket



BOBA FETT

This Round, **Boba Fett** gains the weapon below during his Activation.

Z-6 Jetpack Rocket	3–4	3
Blast. Impact 2		

Mercenary or

A Simple Man



1 UNIT

At the start of the next **Activation Phase**, if **Boba Fett** has a faceup Order token, an allied unit within 1 of **Boba Fett** may make a Speed-1 Move.

Otherwise, **Boba Fett** gains 1 Aim token and, until the end of the Round, increases the Range of his Ranged weapons by 1 to a maximum of 5 and gains ***Marksman***.

Boba Fett

Making His Way in the Galaxy



BOBA FETT

During his next Activation, **Boba Fett** cannot make Attack actions. At the end of **Boba Fett**'s next Activation, he may make an attack with only the following weapon against each enemy unit within 1 and in LOS.

No Disintegrations	−1	2 1
Blast. Impact 1. Versatile		

Boba Fett

Rule with Respect



BOBA FETT & 2 UNITS

Each time an allied unit within 1 and in LOS of **Boba Fett** makes a Ranged attack this Round, if **Boba Fett** has a faceup Order token, add 1 black die to 1 of that unit's Attack Pools during the **Form Attack Pool** step.

Boba Fett

We Do What We Do



THE BAD BATCH

This Round:

While **The Bad Batch** contains **Hunter**, it increase its maximum Speed by 1.

While it contains **Tech**, it gains ***Tactical 1***.

While it contains **Echo**, it gains ***Reliable 1***.

While it contains **Crosshair**, it gains ***Precise 1***.

While it contains **Omega**, it gains ***Inspire 1***.

While it contains **Wrecker**, its weapons gain ***Suppressive***.

Boba Fett **Boba Fett** **The Bad Batch**

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9



Pyke Syndicate Foot Soldiers Only.

Add 1 Pyke Syndicate Foot Soldier miniature.

This unit gains **Cache: Aim 1**.

This unit has this keyword even if this miniature is defeated.

Pyke Syndicate Foot Soldier

9



Pyke Syndicate Foot Soldiers Only.

Add 1 Pyke Syndicate Foot Soldier miniature.

This unit gains **Cache: Aim 1**.

This unit has this keyword even if this miniature is defeated.

Pyke Syndicate Foot Soldier

9



Pyke Syndicate Foot Soldiers Only.

Add 1 Pyke Syndicate Foot Soldier miniature.

This unit gains **Cache: Aim 1**.

This unit has this keyword even if this miniature is defeated.

Pyke Syndicate Foot Soldier

38



Pyke Syndicate Foot Soldiers Only.

Add 5 Pyke Syndicate Foot Soldier miniatures.

This unit gains **Indomitable** and 1 upgrade icon.

This unit is in cohesion if all miniatures in the unit are within 1 of the unit leader instead of 2.

This unit has these rules even if these miniatures are defeated.

Pyke Syndicate Foot Soldier Squad

38



Pyke Syndicate Foot Soldiers Only.

Add 5 Pyke Syndicate Foot Soldier miniatures.

This unit gains **Indomitable** and 1 upgrade icon.

This unit is in cohesion if all miniatures in the unit are within 1 of the unit leader instead of 2.

This unit has these rules even if these miniatures are defeated.

Pyke Syndicate Foot Soldier Squad

38



Pyke Syndicate Foot Soldiers Only.

Add 5 Pyke Syndicate Foot Soldier miniatures.

This unit gains **Indomitable** and 1 upgrade icon.

This unit is in cohesion if all miniatures in the unit are within 1 of the unit leader instead of 2.

This unit has these rules even if these miniatures are defeated.

Pyke Syndicate Foot Soldier Squad

18



Pyke Syndicate Foot Soldiers Only.

Add 1 Pyke Syndicate Capo miniature.

Leader.

This unit increases its by 1 and gains **Independent: Surge 1**.

Pyke Syndicate Capo

18



Pyke Syndicate Foot Soldiers Only.

Add 1 Pyke Syndicate Capo miniature.

Leader.

This unit increases its by 1 and gains **Independent: Surge 1**.

Pyke Syndicate Capo

18



Pyke Syndicate Foot Soldiers Only.

Add 1 Pyke Syndicate Capo miniature.

Leader.

This unit increases its by 1 and gains **Independent: Surge 1**.

Pyke Syndicate Capo

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10



Pyke Syndicate Foot Soldiers Only.

Add 1 Electro-Whip Soldier miniature.

Electro-Whip	-1	2
Immobilize 1. Suppressive		

Electro-Whip Soldier

10



Pyke Syndicate Foot Soldiers Only.

Add 1 Electro-Whip Soldier miniature.

Electro-Whip	-1	2
Immobilize 1. Suppressive		

Electro-Whip Soldier

10



Pyke Syndicate Foot Soldiers Only.

Add 1 Electro-Whip Soldier miniature.

Electro-Whip	-1	2
Immobilize 1. Suppressive		

Electro-Whip Soldier

24



Pyke Syndicate Foot Soldiers Only.

Add 1 P13-M Disruptor Soldier miniature.

P13-M Disruptor	1-4	1 2
Impact 1		

P13-M Disruptor Soldier

24



Pyke Syndicate Foot Soldiers Only.

Add 1 P13-M Disruptor Soldier miniature.

P13-M Disruptor	1-4	1 2
Impact 1		

P13-M Disruptor Soldier

24



Pyke Syndicate Foot Soldiers Only.

Add 1 P13-M Disruptor Soldier miniature.

P13-M Disruptor	1-4	1 2
Impact 1		

P13-M Disruptor Soldier

20



Black Sun Enforcers Only.

Add 1 Black Sun Vigo miniature.

Leader.

This unit increases its ◈ by 1 and gains **Independent: Surge 1**.

Black Sun Vigo

20



Black Sun Enforcers Only.

Add 1 Black Sun Vigo miniature.

Leader.

This unit increases its ◈ by 1 and gains **Independent: Surge 1**.

Black Sun Vigo

20



Black Sun Enforcers Only.

Add 1 Black Sun Vigo miniature.

Leader.

This unit increases its ◈ by 1 and gains **Independent: Surge 1**.

Black Sun Vigo

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11



Black Sun Enforcers Only.

Add 1 Black Sun Enforcer miniature.

This unit gains **Cache: Dodge 1**.

This unit has this keyword even if this miniature is defeated.

Black Sun Enforcer

11



Black Sun Enforcers Only.

Add 1 Black Sun Enforcer miniature.

This unit gains **Cache: Dodge 1**.

This unit has this keyword even if this miniature is defeated.

Black Sun Enforcer

11



Black Sun Enforcers Only.

Add 1 Black Sun Enforcer miniature.

This unit gains **Cache: Dodge 1**.

This unit has this keyword even if this miniature is defeated.

Black Sun Enforcer

28



Black Sun Enforcers Only.

Add 1 Scatter Gun Enforcer miniature.

Scatter Gun	-2	2
Pierce 1		

Scatter Gun Enforcer

28



Black Sun Enforcers Only.

Add 1 Scatter Gun Enforcer miniature.

Scatter Gun	-2	2
Pierce 1		

Scatter Gun Enforcer

28



Black Sun Enforcers Only.

Add 1 Scatter Gun Enforcer miniature.

Scatter Gun	-2	2
Pierce 1		

Scatter Gun 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

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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10



Only.

This unit gains ***Allies of Convenience*** and ***Field Commander***.

Allied Vehicle units gain ***Demoralize 1***.

•Raiding Party Leader

5



Only.

When this unit makes a Ranged attack, during the **Form Attack Pool** step, you may roll 1 red defense die. On a blank result, add 1 white attack die to the Attack Pool. On a ▼ result, add 1 black die to the Attack Pool. On a ✦ result, add 1 red die to the Attack Pool.

Frenzied Gunner

5



Only.

When this unit makes a Ranged attack, during the **Form Attack Pool** step, you may roll 1 red defense die. On a blank result, add 1 white attack die to the Attack Pool. On a ▼ result, add 1 black die to the Attack Pool. On a ✦ result, add 1 red die to the Attack Pool.

Frenzied Gunner

20



A-A5 Speeder Truck Only.

AG-2G Quad Laser Cannon	1-3	6
Impact 2		

AG-2G Quad Laser

20



A-A5 Speeder Truck Only.

AG-2G Quad Laser Cannon	1-3	6
Impact 2		

AG-2G Quad Laser

16



A-A5 Speeder Truck Only.

At the start of this unit's Activation, roll 3 red defense dice. For each ▼ or ✦ result, choose a different allied unit within 3. Each chosen unit gains 1 Aim token.

Unorthodox Tactician

12



A-A5 Speeder Truck Only.

Heavy Laser Cannon	1-4	1 1 1
Critical 1		

Heavy Laser Retrofit

12



A-A5 Speeder Truck Only.

Heavy Laser Cannon	1-4	1 1 1
Critical 1		

Heavy Laser Retrofit

16



A-A5 Speeder Truck Only.

At the start of this unit's Activation, roll 3 red defense dice. For each ▼ or ✦ result, choose a different allied unit within 3. Each chosen unit gains 1 Aim token.

Unorthodox Tactician

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6



A-A5 Speeder Truck or X-34 Landspeeder Only.

At the end of this unit's Activation, you may ✕ this card. If you do, this unit may make an attack or Move. Then, after the effect is resolved, roll 3 black attack dice. This unit suffers 1 Wound for each ✸ and ✡ result rolled.

Unstable R5 Astromech

6



A-A5 Speeder Truck or X-34 Landspeeder Only.

At the end of this unit's Activation, you may ✕ this card. If you do, this unit may make an attack or Move. Then, after the effect is resolved, roll 3 black attack dice. This unit suffers 1 Wound for each ✸ and ✡ result rolled.

Unstable R5 Astromech

6



A-A5 Speeder Truck or X-34 Landspeeder Only.

At the end of this unit's Activation, you may ✕ this card. If you do, this unit may make an attack or Move. Then, after the effect is resolved, roll 3 black attack dice. This unit suffers 1 Wound for each ✸ and ✡ result rolled.

Unstable R5 Astromech

12



A-A5 Speeder Truck only.

➦ Choose an allied non-Droid Trooper Trooper unit within 1 of this unit and in LOS. Remove 1 Wound or Poison token from or restore 1 defeated miniature to the chosen unit. Then roll 2 white defense dice. The chosen unit gains 1 Suppression token for each ▼ and ⚜ result rolled.

Backworld Medic

12



A-A5 Speeder Truck only.

➦ Choose an allied non-Droid Trooper Trooper unit within 1 of this unit and in LOS. Remove 1 Wound or Poison token from or restore 1 defeated miniature to the chosen unit. Then roll 2 white defense dice. The chosen unit gains 1 Suppression token for each ▼ and ⚜ result rolled.

Backworld Medic

5

✕



Boba Fett Only.

Flame Projector	✡ -1	1
Blast. Spray. Suppressive		

•Boba's Flame Projector

10

↱



Cad Bane Only.

While this unit is Engaged, it can make Moves as normal if any unit it is Engaged with has 1 or more Immobilize tokens.

Electro Gauntlets	✡	4
Immobilize 3. Suppressive		

•Electro Gauntlets

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



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

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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

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

0

The Bad Batch Only.

Add 1 Echo miniature.

This unit gains **Reliable 3**.

•Echo, Clone Force 99

0

The Bad Batch Only.

Add 1 Hunter miniature.

Leader.

Choose a non- or non- enemy Trooper unit within 1 and in LOS. Roll 1 black attack die. On a or result, that unit suffers 1 Wound.

•Hunter

0

The Bad Batch Only.

Add 1 Tech miniature.

This unit gains **Tactical 1** and **Cache: Aim 1 and Dodge 1**.

•Tech

0

The Bad Batch Only.

Add 1 Crosshair miniature.

This unit gains **Precise 1**.

While an Attack Pool contains only this weapon, the Attack Pool gains **Critical 1**.

Firepuncher Rifle	#1-5	1
High Velocity. Pierce 1		

•Crosshair

0

3

The Bad Batch Only.

Add 1 Wrecker miniature.

While this miniature is on the battlefield, **Omega** Counterparts in this unit cannot be assigned Wounds.

Wrecker's Blaster	-2	1 1 1

•Wrecker

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