Mark II Medium Blaster Trooper ▲1

EMPLACEMENT TROOPER

Detachment: Rebel Veterans
Fire Support
Full Pivot
Prepared Position
Reposition
Sentinel

Unarmed		1
Mark II Medium Blaster	1–3	4
Fixed: Front. Critical 2. Cumbersome		



4 2

Mark II Medium Blaster 38

EMPLACEMENT TROOPER



Mark II Medium Blaster Trooper ▲1

EMPLACEMENT TROOPER

Detachment: Rebel Veterans
Fire Support
Full Pivot
Prepared Position
Reposition
Sentinel

Unarmed		1
Mark II Medium Blaster	1–3	4
Fixed: Front. Critical 2. Cumbersome		



4 2

Mark II Medium Blaster 38

EMPLACEMENT TROOPER



Mark II Medium Blaster Trooper ▲1

EMPLACEMENT TROOPER

Detachment: Rebel Veterans
Fire Support
Full Pivot
Prepared Position
Reposition
Sentinel

Unarmed		1
Mark II Medium Blaster	1–3	4
Fixed: Front. Critical 2. Cumbersome		



4 2

Mark II Medium Blaster 38

EMPLACEMENT TROOPER



Rebel Troopers ▲4

TROOPER

Agile 1
Nimble

Unarmed		1
A280 Blaster Rifle	1–3	1



1 1

Rebel Troopers 40

TROOPER



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Rebel Troopers

▲ 4

TROOPER

Agile 1

Nimble



Unarmed		1
A280 Blaster Rifle	1–3	1

1 1

Rebel Troopers

40

TROOPER



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Rebel Troopers

▲ 4

TROOPER

Agile 1

Nimble



Unarmed		1
A280 Blaster Rifle	1–3	1

1 1

Rebel Troopers

40

TROOPER



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Fleet Troopers

▲ 4

TROOPER

Charge



DH-17 Blaster Pistol	–2	2

1 1

Fleet Troopers

40

TROOPER



© LFL © AMG Anton Nazarenko

Fleet Troopers

▲ 4

TROOPER

Charge



DH-17 Blaster Pistol	–2	2

1 1

Fleet Troopers

40

TROOPER



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Fleet Troopers

▲ 4

TROOPER

Charge



1 1

DH-17 Blaster Pistol −2 | 2

Fleet Troopers

40

TROOPER



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Rebel Veterans

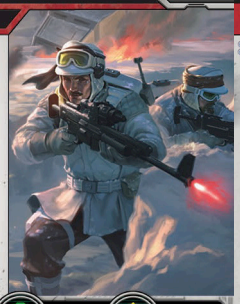
▲ 4

TROOPER

Coordinate: Emplacement Trooper

Low Profile

Prepared Position



Unarmed | 1

A280 Blaster Rifle 1–3 | 1

1 1

Rebel Veterans

48

TROOPER



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Rebel Veterans

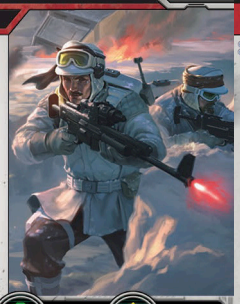
▲ 4

TROOPER

Coordinate: Emplacement Trooper

Low Profile

Prepared Position



Unarmed | 1

A280 Blaster Rifle 1–3 | 1

1 1

Rebel Veterans

48

TROOPER



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Rebel Veterans

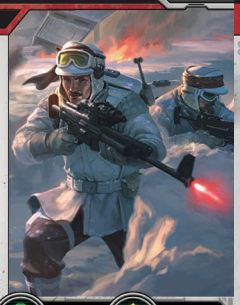
▲ 4

TROOPER

Coordinate: Emplacement Trooper

Low Profile

Prepared Position



Unarmed | 1

A280 Blaster Rifle 1–3 | 1

1 1

Rebel Veterans

48

TROOPER



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Rebel Commandos

4

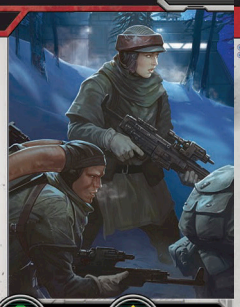
TROOPER

Low Profile

Scout 2

Sharpshooter 1

Unarmed	1
A280 Blaster Rifle 1–3	1



1 2

Rebel Commandos

48

TROOPER



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Rebel Commandos

4

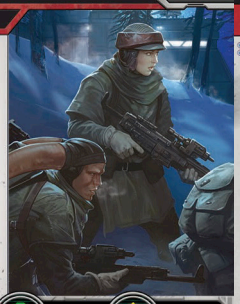
TROOPER

Low Profile

Scout 2

Sharpshooter 1

Unarmed	1
A280 Blaster Rifle 1–3	1



1 2

Rebel Commandos

48

TROOPER



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Rebel Commandos

4

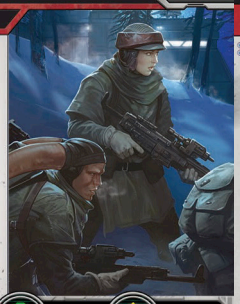
TROOPER

Low Profile

Scout 2

Sharpshooter 1

Unarmed	1
A280 Blaster Rifle 1–3	1



1 2

Rebel Commandos

48

TROOPER



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Rebel Commandos

Strike Team

1

TROOPER

Detachment: *Rebel Commandos*

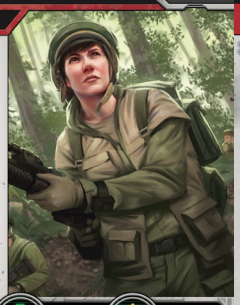
Heavy Weapon Team

Incognito

Low Profile

Prepared Posiition

Unarmed	1
A280 Blaster Rifle 1–3	1



1 2

Rebel Commandos

Strike Team

20

TROOPER



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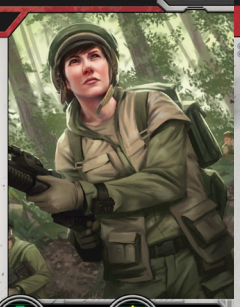
Rebel Commandos
Strike Team
Trooper

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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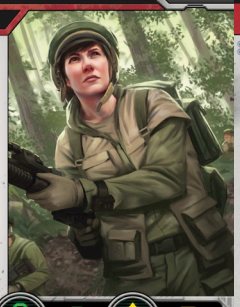
Rebel Commandos
Strike Team
Trooper

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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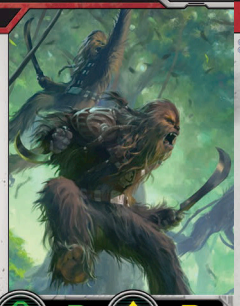
Wookiee Warriors
Freedom Fighters
Wookiee Trooper

3

Charge
Duelist
Indomitable
Scale

Ryyk Blade		2
Kashyyyk Pistol	1–2	1 1

3 2



Wookiee Warriors
Freedom Fighters
Wookiee Trooper

69



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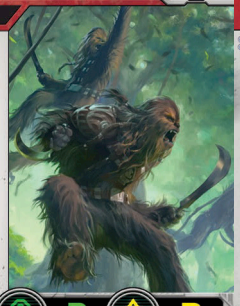
Wookiee Warriors
Freedom Fighters
Wookiee Trooper

3

Charge
Duelist
Indomitable
Scale

Ryyk Blade		2
Kashyyyk Pistol	1–2	1 1

3 2



Wookiee Warriors
Freedom Fighters
Wookiee Trooper

69



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Wookiee Warriors
Freedom Fighters
Wookiee Trooper

3

Charge
Duelist
Indomitable
Scale

Ryyk Blade		2
Kashyyyk Pistol	1–2	1 1

3 2

—



Wookiee Warriors
Freedom Fighters
Wookiee Trooper

69

Wookiee Warriors
Kashyyyk Resistance
Wookiee Trooper

3

Indomitable
Scale
Sharpshooter 1

Combat Training		1 1
X1 Carbine	1–3	2

3 2

—



Wookiee Warriors
Kashyyyk Resistance
Wookiee Trooper

72

Wookiee Warriors
Kashyyyk Resistance
Wookiee Trooper

3

Indomitable
Scale
Sharpshooter 1

Combat Training		1 1
X1 Carbine	1–3	2

3 2

—



Wookiee Warriors
Kashyyyk Resistance
Wookiee Trooper

72

Wookiee Warriors
Kashyyyk Resistance
Wookiee Trooper

3

Indomitable
Scale
Sharpshooter 1

Combat Training		1 1
X1 Carbine	1–3	2

3 2

—



Wookiee Warriors
Kashyyyk Resistance
Wookiee Trooper

72

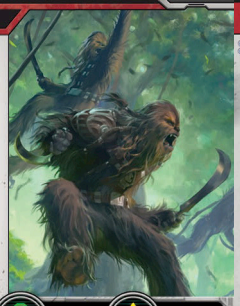
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Wookiee Warriors
Freedom Fighters
Wookiee Trooper

3

Charge
Duelist
Indomitable
Scale

Ryyk Blade		2
Kashyyyk Pistol	1-2	1 1



3 2 —

Wookiee Warriors
Freedom Fighters
Wookiee Trooper

69



Rebel Sleeper Cell
Trooper

6

Nimble
Scout 2
Tactical 1

Det Packs *Impact 1*		1
Blaster Pistols *Suppressive*		1 1
Blaster Pistols	1-2	2



1 2

Rebel Sleeper Cell
Trooper

70



Rebel Sleeper Cell
Trooper

6

Nimble
Scout 2
Tactical 1

Det Packs *Impact 1*		1
Blaster Pistols *Suppressive*		1 1
Blaster Pistols	1-2	2



1 2

Rebel Sleeper Cell
Trooper

70



Rebel Sleeper Cell
Trooper

6

Nimble
Scout 2
Tactical 1

Det Packs *Impact 1*		1
Blaster Pistols *Suppressive*		1 1
Blaster Pistols	1-2	2



1 2

Rebel Sleeper Cell
Trooper

70



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AT-RT

1

GROUND VEHICLE

Armor 2
Climbing Vehicle
Expert Climber
Scout 1

Grappling Claws — 3
Impact 1

A300 Blaster Rifle — 1–3 — 2



6 4

AT-RT

50

GROUND VEHICLE



AT-RT

1

GROUND VEHICLE

Armor 2
Climbing Vehicle
Expert Climber
Scout 1

Grappling Claws — 3
Impact 1

A300 Blaster Rifle — 1–3 — 2



6 4

AT-RT

50

GROUND VEHICLE



AT-RT

1

GROUND VEHICLE

Armor 2
Climbing Vehicle
Expert Climber
Scout 1

Grappling Claws — 3
Impact 1

A300 Blaster Rifle — 1–3 — 2



6 4

AT-RT

50

GROUND VEHICLE



1.4 FD Laser Cannon Team

1

EMPLACEMENT TROOPER

Full Pivot
Prepared Position
Sentinel
Stationary

Unarmed — 2

Blaster Pistols — 1–2 — 4

1.4 FD Laser Cannon — 1–5 — 5
Fixed: Front. Impact 2



6 2

1.4 FD Laser Cannon Team

65

EMPLACEMENT TROOPER



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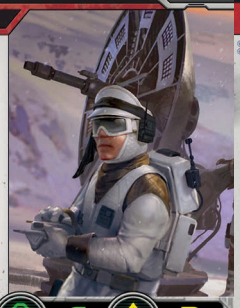
1.4 FD Laser Cannon Team

1

EMPLACEMENT TROOPER

Full Pivot
Prepared Position
Sentinel
Stationary

Unarmed		2
Blaster Pistols	1–2	4
1.4 FD Laser Cannon	1–5	5
Fixed: Front. Impact 2		



6 2



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65

1.4 FD Laser Cannon Team

1

EMPLACEMENT TROOPER

Full Pivot
Prepared Position
Sentinel
Stationary

Unarmed		2
Blaster Pistols	1–2	4
1.4 FD Laser Cannon	1–5	5
Fixed: Front. Impact 2		

6 2

1.4 FD Laser Cannon Team

65

EMPLACEMENT TROOPER

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Tauntaun Riders

2

CREATURE TROOPER

Agile 1
Relentless
Reposition
Sharpshooter 1
Unhindered

Stampede		1 2
Ram 1		
Blaster Pistols	1–2	2



4 2



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95

Tauntaun Riders

2

CREATURE TROOPER

Agile 1
Relentless
Reposition
Sharpshooter 1
Unhindered

Stampede		1 2
Ram 1		
Blaster Pistols	1–2	2

4 2

Tauntaun Riders

95

CREATURE TROOPER

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Tauntaun Riders

2

Creature Trooper

Agile 1
Relentless
Reposition
Sharpshooter 1
Unhindered



Stampede — Ram 1 — 1 2

Blaster Pistols — 1–2 — 2

4 2

Tauntaun Riders

95

Creature Trooper



T-47 Airspeeder

1

Repulsor Vehicle

Armor 3
Arsenal 2
Cover 1
Immune: Blast, Melee, Weapons
Speeder 2



Double Laser Cannon — 1–3 — Fixed: Front. Impact 3 — 3 3

7 5

T-47 Airspeeder

125

Repulsor Vehicle



T-47 Airspeeder

1

Repulsor Vehicle

Armor 3
Arsenal 2
Cover 1
Immune: Blast, Melee, Weapons
Speeder 2



Double Laser Cannon — 1–3 — Fixed: Front. Impact 3 — 3 3

7 5

T-47 Airspeeder

125

Repulsor Vehicle



T-47 Airspeeder

1

Repulsor Vehicle

Armor 3
Arsenal 2
Cover 1
Immune: Blast, Melee, Weapons
Speeder 2



Double Laser Cannon — 1–3 — Fixed: Front. Impact 3 — 3 3

7 5

T-47 Airspeeder

125

Repulsor Vehicle

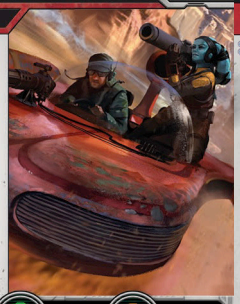


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X-34 Landspeeder

1

Repulsor Vehicle



Armor 2
Arsenal 3
Cover 1
Speeder 1

6 4

Blaster Pistol 1-2 2

X-34 Landspeeder

55

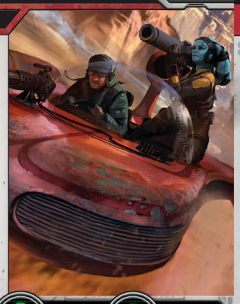
Repulsor Vehicle



X-34 Landspeeder

1

Repulsor Vehicle



Armor 2
Arsenal 3
Cover 1
Speeder 1

6 4

Blaster Pistol 1-2 2

X-34 Landspeeder

55

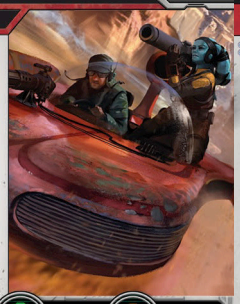
Repulsor Vehicle



X-34 Landspeeder

1

Repulsor Vehicle



Armor 2
Arsenal 3
Cover 1
Speeder 1

6 4

Blaster Pistol 1-2 2

X-34 Landspeeder

55

Repulsor Vehicle



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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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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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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•C-3PO

Human Cyborg Relations

DROID TROOPER



- Calculate Odds
- Distract
- Counterpart: R2-D2

2

Clumsy Kick 1

•C-3PO

Human Cyborg Relations

15

DROID TROOPER



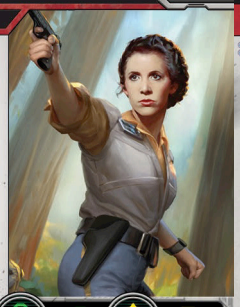
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•Leia Organa

Fearless and Inventive

TROOPER

1



- Take Cover 2
- Exemplar
- Inspire 2
- Nimble
- Sharpshooter 2

Martial Arts 3

Leia's Blaster 1-3 3

6 2

•Leia Organa

Fearless and Inventive

75

TROOPER



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•Luke Skywalker
Hero of the Rebellion

1

TROOPER



Jump 1
Block
Charge
Immune: Pierce
Inspire 2
Sharpshooter 1

Anakin's Lightsaber — 2 3
Impact 2. Pierce 1

Luke's Blaster — 1–2 — 1 3
Long Shot. Pierce 1

6 3

•Luke Skywalker
Hero of the Rebellion

120

TROOPER



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•Han Solo
Unorthodox General

1

TROOPER



Gunslinger
Low Profile
Sharpshooter 1
Steady
Uncanny Luck 3

Brawl — 3

Han's DL-44 Blaster — 1–2 — 2
Pierce 2

6 2

•Han Solo
Unorthodox General

100

TROOPER

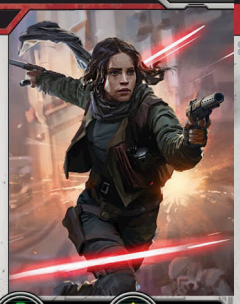


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•Jyn Erso
Stardust

1

TROOPER



Agile 1
Disengage
Independent: Move
Infiltrate
Nimble
Sharpshooter 1

Collapsible Tonfa — 4
Suppressive

A-180 Blaster Pistol — 1–2 — 2 1
Long Shot. Pierce 1

5 3

•Jyn Erso
Stardust

75

TROOPER



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•Cassian Andor
Capable Intelligence Agent

1

TROOPER



Danger Sense 3
Equip: A280
Field Commander
Infiltrate
Marksman. Sharpshooter 1
Tactical 1

Martial Arts — 3

Cassian's Covert Blaster — 1–2 — 2 2

6 2

•Cassian Andor
Capable Intelligence Agent

90

TROOPER



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•Lando Calrissian
Canny General

Trooper

1

Guidance: ▲ Trooper Unit

Allies of Convenience

One Step Ahead

Steady

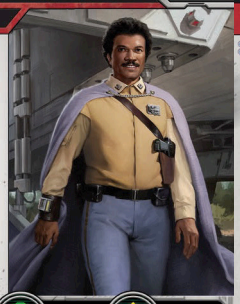
Uncanny Luck 2

Backup Plan — 3

Lando's X-8 Blaster — 1–2 — 1 3

Long Shot

6 2





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105

•Chewbacca
Walking Carpet

Wookiee Trooper

1

Enrage 4

Guardian 3

Scale

Teamwork: Han Solo

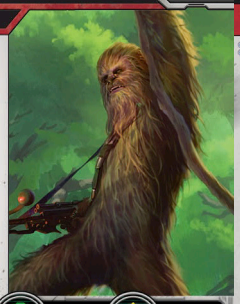
Overwhelm — 4

Lethal 1

Chewbacca's Bowcaster — 1–3 — 2 2

Impact 1. Pierce 1

9 2





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90

•Sabine Wren
Explosive Artist

Mandalorian Trooper

1

Jump 2

Gunslinger

Impervious

Nimble

WESTAR-35 Blasters — 2 — 1 1 1

Pierce 1

5 2





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125

•Luke Skywalker
Jedi Knight

Trooper

1

Jump 1

Charge

Deflect

Disengage

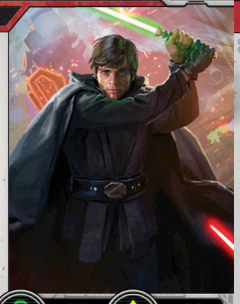
Immune: Pierce

Master of the Force 1

Luke's Lightsaber — 7

Impact 2. Pierce 2

7 4





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165

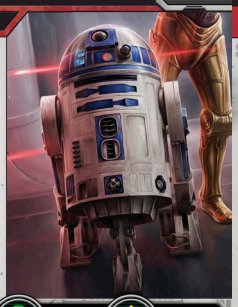
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•R2-D2
Hero of a Thousand Devices

DROID TROOPER

1

- Repair 2: Capacity 2
- Inconspicuous
- Infiltrate
- Secret Mission



4 2

Electro-Shock -1

Suppressive

3

•R2-D2
Hero of a Thousand Devices

DROID TROOPER

55



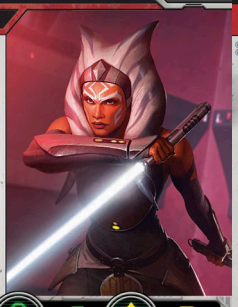
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•Ahsoka Tano
Fulcrum

TROOPER

1

- Jump 2
- Charge
- Defend 1
- Deflect
- Immune: Pierce
- Jar'Kai Mastery



6 3

Ahsoka's Lightsabers

Impact 2. Pierce 2

2 2 2

•Ahsoka Tano
Fulcrum

TROOPER

145



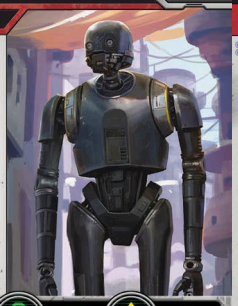
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•K-2SO
Sardonic Security Droid

DROID TROOPER

1

- Calculate Odds
- Armor 1
- Detachment: Cassian Andor
- Incognito
- Infiltrate
- Teamwork: Cassian Andor



5 2

Overpower

4

•K-2SO
Sardonic Security Droid

DROID TROOPER

70



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Sabotaged Communications



1 ▲ OR ▼ UNIT

When an opponent issues Orders using a Command Card this Round, they can issue only 1 Order with that card.

Covering Fire



3 ▲ UNITS

This Round, each time an allied ▲ unit makes a Ranged attack, after the attack is resolved, another allied unit within 2 may gain 1 Dodge token.

Turning the Tide



2 ● OR ◆ UNITS

Allied ● and ◆ units gain ***Inspire 2*** this Round.

Rebel Alliance

I Am No Jedi



AHSOKA TANO

Ahsoka Tano gains ***Agile 1*** this Round. Until the end of the Round, each time **Ahsoka Tano** makes an attack, during the **Form Attack Pool** step, add 1 white die to the Attack Pool for each Dodge token that she has, to a maximum of 3.

Rebel Alliance

Swift Protector



AHSOKA TANO

Ahsoka Tano gains ***Guardian 2*** this Round. Until the end of the Round, each time another allied small-base Trooper unit within 1 of **Ahsoka Tano** is declared as a defending unit, that defending unit may gain 1 Dodge token.

Rebel Alliance

A New Beginning



AHSOKA TANO & 2 UNITS

When a small-base Trooper unit is issued an Order with this card, it gains either 1 Aim token or 1 Dodge token. **Ahsoka Tano** gains ***Inspire 2*** this Round. At the start of **Ahsoka Tano**'s next Activation, she makes a Recover action.

Ahsoka Tano, Fulcrum

Family Reunion



AHSOKA TANO & SABINE WREN

Ahsoka Tano gains ***Teamwork: Sabine Wren*** this Round.

At the start of **Ahsoka Tano**'s next Activation, **Sabine Wren** may make a Speed-2 Move.

At the start of **Sabine Wren**'s next Activation, **Ahsoka Tano** may make a Speed-2 Move.

Ahsoka Tano, Fulcrum

Delaying Tactics



1 UNIT

At the end of this **Command Phase**, choose an opponent. The chosen opponent must choose 1 of their non-▼ units that has a faceup Order token, if able, and return that unit's Order token to their Order Pool.

Ahsoka Tano, Fulcrum

Courage of the Rebellion



2 UNITS

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

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Courage of the Rebellion



2 UNITS

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

Sacrifice



CASSIAN ANDOR & K-2SO

K-2SO gains ***Guardian 4*** this Round.
At the end of K-2SO's next Activation, you may choose another allied ▲ or ▲ unit within 1 and in K-2SO's LOS. If you do, K-2SO is defeated and enemy units cannot make Ranged attacks against the chosen unit until the end of this Round.

Blast Off!



R2-D2

This Round, **R2-D2** increases his maximum Speed by 1 and gains ***Disengage*** and ***Jump 1***.
When **R2-D2** is issued an Order with this card, **R2-D2** gains 1 Dodge token and 1 Suppression token.

Echo Base Defenders

Impromptu Immolation



R2-D2

When **R2-D2** makes an attack this Round, after the attack is resolved, he may make a free Move action. During **R2-D2**'s next Activation, he gains the weapon below.

Impromptu Immolation	-1	2
Blast. Spray. Suppressive		

K-2SO

Smoke Screen



R2-D2 & 1 TROOPER UNIT

When **R2-D2** issues an Order to another unit with this card, that unit may make a Speed-1 Move. At the start of the next **Activation Phase**, R2-D2 may make a ***Smoke 1*** free action.

R2-D2

Explosions!



SABINE WREN

Permanent. During the Round in which this card was played, **Sabine Wren** gains ***Arm 2: Thermal Charge***. After Sabine Wren makes this action, she may make a Speed-1 Move.
Until the end of the Game, **Sabine Wren** gains ***Detonate 2: Thermal Charge***. Do not discard this card from play.

Thermal Charge	1	1 1
Area Weapon. Blast. Critical 2		

R2-D2

Symbol of Rebellion



SABINE WREN

At the start of **Sabine Wren**'s next Activation, she may make a Recover action.
This Round, **Sabine Wren** gains the following free action.
» Place 1 Graffiti token within 1 and in LOS of **Sabine Wren**, touching a piece of non-area terrain.

Sabine Wren

R2-D2

Legacy of Mandalore



SABINE WREN & 2 TROOPERS

Sabine Wren gains ***Inspire 1*** this Round.
Each time **Sabine Wren** issues an Order to a ▲, ▲, or ▲ unit this Round, she gains either 1 Aim token or 1 Dodge token.

Sabine Wren

Sabine Wren

Common Cause



CHEWBACCA & LUKE SKYWALKER

At the end of **Chewbacca**'s next Activation, if **Luke Skywalker** has a faceup Order token, he may activate. At the end of **Luke Skywalker**'s next Activation, if **Chewbacca** has a faceup Order token, he may activate.

Chewbacca

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Brains and Brawn



CHEWBACCA & LEIA ORGANA

This Round, each time an allied **Leia Organa** makes a Ranged attack, if Chewbacca has LOS to and is within 3 of the defender during the **Form Attack Pool** step, add 1 of **Chewbacca**'s Ranged weapons to the Attack Pool.

Notorious Scoundrels



CHEWBACCA & HAN SOLO

Choose 1 of **Han Solo**'s Command Cards in your discard pile. Return that card to your Command Hand.

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.

Chewbacca

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.

Chewbacca

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

Coordinated Bombardment



LEIA ORGANA

At the end of **Leia Organa**'s next Activation, she may make up to 3 attacks against different enemy units using the weapon below.

Bombardment	✱4–✱	2
Immune: Deflect		

Han Solo, Unorthodox General

A Beautiful Friendship



LEIA ORGANA & WICKET

Permanent. Wicket gains ***Teamwork: Leia Organa***. When an allied unit issues Orders, you may choose an allied unit within 1 of that and that issues the chosen unit an Order. When a unit issues Orders, you may choose an allied unit within 1 of that and that issues the chosen unit an Order.

Han Solo, Unorthodox General

No Time For Sorrows



2 TROOPERS

When a unit is issued an Order with this card, it may make a Speed-1 Move.

Leia Organa

Somebody Has to Save Our Skins



LEIA ORGANA & 2 UNITS

After **Leia Organa**'s next Activation, you may choose an allied unit within 2 of **Leia Organa** that has a faceup Order token. If you do, the chosen unit activates.

Leia Organa **Leia Organa** **Leia Organa**

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Son of Skywalker



LUKE SKYWALKER

When **Luke Skywalker** makes his first attack this Round, after the attack sequence is resolved, he may make a free attack action, even if he has already made an attack action that Turn.

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.

My Ally Is the Force



2 TROOPER UNITS

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

Luke Skywalker
Return of the Jedi



LUKE SKYWALKER & 2 UNITS

When **Luke Skywalker** is issued an Order with this card, he gains 1 Dodge token. At the start of **Luke Skywalker**'s next Activation, each allied Trooper unit within 3 of him may remove 1 Suppression token.

Luke Skywalker, Jedi Knight
Full of Surprises



LUKE SKYWALKER

Luke Skywalker gains 1 Dodge token. Until the end of the Round, each time **Luke Skywalker** defends, he rolls a number of additional white defense dice during the **Roll Defense Dice** step equal to his minus the number of Suppression tokens he has.

Luke Skywalker
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
Crack Shot



CASSIAN ANDOR

Cassian Andor gains 1 Aim token, gains ***Gunslinger*** this Round, and may gain 1 Suppression token. During **Cassian Andor**'s next Activation, he may make a free Attack action.

Luke Skywalker
Last Stand



CASSIAN ANDOR & 1 TROOPER UNIT

When a or unit is issued an Order with this card, that unit gains ***Indomitable*** until the end of the Round and gains 1 Aim token, Dodge token, or Suppression token for each Wound token that unit has, to a maximum of 3.

Luke Skywalker, Jedi Knight
Volunteer Mission



CASSIAN ANDOR & 2 TROOPER UNITS

Each time **Cassian Andor** issues an Order to a , , or unit this Round, that unit may make a Recover action, gains ***Danger Sense 1*** until the end of the Round, and may gain 1 Suppression token.

Cassian Andor **Cassian Andor** **Cassian Andor**

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I Rebel



JYN ERSO

Jyn Erso gains ***Charge*** during her next Activation. Once this Round, when an enemy unit within 2 and in LOS of **Jyn Erso** starts its Activation, before its **Rally** step, **Jyn Erso** may gain 1 Suppression token. If she does, she may make a free Move action, and then may make a free Attack action.

Jyn Erso

Trust Goes Both Ways



JYN ERSO & 1 TROOPER UNIT

Jyn Erso gains ***Inspire 2*** this Round. When a non-**Jyn Erso** Trooper unit is issued an Order with this card, that unit gains ***Teamwork: Jyn Erso*** until the end of the Round.

Jyn Erso

Rebellions Are Built on Hope



3 TROOPER UNITS

When a unit is issued an Order with this card, it may gain 1 Suppression token. This Round, while an allied Trooper unit has a faceup Order token, it gains ***Danger Sense 2***, ***Indomitable***, and cannot be Suppressed or Panicked.

Jyn Erso

Corellian Spike



LANDO CALRISSIAN

At the start of **Lando Calrissian**'s next Activation, he may choose up to 1 enemy unit within 2 and in LOS. If he does, roll 2 red attack dice and resolve the effect shown below for each matching result:

Blank: The chosen unit gains 2 Immobilize tokens.

✸ or ⚠: The chosen unit gains 1 Immobilize token.

✲: **Lando Calrissian** gains 2 Immobilize tokens.

Divulge: **Resolve Setup Effects** step. **Lando Calrissian** gains ***Infiltrate*** and ***Incognito*** this Game.

Lando Calrissian

Jyn Erso

Ace Up His Sleeve



LANDO CALRISSIAN & 1 UNIT

While building a Command Hand, treat this card as though it has 2 pips.

If this card is in your Command Hand, during the **Resolve Command Card Effects** step of the **Command Phase**, after revealing Command Cards but before resolving Command Card effects, you may return your revealed card to your Command Hand and play this card instead. Treat this card as having been selected, played, and revealed instead of that card.

Lando Calrissian

Jyn Erso

Idiot's Array



LANDO CALRISSIAN & 2 UNITS

Until the end of this Round, each time an allied unit with a faceup Order token makes an attack, if the defending unit is within 2 and in LOS of **Lando Calrissian** and if the Attack Pool contains at least 1 Blank, ⚠, and ✸ results during the **Reroll Dice** step, you may change 1 ✸ result and 1 ⚠ result in the Attack Pool into ✲ results.

Lando Calrissian

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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

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

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

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27



Rebel Troopers Only.

Add 1 MPL-57 Ion Trooper miniature.

MPL-57 Ion Blaster	❋1–3	1 2
Critical 1. Impact 1. Ion 1		

MPL-57 Ion Trooper

27



Rebel Troopers Only.

Add 1 MPL-57 Ion Trooper miniature.

MPL-57 Ion Blaster	❋1–3	1 2
Critical 1. Impact 1. Ion 1		

MPL-57 Ion Trooper

27



Rebel Troopers Only.

Add 1 MPL-57 Ion Trooper miniature.

MPL-57 Ion Blaster	❋1–3	1 2
Critical 1. Impact 1. Ion 1		

MPL-57 Ion Trooper

26



Rebel Troopers Only.

Add 1 DLT-20A Trooper miniature.

DLT-20A Blaster Rifle	❋1–4	1 2
Critical 1		

DLT-20A Trooper

26



Rebel Troopers Only.

Add 1 DLT-20A Trooper miniature.

DLT-20A Blaster Rifle	❋1–4	1 2
Critical 1		

DLT-20A Trooper

26



Rebel Troopers Only.

Add 1 DLT-20A Trooper miniature.

DLT-20A Blaster Rifle	❋1–4	1 2
Critical 1		

DLT-20A Trooper

13



Rebel Troopers Only.

Add 1 SX-21 Trooper miniature.

SX-21 Scatter Blaster	❋1–2	2 2
Impact 1		

SX-21 Trooper

13



Rebel Troopers Only.

Add 1 SX-21 Trooper miniature.

SX-21 Scatter Blaster	❋1–2	2 2
Impact 1		

SX-21 Trooper

13



Rebel Troopers Only.

Add 1 SX-21 Trooper miniature.

SX-21 Scatter Blaster	❋1–2	2 2
Impact 1		

SX-21 Trooper

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20



Rebel Troopers Only.

Add 1 Z-6 Trooper miniature.

Z-6 Rotary Blaster	1–3	6

Z-6 Trooper

20



Rebel Troopers Only.

Add 1 Z-6 Trooper miniature.

Z-6 Rotary Blaster	1–3	6

Z-6 Trooper

20



Rebel Troopers Only.

Add 1 Z-6 Trooper miniature.

Z-6 Rotary Blaster	1–3	6

Z-6 Trooper

26



Rebel Veterans Only.

Add 1 CM-O/93 Trooper miniature.

CM-O/93	1–4	4
Critical 2		

CM-O/93 Trooper

26



Rebel Veterans Only.

Add 1 CM-O/93 Trooper miniature.

CM-O/93	1–4	4
Critical 2		

CM-O/93 Trooper

26



Rebel Veterans Only.

Add 1 CM-O/93 Trooper miniature.

CM-O/93	1–4	4
Critical 2		

CM-O/93 Trooper

22



Fleet Troopers Only.

Add 1 MPL-57 Barrage Trooper miniature.

Cycle.

MPL-57 Barrage	1–3	2	1
Blast. Impact 2			

MPL-57 Barrage Trooper

22



Fleet Troopers Only.

Add 1 MPL-57 Barrage Trooper miniature.

Cycle.

MPL-57 Barrage	1–3	2	1
Blast. Impact 2			

MPL-57 Barrage Trooper

22



Fleet Troopers Only.

Add 1 MPL-57 Barrage Trooper miniature.

Cycle.

MPL-57 Barrage	1–3	2	1
Blast. Impact 2			

MPL-57 Barrage Trooper

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22



Fleet Troopers Only.

Add 1 Scatter Gun Trooper miniature.

Scatter Gun	-2	2
Pierce 1		

Scatter Gun Trooper

22



Fleet Troopers Only.

Add 1 Scatter Gun Trooper miniature.

Scatter Gun	-2	2
Pierce 1		

Scatter Gun Trooper

22



Fleet Troopers Only.

Add 1 Scatter Gun Trooper miniature.

Scatter Gun	-2	2
Pierce 1		

Scatter Gun Trooper

26



Wookiee Warriors Only.

Add 1 Battle Shield Wookiee miniature.

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

This unit reduces its maximum Speed by 1. This unit gains ***Armor 1***.

Battle Shield		2

Battle Shield Wookiee

26



Wookiee Warriors Only.

Add 1 Battle Shield Wookiee miniature.

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

This unit reduces its maximum Speed by 1. This unit gains ***Armor 1***.

Battle Shield		2

Battle Shield Wookiee

26



Wookiee Warriors Only.

Add 1 Battle Shield Wookiee miniature.

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

This unit reduces its maximum Speed by 1. This unit gains ***Armor 1***.

Battle Shield		2

Battle Shield Wookiee

26



Wookiee Warriors Only.

Add 1 Long Gun Wookiee miniature.

Long Gun	1-4	2
Suppressive		

Long Gun Wookiee

26



Wookiee Warriors Only.

Add 1 Long Gun Wookiee miniature.

Long Gun	1-4	2
Suppressive		

Long Gun Wookiee

26



Wookiee Warriors Only.

Add 1 Long Gun Wookiee miniature.

Long Gun	1-4	2
Suppressive		

Long Gun Wookiee

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31



Wookiee Warriors Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1–3	1	1
Impact 1. Pierce 1			

Bowcaster Wookiee

31

Wookiee Warriors Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1–3	1	1
Impact 1. Pierce 1			

Bowcaster Wookiee

31

Wookiee Warriors Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1–3	1	1
Impact 1. Pierce 1			

Bowcaster Wookiee

45



Rebel Troopers Only.

Add 5 Rebel Trooper 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.

Rebel Trooper Squad

45

Rebel Troopers Only.

Add 5 Rebel Trooper 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.

Rebel Trooper Squad

45

Rebel Troopers Only.

Add 5 Rebel Trooper 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.

Rebel Trooper Squad

7



Rebel Troopers Only.

Add 1 Rebel Trooper miniature.

Rebel Trooper

7

Rebel Troopers Only.

Add 1 Rebel Trooper miniature.

Rebel Trooper

7

Rebel Troopers Only.

Add 1 Rebel Trooper miniature.

Rebel Trooper

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5



Rebel Sleeper Cell Only.

Add 1 Astromech miniature.

Noncombatant.

When this unit ends a Move within 1 of 1 or more Objective tokens, it gains 1 Dodge token.

Astromech

5



Rebel Sleeper Cell Only.

Add 1 Astromech miniature.

Noncombatant.

When this unit ends a Move within 1 of 1 or more Objective tokens, it gains 1 Dodge token.

Astromech

5



Rebel Sleeper Cell Only.

Add 1 Astromech miniature.

Noncombatant.

When this unit ends a Move within 1 of 1 or more Objective tokens, it gains 1 Dodge token.

Astromech

16



Trooper Only.

Add 1 Rebel Officer miniature.

Leader.

This unit increases its by 1 and gains **Inspire 1**.

Rebel Officer

16



Trooper Only.

Add 1 Rebel Officer miniature.

Leader.

This unit increases its by 1 and gains **Inspire 1**.

Rebel Officer

16



Trooper Only.

Add 1 Rebel Officer miniature.

Leader.

This unit increases its by 1 and gains **Inspire 1**.

Rebel Officer

9



Rebel Troopers Only.

Add 1 Rebel Trooper Captain miniature.

Leader.

This unit gains 1 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.

Rebel Trooper Captain

9



Rebel Troopers Only.

Add 1 Rebel Trooper Captain miniature.

Leader.

This unit gains 1 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.

Rebel Trooper Captain

9



Rebel Troopers Only.

Add 1 Rebel Trooper Captain miniature.

Leader.

This unit gains 1 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.

Rebel Trooper Captain

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8



Rebel Troopers Only.

Add 1 Rebel Trooper Specialist miniature.

This unit gains 1 upgrade icon.

This unit gains 1 Dodge token or 1 Surge token.

Rebel Trooper Specialist

8

Rebel Troopers Only.

Add 1 Rebel Trooper Specialist miniature.

This unit gains 1 upgrade icon.

This unit gains 1 Dodge token or 1 Surge token.

Rebel Trooper Specialist

8

Rebel Troopers Only.

Add 1 Rebel Trooper Specialist miniature.

This unit gains 1 upgrade icon.

This unit gains 1 Dodge token or 1 Surge token.

Rebel Trooper Specialist

9



Trooper Only.

Add 1 Rebel Comms Technician miniature.

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

Rebel Comms Technician

9

Trooper Only.

Add 1 Rebel Comms Technician miniature.

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

Rebel Comms Technician

9

Trooper Only.

Add 1 Rebel Comms Technician miniature.

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

Rebel Comms Technician

20



Trooper Only.

Add 1 2-1B Medical Droid miniature.

Noncombatant.

Treat 1: Capacity 2.

2-1B Medical Droid

20

Trooper Only.

Add 1 2-1B Medical Droid miniature.

Noncombatant.

Treat 1: Capacity 2.

2-1B Medical Droid

20

Trooper Only.

Add 1 2-1B Medical Droid miniature.

Noncombatant.

Treat 1: Capacity 2.

2-1B Medical Droid

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8



Trooper Only.

Add 1 Astromech Droid miniature.

Noncombatant.

Repair 1: Capacity 2.

Astromech Droid

8



Trooper Only.

Add 1 Astromech Droid miniature.

Noncombatant.

Repair 1: Capacity 2.

Astromech Droid

8



Trooper Only.

Add 1 Astromech Droid miniature.

Noncombatant.

Repair 1: Capacity 2.

Astromech Droid

45



Fleet Troopers Only.

Add 5 Fleet Trooper 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.

Fleet Trooper Squad

45



Fleet Troopers Only.

Add 5 Fleet Trooper 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.

Fleet Trooper Squad

45



Fleet Troopers Only.

Add 5 Fleet Trooper 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.

Fleet Trooper Squad

7



Fleet Troopers Only.

Add 1 Fleet Trooper miniature.

Fleet Trooper

7



Fleet Troopers Only.

Add 1 Fleet Trooper miniature.

Fleet Trooper

7



Fleet Troopers Only.

Add 1 Fleet Trooper miniature.

Fleet Trooper

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63



Rebel Veterans Only.

Add 5 Rebel Veteran 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.

Rebel Veteran Squad

63



Rebel Veterans Only.

Add 5 Rebel Veteran 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.

Rebel Veteran Squad

63



Rebel Veterans Only.

Add 5 Rebel Veteran 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.

Rebel Veteran Squad

9



Rebel Veterans Only.

Add 1 Rebel Veteran miniature.

Rebel Veteran

9



Rebel Veterans Only.

Add 1 Rebel Veteran miniature.

Rebel Veteran

9



Rebel Veterans Only.

Add 1 Rebel Veteran miniature.

Rebel Veteran

10



Repulsor Vehicle Only.

This unit gains **Cover 1**.

Outer Rim Speeder Jockey

10



Repulsor Vehicle Only.

This unit gains **Cover 1**.

Outer Rim Speeder Jockey

10



Repulsor Vehicle Only.

This unit gains **Cover 1**.

Outer Rim Speeder Jockey

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8



Repulsor Vehicle Only.
This unit gains **Sharpshooter 1**.

Hotshot Pilot

8



Repulsor Vehicle Only.
This unit gains **Sharpshooter 1**.

Hotshot Pilot

8



Repulsor Vehicle Only.
This unit gains **Sharpshooter 1**.

Hotshot Pilot

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

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

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

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 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 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 Astromech

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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

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

1



X-34 Landspeeder Only.

A300 Blaster Rifle	❋1-3	2

A300 Rifle Gunner

1

X-34 Landspeeder Only.

A300 Blaster Rifle	❋1-3	2

A300 Rifle Gunner

1

X-34 Landspeeder Only.

A300 Blaster Rifle	❋1-3	2

A300 Rifle Gunner

21



X-34 Landspeeder Only.

RPS-6 Rocket Launcher	❋2-4	1 1 1
Impact 2		

RPS-6 Rocket Gunner

21

X-34 Landspeeder Only.

RPS-6 Rocket Launcher	❋2-4	1 1 1
Impact 2		

RPS-6 Rocket Gunner

21

X-34 Landspeeder Only.

RPS-6 Rocket Launcher	❋2-4	1 1 1
Impact 2		

RPS-6 Rocket Gunner

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10



AT-RT Only.

Laser Cannon 2-4
Fixed: Front. Impact 3
1 2

AT-RT Laser Cannon

10



AT-RT Only.

Laser Cannon 2-4
Fixed: Front. Impact 3
1 2

AT-RT Laser Cannon

10



AT-RT Only.

Laser Cannon 2-4
Fixed: Front. Impact 3
1 2

AT-RT Laser Cannon

15



AT-RT Only.

Flamethrower -1
Fixed: Front. Blast. Spray
2

AT-RT Flamethrower

15



AT-RT Only.

Flamethrower -1
Fixed: Front. Blast. Spray
2

AT-RT Flamethrower

15



AT-RT Only.

Flamethrower -1
Fixed: Front. Blast. Spray
2

AT-RT Flamethrower

20



AT-RT Only.

Rotary Blaster 1-3
Fixed: Front
5

AT-RT Rotary Blaster

20



AT-RT Only.

Rotary Blaster 1-3
Fixed: Front
5

AT-RT Rotary Blaster

20



AT-RT Only.

Rotary Blaster 1-3
Fixed: Front
5

AT-RT Rotary Blaster

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10



T-47 Airspeeder Only.

Ax-108 "Ground Buzzer" ❋1-2 | 4

Fixed: Rear

Ax-108 "Ground Buzzer"

10



T-47 Airspeeder Only.

Ax-108 "Ground Buzzer" ❋1-2 | 4

Fixed: Rear

Ax-108 "Ground Buzzer"

10



T-47 Airspeeder Only.

Ax-108 "Ground Buzzer" ❋1-2 | 4

Fixed: Rear

Ax-108 "Ground Buzzer"

0



T-47 Airspeeder Only.

Mo/Dk Power Harpoon ❋1-2 | 1

Fixed: Rear. Impact 1. Tow Cable

Mo/Dk Power Harpoon

0



T-47 Airspeeder Only.

Mo/Dk Power Harpoon ❋1-2 | 1

Fixed: Rear. Impact 1. Tow Cable

Mo/Dk Power Harpoon

0



T-47 Airspeeder Only.

Mo/Dk Power Harpoon ❋1-2 | 1

Fixed: Rear. Impact 1. Tow Cable

Mo/Dk Power Harpoon

28



X-34 Landspeeder Only.

M-45 Ion Blaster ❋1-4 | 2 2

Fixed: Front. Critical 1. Impact 1. Ion 1

M-45 Ion Blaster

28



X-34 Landspeeder Only.

M-45 Ion Blaster ❋1-4 | 2 2

Fixed: Front. Critical 1. Impact 1. Ion 1

M-45 Ion Blaster

28



X-34 Landspeeder Only.

M-45 Ion Blaster ❋1-4 | 2 2

Fixed: Front. Critical 1. Impact 1. Ion 1

M-45 Ion Blaster

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21



X-34 Landspeeder Only.

Mark II Medium Blaster 1-3
Fixed: Front
4

Mark II Medium Blaster

21



X-34 Landspeeder Only.

Mark II Medium Blaster 1-3
Fixed: Front
4

Mark II Medium Blaster

21



X-34 Landspeeder Only.

Mark II Medium Blaster 1-3
Fixed: Front
4

Mark II Medium Blaster

20



A-A5 Speeder Truck Only.

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

AG-2G Quad Laser Cannon

20



A-A5 Speeder Truck Only.

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

AG-2G Quad Laser Cannon

20



A-A5 Speeder Truck Only.

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

AG-2G Quad Laser Cannon

12



A-A5 Speeder Truck Only.

Heavy Laser Cannon 1-4
Critical 1
1 1 1

Heavy Laser Retrofit

12



A-A5 Speeder Truck Only.

Heavy Laser Cannon 1-4
Critical 1
1 1 1

Heavy Laser Retrofit

12



A-A5 Speeder Truck Only.

Heavy Laser Cannon 1-4
Critical 1
1 1 1

Heavy Laser Retrofit

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10



K-2SO Only.

If you include **Jyn Erso** in your army, reduce this card's points by 5.

SE-14 Blaster	1-2	5
Pierce 1. Suppressive		

•Jyn's SE-14 Blaster

15



Sabine Wren Only.

This unit gains ***Dauntless*** and ***Immune: Melee Pierce***.

The Darksaber		5
Impact 1. Pierce 1		

•The Darksaber

5



Sabine Wren Only.

This unit gains ***Recharge 1*** and ***Shielded 1***.

During the **End Phase**, if this unit did not flip any active Shield tokens this round, it may flip up to 1 of its inactive Shield tokens.

•Sabine's Combat Shield

5



Repulsor Vehicle Only.

When this unit makes a Move, you may this card to increase or decrease its maximum Speed by 1.

•Ryder Azadi

10



Only.

This unit gains ***Field Commander***.

Choose an allied Trooper unit within 2 of this unit.

The chosen unit gains 1 Dodge token and may gain 1 Suppression token.

•Shriv Suurgav

5



Repulsor Vehicle Only.

This unit gains ***Field Commander***.

This unit makes a Pivot.

•Wedge Antilles

5



Sabine Wren Only.

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

Electro Grappling Line

0



Cassian Andor Only.

Reconfigure.

A280 Pistol	1-2	2 1
Long Shot. Pierce 1		

A280, Pistol Config

0



Cassian Andor Only.

Reconfigure.

A280 Rifle	1-3	1 1
Cumbersome. High Velocity. Pierce 1		

A280, Rifle Config

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