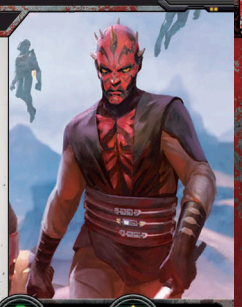
•Maul
A Rival
Trooper
1

Jump 1
Allies of Convenience
Deflect
Immune: Pierce
Juyo Mastery
Wound 1



6 3 – –

Maul's Lightsaber — Impact 2. Pierce 2 — 4 4

•Maul
A Rival
Trooper
150



•Gar Saxon
Militant Commander
Mandalorian Trooper
1

Jump 2
Allies of Convenience
Compel
Impervious
Sharpshooter 1



5 2

Combat Training — 2

Gar's Blaster Pistol — 1–2 — Pierce 1 — 1 1 2

•Gar Saxon
Militant Commander
Mandalorian Trooper
95



Black Sun Vigo
Trooper
1

Mercenary:
Aid:
Dauntless
Independent: Aim 1



4 2 – –

Vigo's Double Blaster — –2 — 2 2

Black Sun Vigo
Trooper
50



Black Sun Vigo
Trooper
1

Mercenary:
Aid:
Dauntless
Independent: Aim 1



4 2 – –

Vigo's Double Blaster — –2 — 2 2

Black Sun Vigo
Trooper
50



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Shadow Collective - Unit & Command Card Packs

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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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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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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Mandalorian Super Commandos

3

MANDALORIAN TROOPER

Jump 2
Defend 1
Impervious
Independent: Aim 1

WESTAR-35 Blasters	−2	2
Blaster Carbines	1–3	1 1



1 2

Mandalorian Super Commandos

70

MANDALORIAN TROOPER



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Mandalorian Super Commandos

3

MANDALORIAN TROOPER

Jump 2
Defend 1
Impervious
Independent: Aim 1

WESTAR-35 Blasters	−2	2
Blaster Carbines	1–3	1 1



1 2

Mandalorian Super Commandos

70

MANDALORIAN TROOPER



© LFL © AMG Alex Kim

Mandalorian Super Commandos

3

MANDALORIAN TROOPER

Jump 2
Defend 1
Impervious
Independent: Aim 1

WESTAR-35 Blasters	−2	2
Blaster Carbines	1–3	1 1



1 2

Mandalorian Super Commandos

70

MANDALORIAN TROOPER



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Mandalorian Super Commandos

3

MANDALORIAN TROOPER

Jump 2
Defend 1
Impervious
Independent: Aim 1

WESTAR-35 Blasters	−2	2
Blaster Carbines	1–3	1 1



1 2

Mandalorian Super Commandos

70

MANDALORIAN TROOPER



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Swoop Bike Riders

2

REPULSOR VEHICLE

Mercenary:

Cover 1

Independent: Aim 1 or Dodge 1

Reinforcements

Speeder 1

Vibro-Ax

Overrun 2

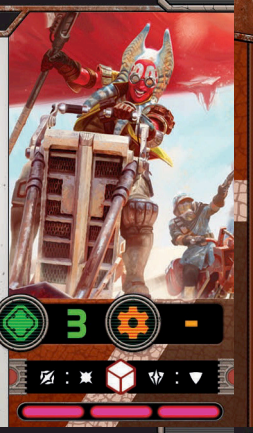
1 2

Heavy Blaster Pistol

1-2

1 1

3 -



Swoop Bike Riders

2

REPULSOR VEHICLE

Mercenary:

Cover 1

Independent: Aim 1 or Dodge 1

Reinforcements

Speeder 1

Vibro-Ax

Overrun 2

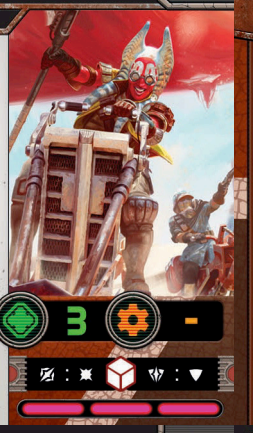
1 2

Heavy Blaster Pistol

1-2

1 1

3 -



Swoop Bike Riders

2

REPULSOR VEHICLE

Mercenary:

Cover 1

Independent: Aim 1 or Dodge 1

Reinforcements

Speeder 1

Vibro-Ax

Overrun 2

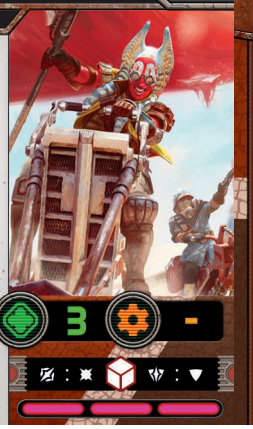
1 2

Heavy Blaster Pistol

1-2

1 1

3 -



Swoop Bike Riders

70

REPULSOR VEHICLE



Swoop Bike Riders

70

REPULSOR VEHICLE



Swoop Bike Riders

70

REPULSOR VEHICLE



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Duel of the Fates



MAUL

Maul gains 1 Dodge token and gains ***Disengage*** this Round. While **Maul** is Engaged with an enemy unit this Round, that unit cannot spend Aim tokens, Dodge tokens, Standby tokens, or Surge tokens.

The Phantom Menace



MAUL & 1 TROOPER UNIT

This Round, Maul cannot make attacks and enemy units not within 2 of **Maul** cannot attack him.

Divulge*: Resolve Setup Effects** step. **Maul** gains ***Infiltrate this Game.

At Last



MAUL

While building a Command Hand, treat this card as though it has 3 pips.

Maul gains 1 Aim token and gains ***Jedi Hunter*** this Round. At the start of **Maul**'s next Activation, he may suffer 1 Wound.

Maul

His Eminence



MAUL & 1 UNIT

Maul gains 1 Dodge token. Each other Trooper unit within 1 of **Maul** gains 1 Suppression token. Until the end of the Round, each time an allied Trooper unit starts its Activation within 1 of **Maul**, it skips its **Rally** step and cannot be Suppressed or Panicked this Round.

Maul

Witch Magick



MAUL

While building a Command Hand, treat this card as though it has 1 pip.

Remove up to 2 Wound tokens and any number of Poison tokens or Immobilize tokens from **Maul**. At the start of **Maul**'s next Activation, he makes a Recover action.

Maul

Seize What Power We Can



MAUL & 2 UNITS

Place 1 Aim token and 3 Surge tokens on this card. Until the end of the Round, each time an enemy unit within 1 of **Maul** spends 1 or more Aim tokens, Dodge tokens, or Surge tokens, place 1 token of the same type on this card. Allied Mercenary units can spend tokens on this card as if they have those tokens.

Maul, a Rival

Marked For Elimination



GAR SAXON

When **Gar Saxon** is issued an Order with this card, he gains 2 Aim tokens. Then choose an enemy ▲ or ▲ unit. The chosen unit gains 4 Observation tokens and 2 Suppression tokens.

Maul, a Rival

Fight Another Day



GAR SAXON & 2 TROOPER UNITS

This Round, **Gar Saxon** cannot issue Orders to allied units that are not within 1 of him. When a unit is issued an Order with this card, it gains 1 Dodge token.

Gar Saxon and allied ▲▲ units gain ***Outmaneuver*** this Round.

Maul, a Rival

Victory or Death!



GAR SAXON & 2 TROOPER UNITS

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

Gar Saxon and allied ▲▲ units gain ***Indomitable*** this Round.

Gar Saxon | **Gar Saxon** | **Gar Saxon**

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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.

Mercenary or

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.

Mercenary or

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 Dodge token.

Mercenary or

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10



Gar Saxon, Militant Commander Only.

Cycle.

Jetpack Rockets	2–3	3
Blast. Impact 2		

•Saxon's Jetpack Rockets

15



Gar Saxon Only.

Galar-90 Sniper Rifle	1–4	1 1 1
High Velocity. Lethal 1. Long Shot		

•Saxon's Galar-90 Rifle

5



Gar Saxon Only.

ZX Flame Projector	–1	1 1
Blast. Spray. Suppressive		

•Saxon's ZX Flame Projector

10



Maul Only.

Treat this unit's rank as .

Sidearm: Melee, Ranged.

This unit gains : and **Cunning**.

The Darksaber		6
Impact 2. Pierce 2.		

•The Darksaber

5



Mandalorian Trooper Only.

When this unit attacks, 1 miniature in this unit may use the weapon below.

Flame Projector	–1	1
Blast. Spray. Suppressive		

••Flame Projector

5



Mandalorian Trooper Only.

When this unit attacks, 1 miniature in this unit may use the weapon below.

Flame Projector	–1	1
Blast. Spray. Suppressive		

••Flame Projector

35



Mandalorian Super Commandos Only.

Add 1 Rook Kast miniature.

Leader.

This unit gains **Retinue: Maul**.

Rook's Blaster Pistols	–2	2 2

•Rook Kast

10



Mandalorian Trooper or Mandalorian Trooper Only.

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

••Personal Combat Shield

10



Mandalorian Trooper or Mandalorian Trooper Only.

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

••Personal Combat Shield

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10



[Vehicle] Only.

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

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

•Raiding Party Leader

10



Mandalorian Trooper Only.
Non-Mandalorian Initiates Only.

Jetpack Rockets	3–4	4
Anti-Materiel 4, Impact 4		

••Jetpack Rockets

10



Mandalorian Trooper Only.
Non-Mandalorian Initiates Only.

Jetpack Rockets	3–4	4
Anti-Materiel 4, Impact 4		

••Jetpack Rockets

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

10



Non-[Vehicle] Mandalorian Trooper
Non-[Mandalorian] Mandalorian Trooper Only.

This unit gains **Shielded 2**.

Combat Shields

10



Non-[Vehicle] Mandalorian Trooper
Non-[Mandalorian] Mandalorian Trooper Only.

This unit gains **Shielded 2**.

Combat Shields

10



Non-[Vehicle] Mandalorian Trooper
Non-[Mandalorian] Mandalorian Trooper Only.

This unit gains **Shielded 2**.

Combat Shields

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Shadow Collective - Unit & Command Card Packs

30



Mandalorian Super Commandos Only.

Add 1 Super Commando Gunslinger miniature.

Dual Blaster Pistols	⊗–2	2	2
Overwhelm			

Super Commando Gunslinger

30



Mandalorian Super Commandos Only.

Add 1 Super Commando Gunslinger miniature.

Dual Blaster Pistols	⊗–2	2	2
Overwhelm			

Super Commando Gunslinger

30



Mandalorian Super Commandos Only.

Add 1 Super Commando Gunslinger miniature.

Dual Blaster Pistols	⊗–2	2	2
Overwhelm			

Super Commando Gunslinger

30



Mandalorian Super Commandos Only.

Add 1 Super Commando Marksman miniature.

Designated Marksman	⊕1–3	1	1
Lethal 1			

Super Commando Marksman

30



Mandalorian Super Commandos Only.

Add 1 Super Commando Marksman miniature.

Designated Marksman	⊕1–3	1	1
Lethal 1			

Super Commando Marksman

30



Mandalorian Super Commandos Only.

Add 1 Super Commando Marksman miniature.

Designated Marksman	⊕1–3	1	1
Lethal 1			

Super Commando Marksman

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

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Shadow Collective - Unit & Command Card Packs

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

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

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

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

20



A-A5 Speeder Truck Only.

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

AG-2G Quad Laser

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Shadow Collective - Unit & Command Card Packs

20



A-A5 Speeder Truck Only.

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

AG-2G Quad Laser

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



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

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

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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

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

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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Shadow Collective - Unit & Command Card Packs

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

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