5

This unit gains **Shielded 1**.

At the start of this unit's Activation, it may flip up to 1 of its inactive Shield tokens.

Force Enhanced Defense

5

This unit gains **Shielded 1**.

At the start of this unit's Activation, it may flip up to 1 of its inactive Shield tokens.

Force Enhanced Defense

5

This unit gains **Shielded 1**.

At the start of this unit's Activation, it may flip up to 1 of its inactive Shield tokens.

Force Enhanced Defense

10

When this unit attacks, it may ✖ this card during the **Reroll Dice** step. If it does, it rerolls all of its attack dice, then converts any ⚀ results as normal. You may not further modify the attack roll.

When this unit defends, it may ✖ this card during the **Reroll Dice** step. If it does, it rerolls all of its defense dice, then converts any ⚁ results as normal. You may not further modify the defense roll.

Clairvoyance

10

When this unit attacks, it may ✖ this card during the **Reroll Dice** step. If it does, it rerolls all of its attack dice, then converts any ⚀ results as normal. You may not further modify the attack roll.

When this unit defends, it may ✖ this card during the **Reroll Dice** step. If it does, it rerolls all of its defense dice, then converts any ⚁ results as normal. You may not further modify the defense roll.

Clairvoyance

10

When this unit attacks, it may ✖ this card during the **Reroll Dice** step. If it does, it rerolls all of its attack dice, then converts any ⚀ results as normal. You may not further modify the attack roll.

When this unit defends, it may ✖ this card during the **Reroll Dice** step. If it does, it rerolls all of its defense dice, then converts any ⚁ results as normal. You may not further modify the defense roll.

Clairvoyance

8

At the start of this unit's Activation, you may ✖ this card. If you do, this unit gains **Disengage** this Round.

Force Agility

8

At the start of this unit's Activation, you may ✖ this card. If you do, this unit gains **Disengage** this Round.

Force Agility

8

At the start of this unit's Activation, you may ✖ this card. If you do, this unit gains **Disengage** this Round.

Force Agility

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8

When this unit or an allied Trooper unit within 1 attacks, you may this card. If you do, upgrade 2 of the attacking unit's attack dice.

At the end of this unit's Activation, you may ready this card.

BATTLEMIND

8

When this unit or an allied Trooper unit within 1 attacks, you may this card. If you do, upgrade 2 of the attacking unit's attack dice.

At the end of this unit's Activation, you may ready this card.

BATTLEMIND

8

When this unit or an allied Trooper unit within 1 attacks, you may this card. If you do, upgrade 2 of the attacking unit's attack dice.

At the end of this unit's Activation, you may ready this card.

BATTLEMIND

12

When an enemy unit within 2 of this unit uses a upgrade that is not **Annul**, if this unit is not Suppressed, this unit may gain up to 3 Suppression tokens. For each Suppression token gained in this way, roll 1 red defense die. If the roll contains any or results, cancel the effect of the enemy upgrade.

ANNUL

12

When an enemy unit within 2 of this unit uses a upgrade that is not **Annul**, if this unit is not Suppressed, this unit may gain up to 3 Suppression tokens. For each Suppression token gained in this way, roll 1 red defense die. If the roll contains any or results, cancel the effect of the enemy upgrade.

ANNUL

12

When an enemy unit within 2 of this unit uses a upgrade that is not **Annul**, if this unit is not Suppressed, this unit may gain up to 3 Suppression tokens. For each Suppression token gained in this way, roll 1 red defense die. If the roll contains any or results, cancel the effect of the enemy upgrade.

ANNUL

10

Light Side Only.

After another allied unit within 2 of this unit Rallies, but before its **Make Actions** step, you may this card. If you do, roll a number of white defense dice equal to this unit's . For each and result rolled, this unit and the allied unit remove 1 Suppression token.

When you would this card, you may instead it. If you do, roll red defense dice instead of white defense dice when resolving this card's effect.

TRANQUILITY

10

Light Side Only.

After another allied unit within 2 of this unit Rallies, but before its **Make Actions** step, you may this card. If you do, roll a number of white defense dice equal to this unit's . For each and result rolled, this unit and the allied unit remove 1 Suppression token.

When you would this card, you may instead it. If you do, roll red defense dice instead of white defense dice when resolving this card's effect.

TRANQUILITY

10

Light Side Only.

After another allied unit within 2 of this unit Rallies, but before its **Make Actions** step, you may this card. If you do, roll a number of white defense dice equal to this unit's . For each and result rolled, this unit and the allied unit remove 1 Suppression token.

When you would this card, you may instead it. If you do, roll red defense dice instead of white defense dice when resolving this card's effect.

TRANQUILITY

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5



Light Side Only.

When another allied Trooper unit within 1 of this unit would make a Move action, you may this card. If you do, the allied unit instead makes a **Jump 1** action and gains 1 Dodge token.

At the end of this unit's Activation, ready this card.

Helping Hand

5



Light Side Only.

When another allied Trooper unit within 1 of this unit would make a Move action, you may this card. If you do, the allied unit instead makes a **Jump 1** action and gains 1 Dodge token.

At the end of this unit's Activation, ready this card.

Helping Hand

5



Light Side Only.

When another allied Trooper unit within 1 of this unit would make a Move action, you may this card. If you do, the allied unit instead makes a **Jump 1** action and gains 1 Dodge token.

At the end of this unit's Activation, ready this card.

Helping Hand

5



Light Side Only.

When an allied unit within 1 of this unit defends against a Ranged attack, during the **Modify Attack Dice** step, you may this card. If you do, cancel 1 result in the Attack Pool.

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

Force Absorb

5



Light Side Only.

When an allied unit within 1 of this unit defends against a Ranged attack, during the **Modify Attack Dice** step, you may this card. If you do, cancel 1 result in the Attack Pool.

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

Force Absorb

5



Light Side Only.

When an allied unit within 1 of this unit defends against a Ranged attack, during the **Modify Attack Dice** step, you may this card. If you do, cancel 1 result in the Attack Pool.

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

Force Absorb

5



Dark Side Only.

Enemy units Engaged with this unit downgrade 1 of their defense dice when defending.

Additionally, after this unit makes a Melee attack, each other enemy unit within 1 of the defending unit gains 1 Suppression token.

Despair

5



Dark Side Only.

Enemy units Engaged with this unit downgrade 1 of their defense dice when defending.

Additionally, after this unit makes a Melee attack, each other enemy unit within 1 of the defending unit gains 1 Suppression token.

Despair

5



Dark Side Only.

Enemy units Engaged with this unit downgrade 1 of their defense dice when defending.

Additionally, after this unit makes a Melee attack, each other enemy unit within 1 of the defending unit gains 1 Suppression token.

Despair

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6



Dark Side Only.

While this unit is not Engaged, when an enemy unit within 2 and in LOS of this unit makes a Ranged attack targeting another allied unit, the attacking unit gains 1 Suppression token after that attack is resolved.

Terror

6



Dark Side Only.

While this unit is not Engaged, when an enemy unit within 2 and in LOS of this unit makes a Ranged attack targeting another allied unit, the attacking unit gains 1 Suppression token after that attack is resolved.

Terror

6



Dark Side Only.

While this unit is not Engaged, when an enemy unit within 2 and in LOS of this unit makes a Ranged attack targeting another allied unit, the attacking unit gains 1 Suppression token after that attack is resolved.

Terror

8



Dark Side Only.

This unit may suffer up to 3 Wounds.

When this unit makes a Melee attack, it may upgrade 1 of its attack dice for each Wound token it has.

Hatred

8



Dark Side Only.

This unit may suffer up to 3 Wounds.

When this unit makes a Melee attack, it may upgrade 1 of its attack dice for each Wound token it has.

Hatred

8



Dark Side Only.

This unit may suffer up to 3 Wounds.

When this unit makes a Melee attack, it may upgrade 1 of its attack dice for each Wound token it has.

Hatred

14



Dark Side Only.

Choose an enemy unit Engaged with this unit and roll 3 black attack dice. For each ✸ rolled, the enemy unit gains 1 Suppression token. After the effect is resolved, if the enemy unit is Panicked, it gains 1 Poison token and this unit removes 1 Wound token. If the enemy unit is Suppressed but not Panicked, it gains 1 Immobilize token.

Force Drain

14



Dark Side Only.

Choose an enemy unit Engaged with this unit and roll 3 black attack dice. For each ✸ rolled, the enemy unit gains 1 Suppression token. After the effect is resolved, if the enemy unit is Panicked, it gains 1 Poison token and this unit removes 1 Wound token. If the enemy unit is Suppressed but not Panicked, it gains 1 Immobilize token.

Force Drain

14



Dark Side Only.

Choose an enemy unit Engaged with this unit and roll 3 black attack dice. For each ✸ rolled, the enemy unit gains 1 Suppression token. After the effect is resolved, if the enemy unit is Panicked, it gains 1 Poison token and this unit removes 1 Wound token. If the enemy unit is Suppressed but not Panicked, it gains 1 Immobilize token.

Force Drain

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5



This card may only be equipped by a unit that has 1 or more upgrade icons.

This unit gains ***Independent: Aim or Dodge***.

Strong in the Force

5



This card may only be equipped by a unit that has 1 or more upgrade icons.

This unit gains ***Independent: Aim or Dodge***.

Strong in the Force

5



This card may only be equipped by a unit that has 1 or more upgrade icons.

This unit gains ***Independent: Aim or Dodge***.

Strong in the Force

3



Non-Droid Trooper Only. Trooper Only. Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

When this unit defends against a Ranged attack, during the **Apply Dodge and Cover** step you may this card. If you do, this unit rolls red defense dice instead of white defense dice when rolling its Cover Pool for this attack.

Hit the Dirt

3



Non-Droid Trooper Only. Trooper Only. Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

When this unit defends against a Ranged attack, during the **Apply Dodge and Cover** step you may this card. If you do, this unit rolls red defense dice instead of white defense dice when rolling its Cover Pool for this attack.

Hit the Dirt

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Non-Droid Trooper Only. Trooper Only. Only.

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When this unit defends against a Ranged attack, during the **Apply Dodge and Cover** step you may this card. If you do, this unit rolls red defense dice instead of white defense dice when rolling its Cover Pool for this attack.

Hit the Dirt

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6

Emplacement Trooper or Trooper Unit with Prepared Position Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

While this unit is completely within Allied Territory and while it does not have a facedown Order token, this unit rolls red defense dice instead of white defense dice when rolling its Cover Pool.

Dug In

6

Emplacement Trooper or Trooper Unit with Prepared Position Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

While this unit is completely within Allied Territory and while it does not have a facedown Order token, this unit rolls red defense dice instead of white defense dice when rolling its Cover Pool.

Dug In

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Emplacement Trooper or Trooper Unit with Prepared Position Only.

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Emplacement Trooper or Trooper Unit with Prepared Position Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

While this unit is completely within Allied Territory and while it does not have a facedown Order token, this unit rolls red defense dice instead of white defense dice when rolling its Cover Pool.

Dug In

6

Emplacement Trooper or Trooper Unit with Prepared Position Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

While this unit is completely within Allied Territory and while it does not have a facedown Order token, this unit rolls red defense dice instead of white defense dice when rolling its Cover Pool.

Dug In

5

Trooper Unit with Infiltrate or Prepared Position Only.

While this unit does not have an Order token, it has **Low Profile**.

Lying in Wait

5

Trooper Unit with Infiltrate or Prepared Position Only.

While this unit does not have an Order token, it has **Low Profile**.

Lying in Wait

5

Trooper Unit with Infiltrate or Prepared Position Only.

While this unit does not have an Order token, it has **Low Profile**.

Lying in Wait

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6



Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

When this unit makes a second Move action during its Activation, increase its Speed by 1 during that Move action.

Additionally, when this unit makes a Move action during its Activation, you may this card. If you do, this unit gains **Charge** until the end of its Activation.

Imperial March

6

Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

When this unit makes a second Move action during its Activation, increase its Speed by 1 during that Move action.

Additionally, when this unit makes a Move action during its Activation, you may this card. If you do, this unit gains **Charge** until the end of its Activation.

Imperial March

6

Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

When this unit makes a second Move action during its Activation, increase its Speed by 1 during that Move action.

Additionally, when this unit makes a Move action during its Activation, you may this card. If you do, this unit gains **Charge** until the end of its Activation.

Imperial March

5



Unit with Speeder X Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

After this unit makes an Attack action, you may this card. If you do, this unit makes a Move action.

Strike and Fade

5

Unit with Speeder X Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

After this unit makes an Attack action, you may this card. If you do, this unit makes a Move action.

Strike and Fade

5

Unit with Speeder X Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

After this unit makes an Attack action, you may this card. If you do, this unit makes a Move action.

Strike and Fade

8



Trooper Only.

At the end of this unit's Activation, if it is Contesting 1 or more POIs, this unit gains 1 Dodge token.

Stuck In

8

Trooper Only.

At the end of this unit's Activation, if it is Contesting 1 or more POIs, this unit gains 1 Dodge token.

Stuck In

8

Trooper Only.

At the end of this unit's Activation, if it is Contesting 1 or more POIs, this unit gains 1 Dodge token.

Stuck In

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6

Trooper Only.

When this unit attacks an enemy unit that is holding or Contesting 1 or more Objective tokens, during the **Reroll Attack Dice** step, you may ↱ this card. If you do, this unit rerolls 1 attack die.

At the start of this unit's Activation, ready this card.

Mission Objective

6

Trooper Only.

When this unit attacks an enemy unit that is holding or Contesting 1 or more Objective tokens, during the **Reroll Attack Dice** step, you may ↱ this card. If you do, this unit rerolls 1 attack die.

At the start of this unit's Activation, ready this card.

Mission Objective

6

Trooper Only.

When this unit attacks an enemy unit that is holding or Contesting 1 or more Objective tokens, during the **Reroll Attack Dice** step, you may ↱ this card. If you do, this unit rerolls 1 attack die.

At the start of this unit's Activation, ready this card.

Mission Objective

5

Trooper Only.

During the **Remove Tokens** step, if this unit has 1 or more Suppression tokens, it may choose to not remove Suppression tokens. If it does not remove any Suppression tokens, choose 1 green token on this unit. The chosen token is not removed.

Go For Broke

5

Trooper Only.

During the **Remove Tokens** step, if this unit has 1 or more Suppression tokens, it may choose to not remove Suppression tokens. If it does not remove any Suppression tokens, choose 1 green token on this unit. The chosen token is not removed.

Go For Broke

5

Trooper Only.

During the **Remove Tokens** step, if this unit has 1 or more Suppression tokens, it may choose to not remove Suppression tokens. If it does not remove any Suppression tokens, choose 1 green token on this unit. The chosen token is not removed.

Go For Broke

3

Trooper Only. ⬡ ***Only.***

When this unit starts a Climb, you may ↱ this card. If you do, this unit uses the Movement tool matching its Speed during this Climb, instead of the Speed-1 tool.

Agile Climber

3

Trooper Only. ⬡ ***Only.***

When this unit starts a Climb, you may ↱ this card. If you do, this unit uses the Movement tool matching its Speed during this Climb, instead of the Speed-1 tool.

Agile Climber

3

Trooper Only. ⬡ ***Only.***

When this unit starts a Climb, you may ↱ this card. If you do, this unit uses the Movement tool matching its Speed during this Climb, instead of the Speed-1 tool.

Agile Climber

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10



Vehicle Only.

When an allied Trooper unit within 1 of this unit is issued an Order, this unit may issue an Order to itself.

Infantry Support

10



Vehicle Only.

When an allied Trooper unit within 1 of this unit is issued an Order, this unit may issue an Order to itself.

Infantry Support

10



Vehicle Only.

When an allied Trooper unit within 1 of this unit is issued an Order, this unit may issue an Order to itself.

Infantry Support

3



When another allied unit declares a Ranged attack against an enemy unit within 1 and in LOS of this unit, if this unit is not in melee, the attacking unit gains ***Sharpshooter 1***.

Spotter Uplink

3



When another allied unit declares a Ranged attack against an enemy unit within 1 and in LOS of this unit, if this unit is not in melee, the attacking unit gains ***Sharpshooter 1***.

Spotter Uplink

3



When another allied unit declares a Ranged attack against an enemy unit within 1 and in LOS of this unit, if this unit is not in melee, the attacking unit gains ***Sharpshooter 1***.

Spotter Uplink

3



When this unit attacks a Flying Vehicle unit, during the **Form Attack Pool** step of that attack, that Attack Pool gains ***Blast***.

High-Speed Tracking

3



When this unit attacks a Flying Vehicle unit, during the **Form Attack Pool** step of that attack, that Attack Pool gains ***Blast***.

High-Speed Tracking

3



When this unit attacks a Flying Vehicle unit, during the **Form Attack Pool** step of that attack, that Attack Pool gains ***Blast***.

High-Speed Tracking

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3



When this unit attacks, during the **Form Attack Pool** step, you may ✕ this card. If you do, that Attack Pool gains ***Anti-Materiel 2*** and ***Impact 2***.

Tank Hunting Munitions

3

When this unit attacks, during the **Form Attack Pool** step, you may ✕ this card. If you do, that Attack Pool gains ***Anti-Materiel 2*** and ***Impact 2***.

Tank Hunting Munitions

3

When this unit attacks, during the **Form Attack Pool** step, you may ✕ this card. If you do, that Attack Pool gains ***Anti-Materiel 2*** and ***Impact 2***.

Tank Hunting Munitions

3



When this unit attacks, during the **Form Attack Pool** step, you may ✕ this card. If you do, that Attack Pool gains ***Anti-Personnel 2*** and ***Overwhelm***.

Overcharged Blaster Packs

3

When this unit attacks, during the **Form Attack Pool** step, you may ✕ this card. If you do, that Attack Pool gains ***Anti-Personnel 2*** and ***Overwhelm***.

Overcharged Blaster Packs

3

When this unit attacks, during the **Form Attack Pool** step, you may ✕ this card. If you do, that Attack Pool gains ***Anti-Personnel 2*** and ***Overwhelm***.

Overcharged Blaster Packs

5



At the end of this unit's Activation you may ✕ this card. If you do, ready 1 of this unit's non-◒ upgrades.

Extra Supplies

5

At the end of this unit's Activation you may ✕ this card. If you do, ready 1 of this unit's non-◒ upgrades.

Extra Supplies

5

At the end of this unit's Activation you may ✕ this card. If you do, ready 1 of this unit's non-◒ upgrades.

Extra Supplies

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4



Droid Trooper Only.

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

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

Adaptive Combat Network

4



Droid Trooper Only.

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

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

Adaptive Combat Network

4



Droid Trooper Only.

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

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

Adaptive Combat Network

4



Droid Trooper Only.

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

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

Adaptive Combat Network

4



Droid Trooper Only.

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

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

Adaptive Combat Network

4



Droid Trooper Only.

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

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

Adaptive Combat Network

4



Droid Trooper Only.

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

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

Adaptive Combat Network

4



Droid Trooper Only.

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

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

Adaptive Combat Network

4



Droid Trooper Only.

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

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

Adaptive Combat Network

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15



Non-Non-Unit Only.

When this unit defends against an enemy Ranged attack, upgrade 2 of its defense dice.

•Superior Equipment

15



Non-Non-Unit Only.

When this unit defends against an enemy Ranged attack, upgrade 2 of its defense dice.

•Superior Equipment

8



Only.

During **Setup**, this unit may choose an allied unit that has the same Affiliation or Faction as this unit.

At the start of each **Activation Phase**, the chosen unit gains 1 Aim token or 1 Dodge token if it is within 2 of this unit. Additionally, the chosen unit may provide Backup to this unit.

•Strike Team Leader

10



Vehicle Only.

During **Setup**, each allied unit with the same name as this unit gains a Squadron token. When an allied unit with a Squadron token within 1 of this unit attacks, during the **Reroll Attack Dice** step, it may reroll 1 of its attack dice for each other allied unit within 1 that has a Squadron token.

•Squadron Leader

5



When another allied unit within 1 makes a Ranged attack against an enemy unit in LOS of this unit, upgrade 2 of the attacking unit's attack dice.

•Fire Control

5



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

•Trusted Agent

12



Unit with Transport Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

After this unit makes an Attack action during its Activation, if it did not add this weapon to an Attack Pool during that Attack action, it may make a free Attack action using only this weapon, even though it has already made an Attack action this Turn.

Mounted Blaster	1-2	
Fixed: Sides		

Door Gunners

12



Unit with Transport Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

After this unit makes an Attack action during its Activation, if it did not add this weapon to an Attack Pool during that Attack action, it may make a free Attack action using only this weapon, even though it has already made an Attack action this Turn.

Mounted Blaster	1-2	
Fixed: Sides		

Door Gunners

12



Unit with Transport Only.

Units may equip this card even if they do not have a upgrade slot on their Unit Card.

After this unit makes an Attack action during its Activation, if it did not add this weapon to an Attack Pool during that Attack action, it may make a free Attack action using only this weapon, even though it has already made an Attack action this Turn.

Mounted Blaster	1-2	
Fixed: Sides		

Door Gunners

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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 1-2.

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 1-2.

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

Pyke Syndicate Foot Soldier Squad

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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 1-2.

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

Pyke Syndicate Foot Soldier Squad

10



Only. ▲, ▼▲▼, or ● Only.

Add 1 Imperial Probe Droid miniature.

If this unit is a ▲ unit, it gains 1 upgrade icon.

When this unit declares an attack against an enemy unit that has 1 or more Observation tokens, during the **Declare Defender** step, you may spend 1 of those Observation tokens and ↱ this card. If you do, this unit gains 1 Aim token.

↱» **Observe 1**.

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

Noncombatant.

Imperial Probe Droid

10



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If this unit is a ▲ unit, it gains 1 upgrade icon.

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↱» **Observe 1**.

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

Noncombatant.

Imperial Probe Droid

5



Dark Side Only.

This unit gains **Vicious 2**.

Thirst for Power

5



Dark Side Only.

This unit gains **Vicious 2**.

Thirst for Power

5



Dark Side Only.

This unit gains **Vicious 2**.

Thirst for Power

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25

1



ARF Troopers Only.

Add 1 Obi-Wan Kenobi miniature.

This unit gains ***Immune: Pierce***.

When this unit defends against a Ranged attack, during the **Reroll Defense Dice** step, you may this card. If you do, this unit rerolls all of its defense dice.

Leader. Sidearm: Melee, Ranged.

Kenobi's Lightsaber	1 1 1
Critical 1. Impact 1. Pierce 1	

•Obi-Wan Kenobi

28

1



ARF Troopers or Clone Trooper Marksmen Only.

Add 1 Clone Commander Cody miniature.

This unit gains ***Mechanized Infantry*** and ***Precise 1***.

Leader.

Cody's DC-15 Rifle	1–4	1 2
Impact 1		

•Clone Commander Cody

22

1



Guerilla Troopers, Rebel Commandos, or Rebel Troopers Only.

Add 1 Jyn Erso miniature.

This unit gains ***Danger Sense 2***, ***Dauntless***, and gains 1 upgrade icon.

Leader. Sidearm: Melee, Ranged.

Rebellious	–2	1 1 1
Suppressive		

•Jyn Erso

25

1



Rebel Troopers or Rebel Veterans Only.

Add 1 Luke Skywalker miniature.

This unit increases its by 1 and gains 1 upgrade icon.

When this unit attacks, after the effect is resolved, you may choose an allied unit within 2. The chosen unit removes up to 2 Suppression tokens.

Leader. Sidearm: Melee.

Anakin's Lightsaber	1 2
Critical 1. Impact 1. Pierce 1	

•Luke Skywalker

36

2



B1 Battle Droids or IG-100 MagnaGuard Only.

Add 1 General Grievous miniature.

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

When this unit attacks, during the **Form Attack Pool** step, you may upgrade up to 3 of its attack dice. If you do, this unit gains 1 Suppression token.

Leader. Sidearm: Melee, Ranged.

Trophy Lightsabers	1 1 1
Critical 1. Impact 1. Pierce 1	

•General Grievous

26

1



B1 Battle Droids or BX-Commando Droids Only.

Add 1 Asajj Ventress miniature.

This unit loses ***AI*** and gains 1 upgrade icon, ***Charge***, ***Demoralize 1***, and ***Vicious 2***.

Leader. Sidearm: Melee, Ranged.

Asajj's Lightsabers	4
Critical 1. Impact 1. Pierce 1	

•Asajj Ventress

20

1



Clone Trooper Infantry or Wookiee Trooper Only.

Add 1 Yoda miniature.

This unit gains 1 upgrade icon.

When this unit defends against a Ranged attack, during the **Modify Attack Dice** step, you may this card. If you do, cancel either 1 result or up to 2 results.

When this unit attacks, during the **Form Attack Pool** step, you may choose 1 of this unit's Attack Pools and this card. If you do, upgrade 4 attack dice in the chosen Attack Pool.

When a miniature in this unit is defeated, after the effect is resolved, you may ready this card.

Noncombatant.

•Yoda

32

1



Stormtrooper Riot Squad Only.

Add 1 Fifth Brother miniature.

This unit gains ***Spur***.

Leader. Sidearm: Melee, Ranged.

Spinning Lightsaber	3
Impact 1. Pierce 1. Ram 1	

•Fifth Brother

30

1



Imperial Special Forces Only.

Add 1 Seventh Sister miniature.

This unit gains ***Demoralize 1***.

Leader. Sidearm: Melee, Ranged.

Spinning Lightsaber	–2	2
Impact 1. Pierce 1		

•Seventh Sister

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8

ARF Troopers Only.

When this unit attacks an enemy unit within 3 that is Contesting or Holding 1 or more Objective tokens, after the effect is resolved, the defending unit gains 2 Observation tokens.

••Eyes and Ears

8

ARF Troopers Only.

When this unit attacks an enemy unit within 3 that is Contesting or Holding 1 or more Objective tokens, after the effect is resolved, the defending unit gains 2 Observation tokens.

••Eyes and Ears

40

3

Wookiee Trooper Only.

Add 1 Chewbacca miniature.

When this unit attacks, during the **Form Attack Pool** step, choose 1 of this unit's Attack Pools. This unit may upgrade 1 attack die in that Attack Pool for each miniature adding a weapon to the chosen Attack Pool.

When this unit defends, for each miniature in this unit, you may upgrade 1 of this unit's defense dice.

Leader.

Chewbacca's Bowcaster	⊕1–3	1	2
Impact 1			

•Chewbacca

8

Imperial Special Forces Only.

This upgrade cannot be equipped by a unit with the ***Equip*** keyword.

At the start of the first **Activation Phase**, put 2 Aim tokens on this card.

When an enemy unit leader within 2 of this unit is defeated, before removing that miniature from the battlefield, add 1 Aim token to this card.

When this unit uses ***Marksman***, it may spend tokens from this card as if it had those tokens.

••Veteran Operators

8

Imperial Special Forces Only.

This upgrade cannot be equipped by a unit with the ***Equip*** keyword.

At the start of the first **Activation Phase**, put 2 Aim tokens on this card.

When an enemy unit leader within 2 of this unit is defeated, before removing that miniature from the battlefield, add 1 Aim token to this card.

When this unit uses ***Marksman***, it may spend tokens from this card as if it had those tokens.

••Veteran Operators

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26



ARC Troopers Only.

Add 1 DC-15x ARC Trooper Gunner miniature.

DC-15x Blaster Rifle 1–3 | 1 | 3

Overwhelm

DC-15x ARC Trooper Gunner

26



ARC Troopers Only.

Add 1 DC-15x ARC Trooper Gunner miniature.

DC-15x Blaster Rifle 1–3 | 1 | 3

Overwhelm

DC-15x ARC Trooper Gunner

26



ARC Troopers Only.

Add 1 DC-15x ARC Trooper Gunner miniature.

DC-15x Blaster Rifle 1–3 | 1 | 3

Overwhelm

DC-15x ARC Trooper Gunner

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