

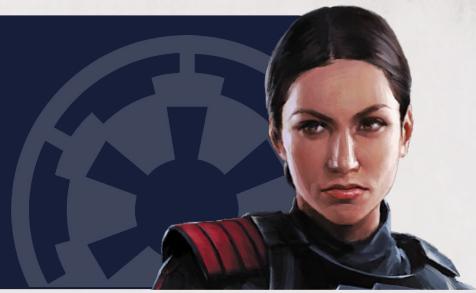
STAR
WARS
—
LEGIONTM

SPECIAL OPERATIONS

VERSION 1.1

Effective 7.19.2024

Star Wars™: Legion Special Operations is a game mode for *Star Wars: Legion* that focuses on small squad-level skirmishes. The game utilizes miniatures and core rules from *Star Wars: Legion* but introduces new gameplay mechanics, Squads, and missions.



GAMEPLAY

Star Wars: Legion Special Operations uses prebuilt Squads with customizable Loadouts and is played over four game rounds using the rules for *Star Wars: Legion* (which can be found at AtomicMassGames.com/swlegion/) with a few exceptions, found below. Each player is attempting to complete narrative missions while clashing with their opponent over various objectives.

Star Wars: Legion Special Operations does not use *Star Wars: Legion* unit, command, or upgrade cards. It uses unique versions of these cards that are for *Star Wars: Legion Special Operations*.

GAME MECHANICS

Star Wars: Legion Special Operations uses the majority of the core rules of *Star Wars: Legion*. The exceptions are found below:

SETUP

The process of getting ready to play a game of *Star Wars: Legion Special Operations* is modified from the steps found in the Core Rulebook. *Star Wars: Legion Special Operations* uses the following steps:

1. Establish the Battlefield and Gather Components
2. Declare Terrain
3. Place Terrain
4. Select Player Color and Sides
5. Place Objective Tokens
6. Deploy Units

SQUAD CONSTRUCTION

Players do not select units to make up their armies like a standard game of *Star Wars: Legion*—instead they pick a predetermined Squad to use during the game. These Squads are found at the end of this document. Each Squad also lists available Loadouts, but these are not chosen before players reach the table. Loadouts are selected for your Squad after the mission has been determined but before any units are deployed.

THE BATTLEFIELD

Star Wars: Legion Special Operations is played on a 36" x 36" battlefield.

BUILDING A COMMAND HAND

Players do not build a command hand in *Star Wars: Legion Special Operations*. Instead, a player's command hand consists of three faction-specific Command Cards, two Squad-specific Command Cards, and Standing Orders. All the faction and Squad Command Cards for *Star Wars: Legion: Special Operations* can be found at the end of this document.

SELECTING PLAYER COLOR

Each player rolls 3 red attack dice. The player who rolled the most Critical (⚦) results is the red player. If there is a tie, the player who rolled the most Attack Surge (⚁) results is the red player. If there is still a tie, the player who rolled the most Hit (⚂) results is the red player. If there is still a tie, the players reroll until the red player is determined.

MISSIONS

Star Wars: Legion Special Operations does not use Battle Decks. Instead, after determining player color, players can select a mission they agree upon or may randomly choose a mission to play.

DEPLOYING UNITS

Starting with the blue player, players alternate, placing one unit from their army within their respective deployment zones as shown on the chosen mission's map. Players continue taking turns placing units until all units have been deployed.

During deployment, a unit may not be placed in base contact with an enemy unit, nor may it move into base contact with an enemy unit.

After deployment is complete, one player takes the round counter and sets it to "1." The game of *Star Wars: Legion Special Operations* is ready to begin!

WINNING THE GAME

Each mission is unique and gives its own victory conditions.

MEASURING AND RANGE

Star Wars: Legion Special Operations uses the standard movement tools for unit movement but does not use the range tools. Instead, use a measuring tape to measure the distances listed for weapons and special rules. When measuring the range for rules with standard *Star Wars: Legion* ranges, each numbered range increment is equal to 6 inches (6").

OBJECTIVE TOKENS

Units in *Star Wars: Legion Special Operations* frequently capture objective tokens to score victory tokens and win the mission. Some objective tokens can be interacted with, usually through card actions listed in that mission's rules.



All objective tokens are placed with their unclaimed side faceup unless otherwise specified. When placing objective tokens on the battlefield during Setup, an objective token cannot be placed overlapping another objective token or only partially overlapping a piece of terrain. If an objective token would be placed partially overlapping terrain, players should adjust terrain placement in a mutually agreeable manner so that the token is no longer partially overlapping terrain. If a mission states that an objective is placed in base contact with a unit during Setup, that objective token is claimed by that unit.

A unit may not be in base contact with an unclaimed objective token at the end of Setup.

Some missions allow units to claim objective tokens through various special rules. A trooper unit must be in base contact with an unclaimed objective token in order to claim that objective token. When a unit claims an objective token, flip the objective token to its claimed side and place it back on the battlefield in the same position.

The token will remain in base contact with the unit as it moves around the battlefield. After the unit performs any movement, that unit's controlling player may pick up any claimed objective tokens and place them in base contact with the unit.

When a unit is defeated, before removing the unit, or when it panics, flip any claimed objective tokens to their unclaimed side, then place them back on the battlefield in the same position. These tokens may be claimed again as normal.

COMMAND CARDS, ORDERS, AND THE COMMAND PHASE

When selecting and playing Command Cards players do not nominate a commander. Instead, Command Cards issue orders to any eligible unit on the battlefield.

LOADOUTS

Each Squad has three double-sided Loadout cards. Loadout cards are unique to each Squad. Before deploying any units, each player secretly selects which side (A or B) they will use for each of their Loadout cards. Players reveal their chosen Loadouts simultaneously and apply the rules on each chosen Loadout card.

ACTIONS

Units in *Star Wars: Legion Special Operations* cannot perform the same action twice—including the move action. *Star Wars: Legion Special Operations* adds a new action: Dash. When a unit makes a dash action, it may make a speed-1 move but may not climb.

COURAGE

Units may not use the courage value of \blacktriangle units in place of their own.

RALLYING

At the start of a unit's activation, it rallies as normal.



BACKUP

Units cannot benefit from backup.

SUPPRESSION

Unlike standard games of *Star Wars: Legion*, a unit with suppression tokens equal to its courage value after rallying does not lose any actions. Instead, when a suppressed unit attacks, before rolling dice, remove one red attack die from the roll. If the attack does not contain any red attack dice, remove a black attack die. If it does not contain any black attack dice, remove a white attack die.

Additionally, units do not remove suppression tokens during the End Phase.

Droid Troopers cannot be suppressed! However, they still gain suppression tokens and can panic.



PANIC

Panic plays a very different role in *Star Wars: Legion Special Operations*. Instead of using the normal Panic rules, any time a unit gains suppression tokens that would cause it to have more suppression tokens than its courage value, the unit Panics. When a unit Panics, roll a black attack die for each suppression token it has exceeding its courage stat. For each Critical (☒) and/or Hit (●) result the unit suffers 1 wound. Then remove suppression tokens from the unit until it has suppression tokens equal to its courage stat.

TERRAIN

Remove the Difficult Terrain type from the game. Terrain is either open or impassable.

COVER

Instead of canceling results, during the Roll Defense Dice step, a unit that has light cover may change 1 of its Defense Surge (VV) results to a Block (▼) result and a unit with heavy cover may change 2 of its Defense Surge (VV) results to a Block (▼) result.

SPECIAL RULES

Each unit card has the full special rules for each of its keywords listed on the cards itself (there is no need to reference the *Star Wars: Legion Core Rulebook*) and some of these keywords have had updates or changes to their functionality for *Star Wars: Legion Special Operations*, all of which can be found on the unit cards. Weapon Keywords are not listed on the unit cards. Instead, they can be found below:

CRITICAL X

When attacking, change up to X Surge (VV) results in the attack pool to Critical (☒) results.

IMPACT X

When attacking a unit with the Armor or Armor X keyword, change up to X Hit (●) results to Critical (☒) results.

FIXED X

To add a weapon that has the Fixed: X keyword to an attack pool, the defending unit must be partially inside the specified firing arc of the attacking miniature.

PIERCE X

When attacking, cancel up to X of the defender's Block (▼) results.

SUPPRESSIVE X

After the attack is resolved, the defending unit gains X suppression tokens.

VERSATILE

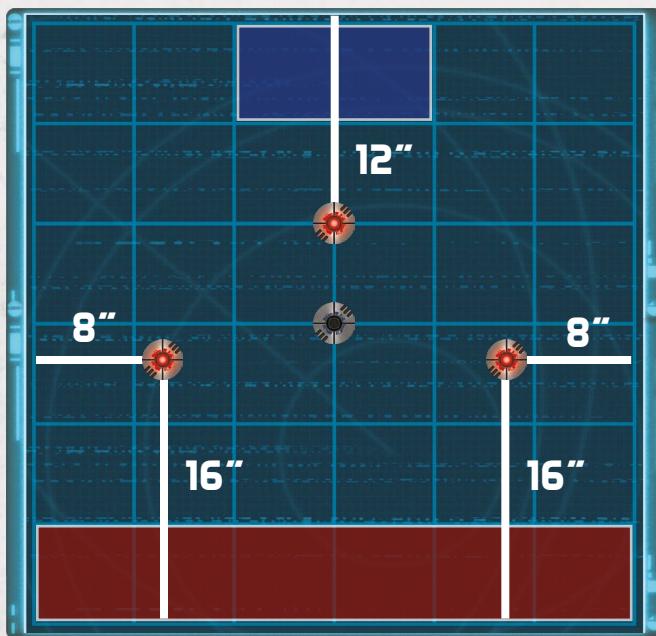
Some ranged weapons have the Versatile keyword. Units can perform ranged attacks using a weapon with the Versatile keyword even while engaged. A weapon with the Versatile can be used to perform either a ranged attack or a melee attack.

COVERT DEPLOY

Some Loadouts allow certain units in a Squad to Covert Deploy. Units with the Covert Deploy rule are not deployed normally. When a unit that Covert Deploys would normally be deployed, their controlling player places an order token with the corresponding rank face down instead of deploying a unit. This unit cannot be issued orders until its miniature is on the battlefield. During any End Step of the game, a player who controls a unit with Covert Deploy may reveal its order token and deploy a unit of the corresponding Rank at 10" of the revealed order token. Then remove the order token from the battlefield.

BRING DOWN THE SHIELDS (MISSION)

The attacking squad must infiltrate the defender's base and shut down the shield generator allowing the full assault to begin. Without the success of this operation, the battle is lost!



SETUP

Place 3 Consoles with the claimed sides faceup and 1 Transmitter with the unclaimed side faceup as shown.

The blue player is the defender and deploys their \blacktriangle , \blacktriangledown , and \blacksquare units in the shown deployment zone. Their remaining units deploy during the game. The red player is the attacker and deploys their entire force in the shown deployment zone.

WINNING THE GAME

- If the attacker has 3 or more VPs at any time, they win the game immediately.
- At the end of the 4th round the defender wins the game.

SCENARIO RULES

ATTACKER:

All of the Attacker's units gain the following actions:

CONSOLE ACTION (►): Roll 3 black attack dice. If the unit making this action is a \blacksquare unit, you may reroll one of the dice. If any of the results rolled match an uncovered slot on the Transmitter card, you may put an advantage token on that slot.

TRANSMITTER ACTION (◀): If the Transmitter card has 6 or more slots filled, remove all advantage tokens from the Transmitter card. The Attacker then scores 1 VP.

DEFENDER:

All of the Defender's units gain the following action:

CONSOLE ACTION (►): Choose one of the following effects:

CALL FOR BACKUP: Add a black attack die to the reinforcements pool.

SUPPRESSION WEBS: Choose an enemy unit and roll 3 black attack dice. The chosen unit gains 1 suppression token for each Critical (✖) or Hit (✖) result rolled.

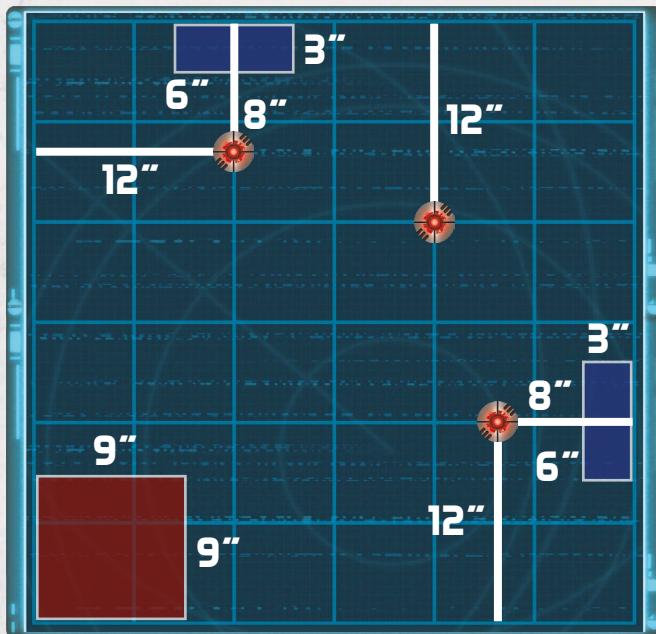
ENCRYPT: Roll 1 black attack die. If the unit making this action is a \blacksquare unit, you may roll one additional die. If any of the results rolled match a covered slot on the Transmitter card, you may remove an advantage token from that slot.

REINFORCEMENTS

At the start of each End Step, roll all dice in the Reinforcements pool, if any. Deploy one unit not deployed at the start of the game in your deployment zone, then for each Critical (✖) and Surge (✖) result rolled deploy an additional unit, or remove one suppression token from a friendly unit. At the start of the 4th round, if there are still units that have not been deployed, deploy those units in your territory.

TRANSMIT THE CODES! (MISSION)

A Crack Squad has stolen the codes to the vault and is attempting to get them back to command. They must make it to a transmitter with the codes—but they have set up clever decoys! The defending team must find the correct codes and prevent their transmission.



SETUP

Place 3 Transmitters with the claimed side faceup as shown. The red player is the Crack Squad. The blue player is the defender. When deploying, after they deploy their first unit, the defender must alternate deploying the rest of their units between their two deployment zones, starting with either zone.

WINNING THE GAME

- If the unit leader with the Codes is in base contact with any Transmitter with the claimed side faceup at the start of the End Phase, it may reveal the Codes token. The Crack Squad wins the game.
- At the end of the 4th round the defender wins the game.

SCENARIO RULES

GENERAL:

UNDER PRESSURE: Units that panic do not drop advantage tokens. When a unit holding an advantage token panics, the defender may look at the hidden side of that advantage token.

UNITS: When a **●** unit in the Crack Squad with an advantage token makes a dash action, it may make a speed-2 move instead. While a **●** unit in the defending squad is in base contact with a transmitter, flip that transmitter to the unclaimed side.

CRACK SQUAD:

THE CODES: After deploying, assign 3 unit leaders the 1, 2, and 3 advantage tokens. Keep these advantage tokens face down so that no pips are showing. These are treated as claimed objective tokens. A player may look at any of their units' advantage tokens at any time. The 1 token is the Codes, 2 and 3 are Decoys. When a unit drops an advantage token, do not flip it over. If a unit would drop an advantage token, before it is removed, another friendly unit at 3" may claim that advantage token. A unit may never have more than one advantage token at a time.

SECURE THE PACKAGE (►): Claim an advantage token as if it was an unclaimed objective token.

OBJECTIVE ACTION (►): A unit leader with an advantage token may choose one or more other unit leaders at 3" of itself. Remove all advantage tokens from this unit and each chosen unit. You must then assign one of those advantage tokens to each unit leader.

FOCUS ON THE MISSION: Units in the Crack Squad gain **DISENGAGE** (*This unit may make move actions while it is engaged with enemy units*).

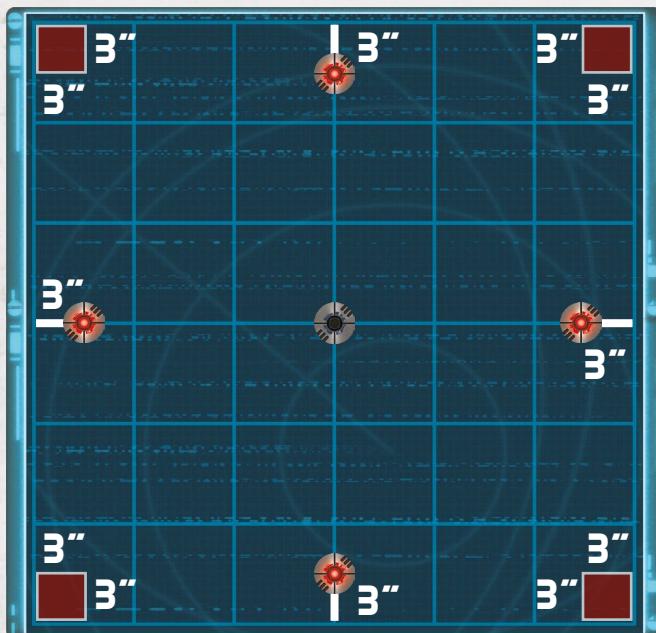
DEFENDING SQUAD:

STOP RIGHT THERE! Units in this Squad gain the following action:

HALT! (►): Choose an enemy unit at 3" with an advantage token. You may look at the advantage token.

DISABLED VEHICLE (MISSION)

An enemy vehicle has triggered an ambush and must defend itself until air support can arrive. The ambushing squad must destroy the tank before the air support arrives and obliterates the ambishers.



DEPLOYMENT

The blue player is the defender. Place the Immobilized Vehicle for the corresponding faction in the center of the battlefield on the unclaimed objective token. Place 4 Ambush Networks on the battlefield claimed side faceup. The defender deploys all their units in base contact with their Immobilized Vehicle. The red player is the ambusher. When deploying units, the red player may choose to deploy them in their deployment zone or begin the game in the Ambush Network.

WINNING THE GAME

- If the Immobilized Vehicle is destroyed the ambushing player wins the game.
- At the end of the 4th round the defender wins the game.

SCENARIO RULES

AMBUSH NETWORK: A unit in the Ambush Network is not on the battlefield and may never be measured to or from. A unit in the Ambush Network may be issued orders. At the start of a unit's activation, if it is in the Ambush Network it is placed in base contact with an Ambush point and it gains one Detonator token. A unit that is placed in this way cannot make a move action during its activation but may dash.

DETONATOR TOKENS: Set aside advantage tokens to use as Detonator tokens.

AMBUSHING SQUAD

AMBUSH POINT (→): Remove this unit from the battlefield and place it in the Ambush Network. A unit may not perform this action during the same activation that it enters the battlefield.

DETONATOR (→): A unit may only use this action if it has a Detonator token. A unit may not have more than one Detonator token at any time. A unit may throw its Detonator at the Immobilized Vehicle if it is in LOS. Measure the distance from the unit to the Immobilized Vehicle. The unit rolls 10 white attack dice, removing one die from the roll for each full inch the unit leader is away from the Immobilized Vehicle. The Immobilized Vehicle suffers one damage for each Critical (¤), Hit (★), and Surge (¤) result in the roll. Then remove the Detonator token from this unit. A unit cannot make a Detonator action if it has already made an attack action this activation and cannot make an attack action if it has already made a Detonator action this activation.

◆ UNITS: While a friendly unit is at 3" of another friendly ◆ unit, it gains the following action:

REARM: (→): This unit gains 1 Detonator token.

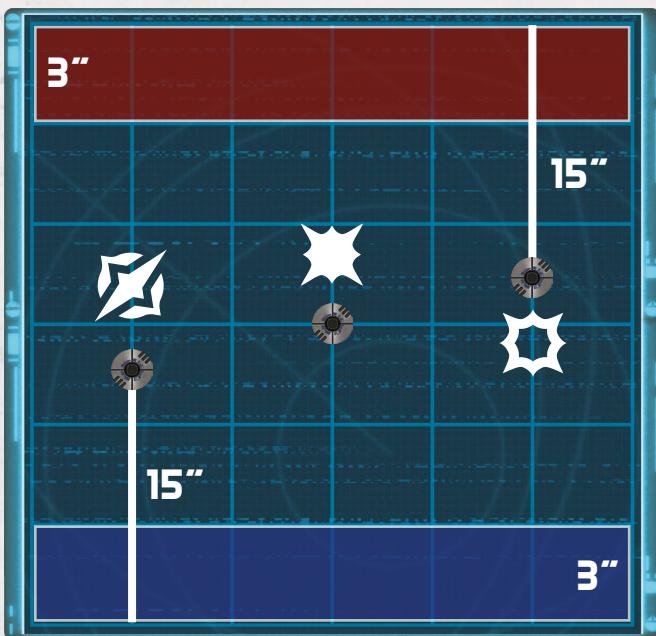
DEFENDING SQUAD

DEFENSIVE POSITION: Units in base contact with the Immobilized Vehicle have heavy cover.

◆ UNITS: While in base contact with the Immobilized Vehicle, ◆ units in the defending squad gain the following action:

REPAIR VEHICLE: (→): Remove 1 wound from the Immobilized Vehicle.

SHIFTING PRIORITIES (MISSION)



SPECIAL RULES

Place 3 objective tokens unclaimed side up on the battlefield as shown. At the start of the second Command Phase and each subsequent Command Phase, the blue player rolls a black attack die. If the result is a Critical (¤), the right-most objective is the priority objective this round. If the result is a Surge (¤), the left-most objective is the priority objective this round. If the result is a Hit (¤), the center objective is the priority objective this round. If the result is a blank, there is no priority objective this round.

During the End Phase of each round, each player scores 1 VP for each objective token they control and one additional VP if they control the priority objective. The player with the most unit leaders at 3" of an objective controls that objective token. When determining which player controls an objective token, count each ● unit as two units.

WINNING THE GAME

A player immediately wins when they score 7 or more VPs. If both players score 7 or more VPs simultaneously, the player with more VPs wins. If they are tied, neither player wins. Instead, the game continues until one player has scored more VPs than their opponent, at which point they immediately win.

If neither player has won by the end of the 4th round, the player with the most VPs is the winner. If both players are tied at this point, the game continues for one more final round. If at the end of this round the players are still tied, the game ends in a tie.

CONDITION CHART

After the mission is decided, players may choose to use an optional Condition effect. If they do, roll a white attack die and a red defense die. The effect corresponding to the result of the white die is applied to two rounds of the game. If the red defense die is a Block (▼), the effect applies to the first two rounds of the game. If the red defense die is a blank or Surge (¤), the effect applies to the last two rounds of the game.

ROLL RESULT (WHITE DIE)	WEATHER TYPE	EFFECT
¤	INCLEMENT WEATHER	When attacking, increase the target unit's cover by 1 unless the attacking unit has made an aim action this activation.
¤	COVER OF DARKNESS	Reduce the range of ranged weapons by 4" to a minimum of 6".
¤	COMMS DISRUPTION	During the Command Phase players issue 1 less order. After assigning orders, draw an order from the order pool and assign it to a corresponding unit.
BLANK	CLEAR	No effects.

LEGION SPECIAL OPERATIONS SQUAD INFO



REBEL ALLIANCE

REBEL TROOPERS SQUAD

- Rebel Trooper Captain
- 4x Rebel Troopers
- Rebel Trooper, DLT-20A
- 2x Rebel Pathfinders
- Astromech

LOADOUTS

- Agility Training // Calm and Collected
- Fire on my Target! // Keep them Back
- Dug In // Desperation

REBEL COMMANDOS SQUAD

- Rebel Commando Captain
- 3x Rebel Commandos
- Rebel Commando, Saboteur
- Rebel Commando, DH-447 Sniper Rifle
- Wookiee Warrior, Bowcaster

LOADOUTS

- Flexible Training // Vigilant
- Agility Training // Improved Comms
- Extra Muscle // Withering Fire

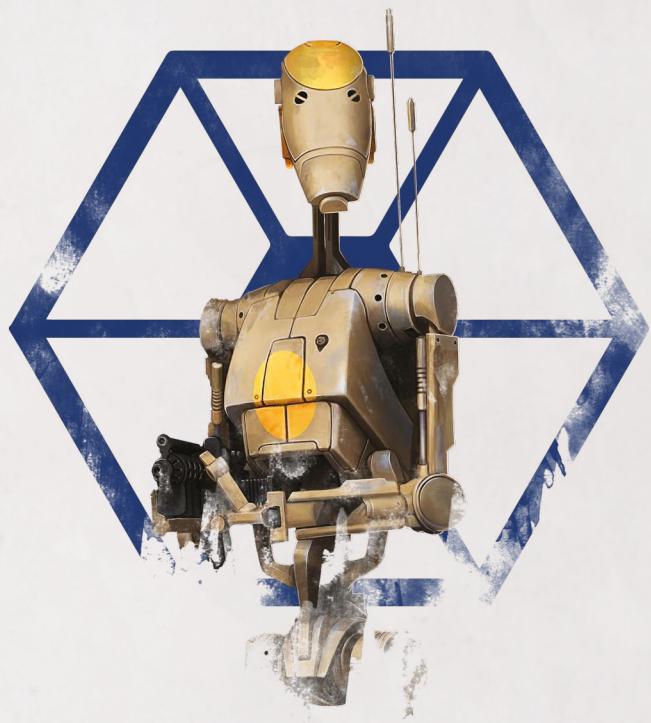
BRIGHT TREE ALLIES SQUAD

- Ewok Hunting Leader
- Ewok Trapper
- Ewok Hunter, Stone Axe
- 2x Ewok Hunter, Sling
- 3x Ewok Hunter, Spear

LOADOUTS

- Dug In // Avengers
- There's so Many // Tricky
- Unorthodox Tactics // Home Territory

LEGION SPECIAL OPERATIONS SQUAD INFO



GALACTIC REPUBLIC

ARC TROOPERS SQUAD

- ARC Trooper, Captain
- 2x ARC Trooper
- 2x ARC Trooper, Jet Pack
- ARC Trooper, DC-15x Long Rifle

LOADOUTS

- Flexible Training // Complete the Mission
- Low-Vis Equipment // Just Like the Simulations
- Covert Deployment // Cross Training

CLONE TROOPERS SQUAD

- Clone Commander
- 3x Clone Trooper
- Clone Trooper, Z6 Rotary Blaster Cannon
- Clone Trooper, Medic
- Astromech Droid

LOADOUTS

- I'm with you Brother // Part of Something Larger
- Backpack Power Supply // Advanced Medical Training
- Environmental Gear // High Alert

SEPARATIST ALLIANCE

INVASION FORCE SQUAD

- Tactical Droid
- 5x B1 Battle Droid
- B1 Battle Droid, E-5C
- 2x B2 Super Battle Droid
- Worker Droid

LOADOUTS

- Networked Calculations // Linked Learned
- Sentry Mode // Mobility Programming
- Advanced AI // Enhanced Durasteel Framework

DROID COMMANDOS SQUAD

- BX-Series Droid Commando, Command Droid
- 2x BX-Series Droid Commando, Deflector Shield
- 2x BX-Series Droid Commando, Vibrosword
- 2x IG-100 MagnaGuard

LOADOUTS

- Networked Calculations // Pack Hunters
- Sniper Droid // Electrowhip MagnaGuard
- Mobility Calibration // Offensive Calibration



GALACTIC EMPIRE

INFANTRY SQUAD

- Imperial Officer
- 3x Stormtrooper
- Stormtrooper, DLT-19 Heavy Blaster Rifle
- 2x Death Trooper
- FX-9 Medical Droid

LOADOUTS

- Push them Back! // Mission Tactics
- Inspiring Oration // Portable Scanner
- Guard Duty // Interrogation Protocols

IMPERIAL SPECIAL FORCES SQUAD

- Imperial Special Forces, Captain
- 2x Imperial Special Forces, Trooper
- 3x Scout Trooper
- Scout Trooper, DLT-19x Sniper Rifle
- ID10 Seeker Droid

LOADOUTS

- Fan Out // Surgical Strike
- Follow my Lead // Priority Target
- Ambush // Low-Vis Equipment



MERCENARIES

MANDALORIAN SUPER COMMANDOS SQUAD

- Mandalorian Super Commando, Captain
- Mandalorian Super Commando, Gunslinger
- 2x Mandalorian Super Commando, Marksman
- 2x Mandalorian Super Commando

LOADOUTS

- HE Grenades // Wrist Flamers
- Combat Shields // Improved Comms
- Aggressive Strategy // Low-Vis Equipment

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Thank you to all in the Legion community who provided testing and feedback!



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REBEL COMMANDO

CAPTAIN



OBSERVE 1: Choose an enemy unit in LOS. It gains 1 observation token.

CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.

SHARPSHOOTER 1: During the Determine Cover step, reduce the defender's cover by 1.

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TROOPER

COMBAT TRAINING

A-280 BLASTER RIFLE

Critical 2



REBEL COMMANDO



CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.

SHARPSHOOTER 1: During the Determine Cover step, reduce the defender's cover by 1.



REBEL COMMANDO



CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.

SHARPSHOOTER 1: During the Determine Cover step, reduce the defender's cover by 1.

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COMBAT TRAINING

A-280 BLASTER RIFLE

Critical 1

REBEL COMMANDO

SABOTEUR



CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.

SHARPSHOOTER 1: During the Determine Cover step, reduce the defender's cover by 1.



TROOPER

COMBAT TRAINING

A-280 BLASTER RIFLE

Critical 1



REBEL COMMANDO



CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.

SHARPSHOOTER 2: During the Determine Cover step, reduce the defender's cover by 2.



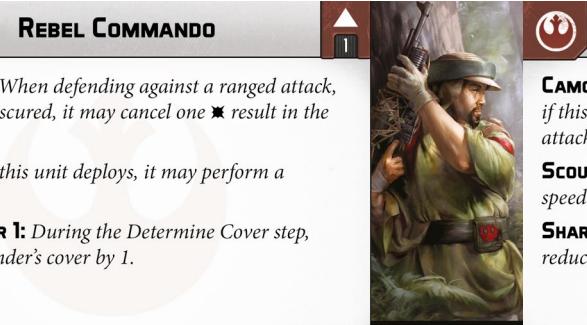
TROOPER

COMBAT TRAINING

DH-447 SNIPER RIFLE

Critical 2, Pierce 1

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REBEL COMMANDO



CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.

SHARPSHOOTER 1: During the Determine Cover step, reduce the defender's cover by 1.

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COMBAT TRAINING

A-280 BLASTER RIFLE

Critical 1

WOOKIEE WARRIOR

BOWCASTER



CHARGE: After this unit performs a move action, it may perform a free melee attack action.

INDOMITABLE: When this unit performs its Rally step, it rolls red defense dice instead of white defense dice.



TROOPER

COMBAT TRAINING

A-280 BLASTER RIFLE

Critical 1



REBEL COMMANDO



CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.

SHARPSHOOTER 1: During the Determine Cover step, reduce the defender's cover by 1.

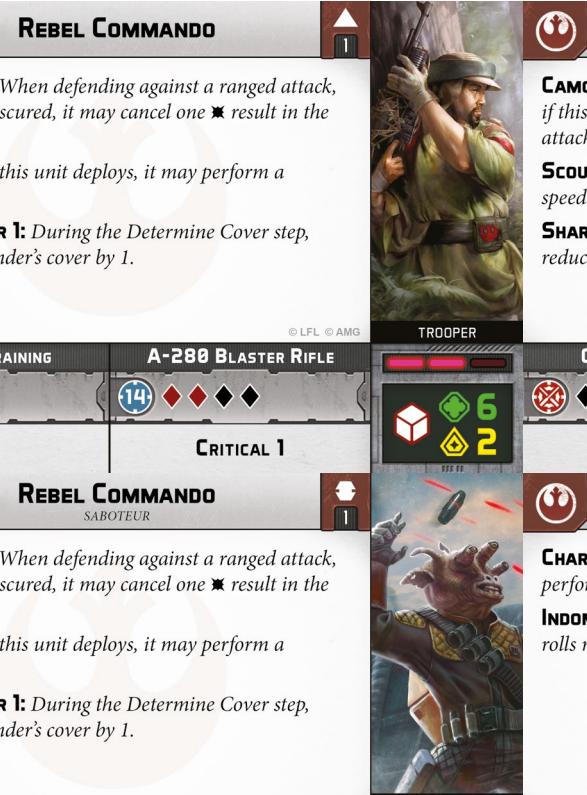


TROOPER

COMBAT TRAINING

A-280 BLASTER RIFLE

Critical 1



WOOKIEE WARRIOR

RYYK BLADES



CHARGE: After this unit performs a move action, it may perform a free melee attack action.

DISENGAGE: This unit may perform move actions while it is engaged with enemy units.

INDOMITABLE: When this unit performs its Rally step, it rolls red defense dice instead of white defense dice.



TROOPER

COMBAT TRAINING

A-280 BLASTER RIFLE

Critical 1



TROOPER

COMBAT TRAINING

A-280 BLASTER RIFLE

Critical 1



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TROOPER

COMBAT TRAINING

A-280 BLASTER RIFLE

Critical 1



TROOPER

COMBAT TRAINING

A-280 BLASTER RIFLE



REBEL TROOPER

CAPTAIN



INSPIRE 1: At the start of this unit's activation, remove up to 1 suppression token from a friendly unit at 6".

DANGER SENSE: When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

NIMBLE: After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

REBEL TROOPER



DANGER SENSE: When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

NIMBLE: After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.



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COMBAT TRAINING A-280 BLASTER RIFLE

**12**

CRITICAL 1



REBEL TROOPER

DANGER SENSE: When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

NIMBLE: After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

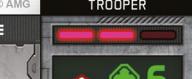
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COMBAT TRAINING A-280 BLASTER RIFLE

**12**

REBEL TROOPER

DANGER SENSE: When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

NIMBLE: After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.



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COMBAT TRAINING A-280 BLASTER RIFLE

**12**

REBEL TROOPER

DLT-20A HEAVY BLASTER RIFLE



DANGER SENSE: When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

NIMBLE: After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.



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COMBAT TRAINING A-280 BLASTER RIFLE

**12**

REBEL PATHFINDER

AGILE 1: After this unit performs a move action, it gains 1 dodge token.

DANGER SENSE: When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

NIMBLE: After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

VALOR: When this unit performs an attack action, remove up to 1 suppression token from a friendly unit at 6".

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COMBAT TRAINING A-280 BLASTER RIFLE

**12**

REBEL PATHFINDER

AGILE 1: After this unit performs a move action, it gains 1 dodge token.

DANGER SENSE: When this unit defends against an attack, it rolls one extra defense die for each suppression token it has.

NIMBLE: After defending, if this unit spent one or more dodge tokens, it gains 1 dodge token.

VALOR: When this unit performs an attack action, remove up to 1 suppression token from a friendly unit at 6".



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COMBAT TRAINING DLT-20A BLASTER RIFLE

**16**

ASTROMECH



RESUPPLY: Choose a friendly unit at 6". It gains 1 surge token or removes 1 suppression token.

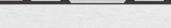
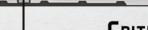


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COMBAT TRAINING A-300 BLASTER RIFLE

**12**

CRITICAL 2

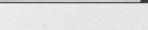
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COMBAT TRAINING A-300 BLASTER RIFLE

**12**

CRITICAL 2



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COMBAT TRAINING WELDING TORCH

**12**

FLEXIBLE TRAINING	VIGILANT	AGILITY TRAINING	IMPROVED COMMS	EXTRA MUSCLE	WITHERING FIRE
LOADOUT 1A When a unit in this Squad performs a dodge or aim action, it gains 1 surge token.	LOADOUT 1B During the End Phase, choose up to 3 friendly trooper units. They do not remove 1 dodge token during the Remove Tokens step.	LOADOUT 2A Units in this Squad can spend dodge tokens to cancel \otimes results.	LOADOUT 2B Units in this Squad ignore the effects of the Comms Disruption condition.	LOADOUT 3A Replace the Wookiee Warrior, Bowcaster in your Squad with a Wookiee Warrior, Rykk Blades.	LOADOUT 3B When a friendly  unit performs a ranged attack, if the defending unit does not have a facedown order token, the attack pool gains SUPPRESSIVE 1. (After this attack is resolved, the defending unit gains 1 suppression token.)
<i>REBEL COMMANDOS</i> © LFL © AMG	<i>REBEL COMMANDOS</i> © LFL © AMG	<i>REBEL COMMANDOS</i> © LFL © AMG	<i>REBEL COMMANDOS</i> © LFL © AMG	<i>REBEL COMMANDOS</i> © LFL © AMG	<i>REBEL COMMANDOS</i> © LFL © AMG
AGILITY TRAINING	CALM AND COLLECTED	FIRE ON MY TARGET!	KEEP THEM BACK	DUG IN	DESPERATION
LOADOUT 1A Units in this Squad can spend dodge tokens to cancel \otimes results.	LOADOUT 1B Units in this Squad can spend dodge tokens as if they were aim tokens.	LOADOUT 2A When a friendly Rebel Trooper, Captain or a Rebel Pathfinder performs an attack action, after the attack is resolved, the defender gains 2 observation tokens.	LOADOUT 2B Units in this Squad at 3" of an objective token gain Precise 1. (When you spend an aim token to reroll attack dice, you may reroll one additional die.)	LOADOUT 3A At the start of the first Activation Phase, each unit in this Squad gains 1 dodge token.	LOADOUT 3B At the start of the last round, each unit in this Squad recovers.
<i>REBEL TROOPERS</i> © LFL © AMG	<i>REBEL TROOPERS</i> © LFL © AMG	<i>REBEL TROOPERS</i> © LFL © AMG	<i>REBEL TROOPERS</i> © LFL © AMG	<i>REBEL TROOPERS</i> © LFL © AMG	<i>REBEL TROOPERS</i> © LFL © AMG

SILENT APPROACH

REBEL COMMANDOS

**3 UNITS**

Each unit in this Squad may choose up to 1 enemy miniature in LOS. Each chosen enemy miniature gains 1 observation token.

SET CHARGES

REBEL COMMANDOS

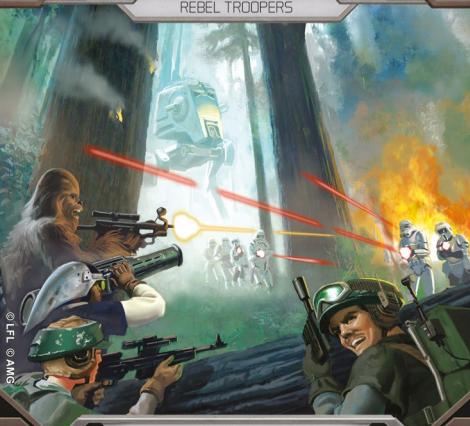
**1 ♠ UNIT**

During a friendly Rebel Commando, Saboteur's activation, it gains the following weapon:

6 ♦ ♦ ♦ ♦ ♦ ♦

Critical 3, Impact 3**HOLD AT ANY COST**

REBEL TROOPERS

**3 UNITS**

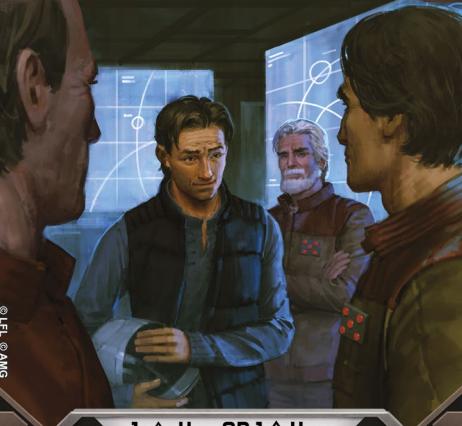
When a unit in this Squad is declared as the defender of an enemy attack, it may gain 1 suppression token. If it does, it gains 1 dodge token.

DEFIANT DEFENSE

REBEL TROOPERS

**3 UNITS**

When a unit in this Squad Panics, it only suffers a wound if it rolls a ♣ result. Additionally, if it rolls a ♣ result, it removes 1 wound.

HERO OF THE REBELLION**1 ▲ UNIT OR 1 ▲ UNIT**

When a unit is issued an order from this card, it recovers. Then, it gains 1 aim token and 1 dodge token.

BUILT ON HOPE**1 ▲ UNIT & 2 ▲ UNITS**

Each time a friendly unit Panics, it removes 1 suppression token.

FEEL LIKE A HUNDRED**3 UNITS**

When performing a ranged attack, friendly units' attack pools gain **SUPPRESSIVE 1**. (After this attack is resolved, the defending unit gains 1 suppression token)

STANDING ORDERS**1 UNIT**

At the end of the Command Phase, return this card to your hand.



Ewok Hunting Leader



CALL THE HUNT: Each other friendly Ewok Hunter at 6" may make a speed 1 move.

CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.



Ewok Hunter

STONE AXE



CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.

CHARGE: After this unit performs a move action, it may perform a free melee attack action.

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TROOPER



CHISELED AXE



PIERCE 1

Ewok Hunter

SLING

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TROOPER



Ewok Trapper



CAMOUFLAGE: When defending against a ranged attack, if this unit is obscured, it may cancel one \blacklozenge result in the attack roll.



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SPECIAL OPERATIONS

VERSION 1.1







CLONE TROOPER



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CLONE TROOPER



CLONE TROOPER

Z-6 ROTARY BLASTER CANNON



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CLONE TROOPER

COMBAT TRAINING DC-15 BLASTER RIFLE



CRITICAL 2

CLONE TROOPER
MEDIC

CLONE TROOPER



COMBAT TRAINING DC-15 BLASTER RIFLE



CRITICAL 2

CLONE TROOPER

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COMBAT TRAINING DC-15 BLASTER RIFLE



COMBAT TRAINING DC-15 BLASTER RIFLE



CRITICAL 2

CLONE TROOPER

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COMBAT TRAINING Z-6 ROTARY BLASTER CANNON



COMBAT TRAINING Z-6 ROTARY BLASTER CANNON



CRITICAL 4, SUPPRESSIVE 1

CLONE TROOPER

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CLONE TROOPER

HEAL: Choose a friendly non-droid trooper unit at 3". It removes up to 2 wound tokens, if able.

INTERFACE PROTOCOLS: When this unit makes an objective action, it may reroll any number dice rolled as a result of that action.



COMBAT TRAINING DC-15 BLASTER RIFLE



CRITICAL 2



COMBAT TRAINING DC-15 BLASTER RIFLE



CRITICAL 2



WELDING TORCH



CRITICAL 2



WELDING TORCH



CRITICAL 2



WELDING TORCH



CRITICAL 2



WELDING TORCH



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WELDING TORCH



FLEXIBLE TRAINING**COMPLETE THE MISSION****LOW-VIS EQUIPMENT****JUST LIKE THE SIMULATIONS****COVERT DEPLOYMENT****CROSS TRAINING****LOADOUT 1A**

When a unit in this Squad performs a dodge or aim action, it gains 1 surge token.

LOADOUT 1B

At the start of each unit in this Squad's activation, if it is at 3" of an objective token, it gains 1 surge token and may remove 1 suppression token.

LOADOUT 2A

Units in this Squad ignore the effects of the Cover of Darkness and Inclement Weather conditions.

LOADOUT 2B

Once per round, when a unit in this Squad is issued an order, it may recover.

LOADOUT 3A

Each friendly ARC Trooper, DC-15x Long Rifle and ARC Trooper, Jet Pack unit Covert Deploys.

LOADOUT 3B

Your ▲ units are treated as ♠ units for any mission special rules.

ARC TROOPERS**ARC TROOPERS****ARC TROOPERS****ARC TROOPERS****ARC TROOPERS****ARC TROOPERS****I'M WITH YOU BROTHER****PART OF SOMETHING LARGER****BACKPACK POWER SUPPLY****ADVANCED MEDICAL TRAINING****ENVIRONMENTAL GEAR****HIGH ALERT****LOADOUT 1A**

Units in this Squad lose the Clone Trooper Unit Type and gain the Trooper Unit Type. When a unit in this Squad performs an attack action, after the attack is resolved another friendly unit at 4" may perform a dash action.

LOADOUT 1B

Units in this Squad gain Aid: **CLONE TROOPER**. (When this unit would gain an aim, dodge, or surge token, another friendly unit at 6" and in LOS may gain that token instead. If they do, this unit gains 1 suppression token.)

LOADOUT 2A

A friendly Clone Trooper, Z-6 Rotary Blaster Cannon gains the following action:

STRAFE : This unit performs an attack action. After the attack is resolved, it may perform another attack action, targeting another enemy unit that is at 4" of the first target.

LOADOUT 2B

When a friendly Clone Trooper, Medic performs the **HEAL** action, it may also remove up to 2 suppression tokens from the chosen unit.

LOADOUT 3A

Units in this Squad ignore the effects of the Inclement Weather condition.

LOADOUT 3B

Units in this Squad gain **SENTINEL**. (This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".)

CLONE TROOPERS**CLONE TROOPERS****CLONE TROOPERS****CLONE TROOPERS****CLONE TROOPERS****CLONE TROOPERS**

QUICK RESPONSE TEAM	GOOD INTEL	BROTHERS IN ARMS	TEAMWORK
			
2 ▾ UNITS	1 ▾ UNIT	3 UNITS	1 ▲ UNIT AND 2 ▲ UNITS
Each friendly ordered unit gains 1 dodge token. Then, it makes a speed-1 move.	After your opponent issues orders, each enemy unit that does not have a faceup order token gains an observation token.	Each friendly ordered unit removes 1 suppression token.	When a friendly unit performs an attack, its attack pool gains CRITICAL 1 for each other friendly unit at 3" of itself.
BORN FOR THIS	TARGET DESIGNATION	FIRE SUPPORT	STANDING ORDERS
			
2 UNITS	1 ▲ UNIT	NO UNITS	1 UNIT
Each friendly ordered unit gains 1 surge token.	After a friendly unit performs a ranged attack, the defending unit gains an observation token.	Choose an enemy unit, then roll 3 black attack dice. The enemy unit and each unit at 6" gains 1 wound for every ⚡ result rolled, and 1 suppression token for every ⚪ or ⚫ result rolled.	At the end of the Command Phase, return this card to your hand.

**TACTICAL DROID**

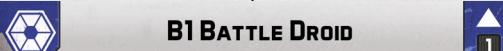
GUIDANCE: Choose a friendly droid trooper unit at 12". It performs a free non-attack action.

COMMAND NODE: During the Command Phase, this unit may issue an order to a friendly ▲ unit at 6".

DIRECTIVE: While this unit has a faceup order token, the weapons of other friendly units at 12" of this unit gain CRITICAL 1.

BASH	HAND BLASTER
(X) ♦ ♦ ♦	(8) ♦ ♦ ♦

DROID TROOPER
(1) 5 2



AI: ATTACK During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

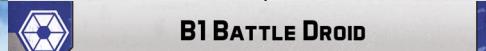
BASH	E-5 BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦



AI: ATTACK During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

DROID TROOPER
(1) 4 1

BASH	E-5 BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦



AI: ATTACK During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

DROID TROOPER
(1) 4 1



BASH	E-5 BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦

DROID TROOPER
(1) 4 1



AI: ATTACK During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

BASH	E-5 BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦

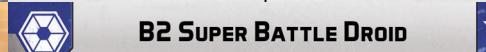


AI: ATTACK During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

ARMOR 1: During the Modify Attack Dice step, this unit may cancel up to 1 ★ result.

DROID TROOPER
(1) 4 1

BASH	E-5 BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦



AI: ATTACK During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

ARMOR 1: During the Modify Attack Dice step, this unit may cancel up to 1 ★ result.

DROID TROOPER
(1) 4 1



BASH	E-5C BLASTER
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦

DROID TROOPER
(1) 4 1



AI: ATTACK During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform an attack action as its first action. If it cannot, it is free to perform other actions as normal.

BLUDGEON	ARM CANNON
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦



SUPPRESSIVE 1, CRITICAL 2

DROID TROOPER
(1) 5 2

BLUDGEON	ARM CANNON
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦



SUPPRESSIVE 1, CRITICAL 2

DROID TROOPER
(1) 5 2

**SPECIAL OPERATIONS**

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VERSION 1.1





WORKER DROID



AI: DASH During this unit's Perform Actions step, if this unit does not have a faceup order token, it must perform a dash action as its first action. If it cannot, it is free to perform other actions as normal.

INTERFACE PROTOCOLS: When this unit performs an objective action, it may reroll any number of dice rolled as a result of that action.



IMMOBILIZED VEHICLE



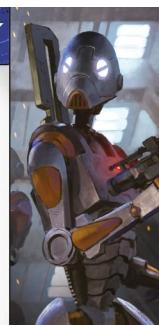
BX-SERIES DROID COMMANDO

COMMAND DROID



PULSE SCAN: Choose up to 2 enemy units at 10". Each chosen unit loses all dodge tokens and gains 1 observation token.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.



CREW SMALL ARMS

WEAPON BATTERY

VEHICLE

VIBROSWORD

COMMANDO E-5 BLASTER RIFLE



BX-SERIES DROID COMMANDO

DEFLECTOR SHIELD

VIBROSWORD

COMMANDO E-5 BLASTER RIFLE



ARMOR 1: During the Modify Attack Dice step, this unit may cancel up to 1 \star result.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.



BX-SERIES DROID COMMANDO

DEFLECTOR SHIELD

VIBROSWORD

COMMANDO E-5 BLASTER RIFLE



CLOSE QUARTERS COMBAT

COMMANDO E-5 BLASTER RIFLE

DROID TROOPER

VIBROSWORD

COMMANDO E-5 BLASTER RIFLE



CLOSE QUARTERS COMBAT

COMMANDO E-5 BLASTER RIFLE

DROID TROOPER

VIBROSWORD

COMMANDO E-5 BLASTER RIFLE



CHARGE: After this unit performs a move action, it may perform a free melee attack action.

SCOUT 1: After this unit deploys, it may perform a speed-1 move.



BX-SERIES DROID COMMANDO

VIBROSWORD

VIBROSWORD

VIBROSWORD



VIBROSWORD

COMMANDO E-5 BLASTER RIFLE

DROID TROOPER

ELECTROSTAFF

PRECISION LASER DART



IMPACT 1, PIERCE 1

Critical 1

IMPACT 1, PIERCE 1

CRITICAL 1

SUPPRESSIVE 2

CRITICAL 1



SPECIAL OPERATIONS

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IG-100 MAGNAGUARD

ELECTROWHIP



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CHARGE: After this unit performs a move action, it may perform a free melee attack action.

IMMUNE: MELEE PIERCE Enemy units may not use the **PIERCE** keyword when attacking this unit with a melee attack.

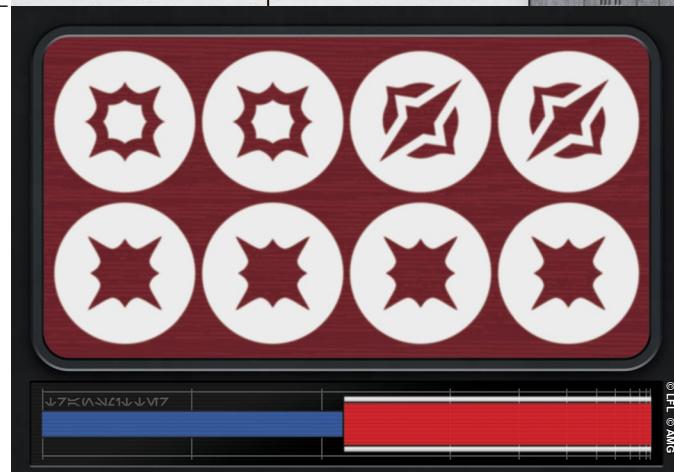
ELECTROWHIP	PRECISION LASER DART
PIERC 1, SUPPRESSIVE 3	Critical 1

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Scout 1: After this unit deploys, it may perform a speed-1 move.

CLOSE QUARTERS COMBAT	BX-SERIES SNIPER RIFLE

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PIERC 1

Transmitter Card

SPECIAL OPERATIONS

NETWORKED CALCULATIONS

LINKED LEARNING

SENTRY MODE

MOBILITY PROGRAMMING

LOADOUT 1A

At the start of each Activation Phase, a friendly Tactical Droid gains 3 surge tokens. Friendly droid trooper units at 6" of a friendly Tactical Droid may spend its surge tokens as if they had them.

LOADOUT 1B

Each time a friendly droid trooper unit spends an aim token, another friendly droid trooper unit without an aim token at 6" may gain 1 aim token.

LOADOUT 2A

When a friendly B1 Battle Droid unit performs a standby action, it may either gain 1 aim token or perform a dash action.

LOADOUT 2B

Friendly B1 Battle Droid units lose **AI: ATTACK** and gain **AI: ATTACK OR MOVE**.

INVASION FORCE

INVASION FORCE

INVASION FORCE

INVASION FORCE

ADVANCED AI

ENHANCED DURASTEEL FRAMEWORK

NETWORKED CALCULATIONS

PACK HUNTERS

LOADOUT 3A

Friendly B2 Super Battle Droid units gain

INDEPENDENT: AIM 1.
(At the start of the Activation Phase, if this unit does not have an order token, it gains 1 aim token.)

LOADOUT 3B

Friendly B2 Super Battle Droid units gain

INDOMITABLE. (When this unit rallies, it rolls red defense dice.)

LOADOUT 1A

At the start of each Activation Phase, a friendly BX-Series Droid Commando, Command Droid gains 3 surge tokens. Friendly droid trooper units at 6" of the BX-Series Droid Commando, Command Droid may spend its Surge tokens as if they have them.

LOADOUT 1B

When a unit in this Squad spends an aim, dodge, or surge token, if there is another friendly unit with the same rank at 6", that unit may gain a matching token.

INVASION FORCE

INVASION FORCE

DROID COMMANDOS

DROID COMMANDOS

SNIPER DROID

ELECTROWHIP MAGNAGUARD

MOBILITY CALIBRATION

OFFENSIVE CALIBRATION

LOADOUT 2A

Replace one of the IG-100 MagnaGuard units in this Squad with a BX-Series Droid Commando, Sniper Droid unit.

LOADOUT 2B

Replace one of the IG-100 MagnaGuard units in this Squad with an IG-100 MagnaGuard, Electrowhip unit.

LOADOUT 3A

Units in this Squad gain

INDEPENDENT: DODGE 1.

LOADOUT 3B

Units in this Squad gain

INDEPENDENT: AIM 1.

DROID COMMANDOS

DROID COMMANDOS

DROID COMMANDOS

DROID COMMANDOS



ONWARD TO VICTORY

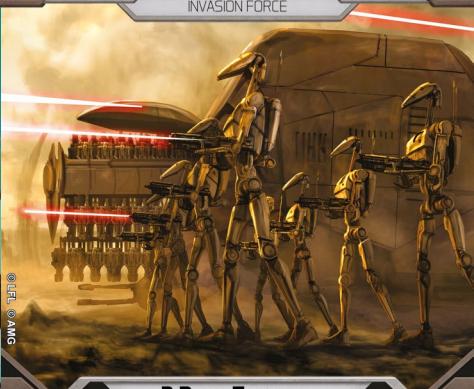
INVASION FORCE

**2 ▲ UNITS OR 2 ▶ UNITS**

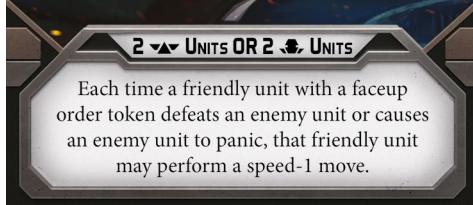
Each time a friendly unit with a faceup order token defeats an enemy unit or causes an enemy unit to panic, that friendly unit may perform a speed-1 move.

ENDLESS LEGIONS

INVASION FORCE

**2 DROID TROOPERS**

At the start of the next End Phase, choose up to 2 friendly defeated ▲ or ▶ units. Remove all tokens from them, then place them in your deployment zone, not in base contact with an enemy unit. They are no longer defeated.

COMBAT PROTOCOLS**ORBITAL COMMAND SHIP****5 DROID TROOPERS**

Each unit issued an order with this card gains 1 surge token.

ANALYZE AND ANNIHILATE

DROID COMMANDOS

**2 DROID TROOPERS**

Choose up to 3 enemy units. Each chosen unit gains 1 observation token. When a unit in this Squad performs an attack against an enemy unit with an observation token, before rolling attack dice, the attacking unit gains 1 aim token.

SURPRISE ATTACK

DROID COMMANDOS

**1BX-SERIES COMMANDO DROID**

BX-Series Commando Droids in this Squad gain **BOUND** this round. (When this unit performs a move action, it ignores other miniatures and terrain that is height 2 or lower.)

OCCUPATION PROTOCOLS**1 ▲ UNIT**

While a friendly unit is at 3" of an objective token, its attack pools gain **CRITICAL 1**.

STANDING ORDERS**1 UNIT**

At the end of the Command Phase, return this card to your hand.



IMPERIAL OFFICER

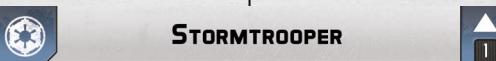


→ **GET THEM!**: Choose up to 1 friendly Stormtrooper unit at 8". The chosen unit may make a move action, then it may make a melee attack.

→ **SPOTTER 1**: Choose a friendly unit at 6". It gains 1 aim token.

CHAIN OF COMMAND: When this unit is issued an order, you may choose up to 2 friendly Stormtrooper units at 8". If you do, each chosen unit gains a standby token.

COMBAT TRAINING	RK-3 BLASTER PISTOL
(X) ♦ ♦	(8) ♦ ♦ ♦ ♦
CRITICAL 1	

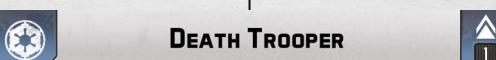


PRECISE 1: When this unit spends an aim token to reroll dice, it may reroll one extra die.

SENTINEL: This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".

UNRELENTING ADVANCE: When this unit causes an enemy unit to panic, this unit may make a speed-1 move.

COMBAT TRAINING	E-11 BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦ ♦ ♦
CRITICAL 2	



BODYGUARD 2: When a ▲ unit at 6" suffers wounds from an attack, this unit may suffer up to 2 of those wounds instead.

STEALTH ARMOR: Increase this unit's cover by 1.

TACTICAL 1: After this unit performs a move action, it gains 1 aim token.

UNRELENTING ADVANCE: When this unit causes an enemy unit to panic, this unit may make a speed-1 move.

CLOSE QUARTERS COMBAT	E-11D BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦ ♦ ♦
CRITICAL 2	



STORMTROOPER



PRECISE 1: When this unit spends an aim token to reroll dice, it may reroll one extra die.

SENTINEL: This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".

UNRELENTING ADVANCE: When this unit causes an enemy unit to panic, this unit may make a speed-1 move.

COMBAT TRAINING	TROOPER
(X) ♦ ♦	(8) ♦ ♦ ♦ ♦
CRITICAL 1	



COMBAT TRAINING	E-11 BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦ ♦ ♦
CRITICAL 1	



PRECISE 1: When this unit spends an aim token to reroll dice, it may reroll one extra die.

SENTINEL: This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".

UNRELENTING ADVANCE: When this unit causes an enemy unit to panic, this unit may make a speed-1 move.

COMBAT TRAINING	TROOPER
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦ ♦ ♦
CRITICAL 2	



COMBAT TRAINING	DLT-19 HEAVY BLASTER RIFLE
(X) ♦ ♦ ♦	(16) ♦ ♦ ♦ ♦ ♦ ♦
IMPACT 1, SUPPRESSIVE 1	

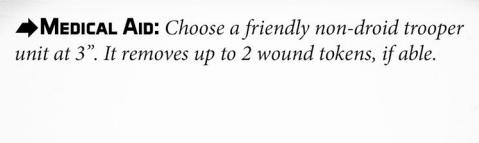


MEDICAL AID: Choose a friendly non-droid trooper unit at 3". It removes up to 2 wound tokens, if able.

AGGRESSIVE BEEPING	TROOPER
(X) ♦	(7) ♦ ♦ ♦ ♦ ♦
CRITICAL 2	



AGGRESSIVE BEEPING	TROOPER
(X) ♦	(7) ♦ ♦ ♦ ♦ ♦
CRITICAL 2	



STORMTROOPER



PRECISE 1: When this unit spends an aim token to reroll dice, it may reroll one extra die.

SENTINEL: This unit can spend a standby token after an enemy unit performs an action at 18" instead of at 12".

UNRELENTING ADVANCE: When this unit causes an enemy unit to panic, this unit may make a speed-1 move.

COMBAT TRAINING	TROOPER
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦ ♦ ♦
CRITICAL 1	



COMBAT TRAINING	E-11 BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦ ♦ ♦
CRITICAL 1	



COMBAT TRAINING	TROOPER
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦ ♦ ♦
CRITICAL 2	



COMBAT TRAINING	E-11 BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦ ♦ ♦
CRITICAL 2	



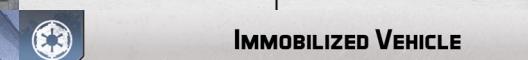
BODYGUARD 2: When a ▲ unit at 6" suffers wounds from an attack, this unit may suffer up to 2 of those wounds instead.

STEALTH ARMOR: Increase this unit's cover by 1.

TACTICAL 1: After this unit performs a move action, it gains 1 aim token.

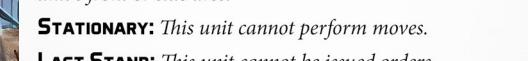
UNRELENTING ADVANCE: When this unit causes an enemy unit to panic, this unit may make a speed-1 move.

CLOSE QUARTERS COMBAT	E-11D BLASTER RIFLE
(X) ♦ ♦ ♦	(12) ♦ ♦ ♦ ♦ ♦
CRITICAL 2	



IMMOBILIZED VEHICLE

AGGRESSIVE BEEPING	DROID TROOPER
(X) ♦	(5) ♦ ♦ ♦ ♦
CRITICAL 2, FIXED: SIDES, REAR	



CREW SMALL ARMS	WEAPON BATTERY
(18) ♦ ♦ ♦ ♦	(18) ♦ ♦ ♦ ♦ ♦
CRITICAL 3, FIXED: FRONT	



STORMTROOPER





IMPERIAL SPECIAL FORCES

CAPTAIN



PULSE SCAN: Choose up to 2 enemy units at 10". If you do, each chosen unit loses all dodge tokens and gains 1 observation token.

THREAT ASSESSMENT: When a friendly unit at 8" spends an observation token on an enemy unit, it may reroll 1 extra die.

TACTICAL 1: After this unit performs a move action, it gains 1 aim token.

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CLOSE QUARTERS COMBAT MODIFIED E-11 BLASTER RIFLE



Critical 1



SCOUT TROOPER

OBSERVE 1: Choose an enemy unit in LOS. It gains 1 observation token.

AMBUSH: When this unit attacks an enemy unit with a facedown order token, its attack pool gains **SUPPRESSIVE 1**.

Scout 1: After this unit deploys, it may perform a speed-1 move.

TACTICAL 1: After this unit performs a move action, it gains 1 aim token.

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EC-17 HOLD-OUT BLASTER EC-17 HOLD-OUT BLASTER



SCOUT TROOPER

DLT-19X SNIPER RIFLE



OBSERVE 1: Choose an enemy unit in LOS. It gains 1 observation token.

AMBUSH: When this unit attacks an enemy unit with a facedown order token, its attack pool gains **SUPPRESSIVE 1**.

Scout 1: After this unit deploys, it may perform a speed-1 move.

TACTICAL 1: After this unit performs a move action, it gains 1 aim token.

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EC-17 HOLD-OUT BLASTER DLT-19X SNIPER RIFLE



Pierce 1



IMPERIAL SPECIAL FORCES

TROOPER



AMBUSH: When this unit attacks an enemy unit with a facedown order token, its attack pool gains **SUPPRESSIVE 1**.

TACTICAL 1: After this unit performs a move action, it gains 1 aim token.

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CLOSE QUARTERS COMBAT MODIFIED E-11 BLASTER RIFLE



Critical 1



SCOUT TROOPER



OBSERVE 1: Choose an enemy unit in LOS. It gains 1 observation token.

AMBUSH: When this unit attacks an enemy unit with a facedown order token, its attack pool gains **SUPPRESSIVE 1**.

Scout 1: After this unit deploys, it may perform a speed-1 move.

TACTICAL 1: After this unit performs a move action, it gains 1 aim token.

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EC-17 HOLD-OUT BLASTER EC-17 HOLD-OUT BLASTER



ID10 SEEKER DROID



INCAPACITATE: Choose an enemy unit without a facedown order token in base contact. If it has a faceup order token, flip it facedown. If it does not have an order token, assign it a facedown order token.

OBSERVE 1: Choose an enemy unit in LOS. It gains 1 observation token.

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ELECTRO-SHOCK PROD

SUPPRESSIVE 2



IMPERIAL SPECIAL FORCES

TROOPER



AMBUSH: When this unit attacks an enemy unit with a facedown order token, its attack pool gains **SUPPRESSIVE 1**.

TACTICAL 1: After this unit performs a move action, it gains 1 aim token.

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CLOSE QUARTERS COMBAT MODIFIED E-11 BLASTER RIFLE



Critical 1



SCOUT TROOPER



OBSERVE 1: Choose an enemy unit in LOS. It gains 1 observation token.

AMBUSH: When this unit attacks an enemy unit with a facedown order token, its attack pool gains **SUPPRESSIVE 1**.

Scout 1: After this unit deploys, it may perform a speed-1 move.

TACTICAL 1: After this unit performs a move action, it gains 1 aim token.

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EC-17 HOLD-OUT BLASTER EC-17 HOLD-OUT BLASTER



DROID TROOPER



ELECTRO-SHOCK PROD

© LFL © AMG



Pierce 1

PUSH THEM BACK!**MISSION TACTICS****INSPIRING ORATION****PORTABLE SCANNER****GUARD DUTY****INTERROGATION PROTOCOLS****LOADOUT 1A**

When an enemy unit panics, choose one friendly unit. The chosen friendly unit loses 1 suppression token.

LOADOUT 1B

At the start of each friendly unit's activation, if it is at 3" of an objective token it gains 1 surge token.

LOADOUT 2A

After a friendly Imperial Officer is issued an order, friendly units at 6" may remove 1 suppression token.

LOADOUT 2B

Units in this Squad ignore the effects of the Inclement Weather condition.

LOADOUT 3A

During the End Step, after removing tokens, each friendly Stormtrooper unit that removed a standby token may gain an aim token.

LOADOUT 3B

Melee attacks made by a friendly FX-9 Medical Droid add 4 red dice to their attack pools.

INFANTRY SQUAD**INFANTRY SQUAD****INFANTRY SQUAD****INFANTRY SQUAD****INFANTRY SQUAD****INFANTRY SQUAD****FAN OUT****SURGICAL STRIKE****FOLLOW MY LEAD****PRIORITY TARGET****AMBUSH****Low-Vis EQUIPMENT****LOADOUT 1A**

While they are not at 8" of a friendly Imperial Special Forces Captain, friendly Imperial Special Forces Troopers in this Squad gain **INDEPENDENT: AIM 1 OR DODGE 1**.

LOADOUT 1B

When a unit in this Squad is attacking, it may spend any number of aim tokens after the attack is resolved. For each aim token spent in this way, the defending unit gains 1 suppression token.

LOADOUT 2A

When a friendly Imperial Special Forces Captain or Imperial Special Forces Trooper unit makes an aim or dodge action, you may choose up to 1 friendly Scout Trooper at 6". If you do, the chosen unit gains 1 matching aim or dodge token.

LOADOUT 2B

At the start of each round, choose up to 2 different enemy units. Each chosen unit gains 1 observation token.

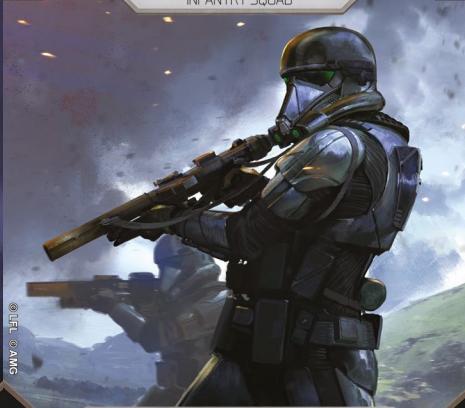
LOADOUT 3A

Each friendly Imperial Special Forces Captain and Imperial Special Forces Trooper Covert Deploys. When a friendly Imperial Special Forces Captain or Imperial Special Forces Trooper is placed on the battlefield, it gains 1 aim or dodge token.

LOADOUT 3B

Units in this Squad ignore the effects of the Cover of Darkness or Inclement Weather conditions.

IMPERIAL SPECIAL FORCES**IMPERIAL SPECIAL FORCES****IMPERIAL SPECIAL FORCES****IMPERIAL SPECIAL FORCES****IMPERIAL SPECIAL FORCES****IMPERIAL SPECIAL FORCES**

YOU HAVE YOUR ORDERS	ELITE TROOPERS	OPPRESSION	FOR THE EMPIRE!
 INFANTRY SQUAD © LFL © AMG	 INFANTRY SQUAD © LFL © AMG		
1 ▲ UNIT & 3 UNITS Each friendly unit at 6" of a friendly Imperial Officer gains 1 surge token.	2 ▲ UNITS Each unit issued an order with this card gains STEADY this turn. (<i>After this unit makes a move action, it may make a free attack action.</i>)	NO UNITS When an enemy unit rallies, it removes 1 less suppression token.	2 UNITS Each friendly unit at 3" of an objective token gains 1 aim token.
IMPERIAL TRAINING	SPECIAL FORCES	SHOCK AND AWE	STANDING ORDERS
 IMPERIAL SPECIAL FORCES © LFL © AMG	 IMPERIAL SPECIAL FORCES © LFL © AMG	 IMPERIAL SPECIAL FORCES © LFL © AMG	
2 UNITS When a unit is issued an order by this card, it may suffer 1 wound. If it does, it may make a free recover action.	2 ▲ UNITS When a ▲ or ▼ unit in this Squad attacks an enemy unit with a faceup order token, after the attack is resolved, shuffle that order token back into that player's order pool.	2 UNITS When a unit in this Squad defeats an enemy unit, before the enemy unit is removed from the battlefield, all other enemy units at 6" of the enemy unit gain 1 suppression token.	1 UNIT At the end of the Command Phase, return this card to your hand.

MANDALORIAN SUPER COMMANDO

CAPTAIN



ARSENAL 3: When choosing weapons during the "Form Attack Pool" step of an attack, this unit may choose up to 3 weapons to contribute their dice and keywords to the attack pool.

BOUND: When this unit performs a move action, it ignores other miniatures and terrain that is height 2 or lower.

MANDALORIAN TRAINING: After this unit performs an attack, another friendly unit at 6" may gain 1 aim token.

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HAND BLASTER HAND BLASTER

Critical 3, Suppressive 1 Critical 3, Versatile

MANDALORIAN SUPER COMMANDO

MARKSMAN



BOUND: When this unit performs a move action, it ignores other miniatures and terrain that is height 2 or lower.

MANDALORIAN TRAINING: After this unit performs an attack, another friendly unit at 6" may gain 1 aim token.

Precise 2: When this unit spends an aim token to reroll dice, it may reroll two extra dice.

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HAND BLASTER MARKSMAN RIFLE

Critical 2, Suppressive 1 Critical 2

IMMOBILIZED VEHICLE



SUPPLY CACHE: At the start of the activation phase, choose up to 1 friendly unit at 6". It gains 1 aim token and 1 dodge token.

HEAVY ARMOR: FRONT, SIDES Weapons without the IMPACT keyword may not be added to attack pools targeting this unit if the attacking unit is in this unit's front or side arcs.

STATIONARY: This unit cannot perform moves.

LAST STAND: This unit cannot be issued orders.

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CREW SMALL ARMS

WEAPON BATTERY

VEHICLE

Critical 2, Fixed: Sides, Rear

Critical 3, Fixed: Front



SPECIAL OPERATIONS

MANDALORIAN SUPER COMMANDO

GUNSLINGER



ARSENAL 2: When choosing weapons during the "Form Attack Pool" step of an attack, this unit may choose up to 2 weapons to contribute their dice and keywords to the attack pool.

BOUND: When this unit performs a move action, it ignores other miniatures and terrain that is height 2 or lower.

MANDALORIAN TRAINING: After this unit performs an attack, another friendly unit at 6" may gain 1 aim token.

RAPID FIRE: This unit may perform two attack actions.

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HAND BLASTER HAND BLASTER

Critical 2, Suppressive 1 Critical 2, Versatile

MANDALORIAN SUPER COMMANDO

TROOPER



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HAND BLASTER HAND BLASTER

Critical 2, Suppressive 1 Critical 2

MANDALORIAN SUPER COMMANDO

MARKSMAN



© LFL © AMG

HAND BLASTER MARKSMAN RIFLE

Critical 2, Suppressive 1 Critical 2

MANDALORIAN SUPER COMMANDO

TROOPER



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HAND BLASTER HAND BLASTER

Critical 2, Suppressive 1 Critical 2, Versatile

IMPROVED COMMS LOADOUT 2B Units in this squad ignore the effects of the Comms Disruption Condition.	AGGRESSIVE STRATEGY LOADOUT 3A At the start of each unit in this Squad's activation, if it is at 3" of an objective token, it gains 1 aim token and may remove 1 suppression token.	LOW-VIS EQUIPMENT LOADOUT 3B Units in this squad ignore the effects of the Cover of Darkness or Inclement Weather conditions.
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MANDALORIAN SUPER COMMANDOS



GAUNTLET SUPPORT RUN

MANDALORIAN SUPER COMMANDOS



1 UNIT

Once this round, at the end of the activation of a friendly **▲** unit, it may perform an attack using the following weapon:



VICTORY OR DEATH

MANDALORIAN SUPER COMMANDOS



EACH ELIGIBLE UNIT

All friendly units gain **CHARGE**. At the end of a friendly unit's activation, if it did not defeat an enemy unit or if it is not engaged with an enemy unit, that friendly unit gains 2 suppression tokens.

BRASH TACTICS

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1 UNIT

Each Ordered unit may make a speed 3 move. If they do, they gain an observation token.

RUTHLESS



2 UNITS

When a friendly unit with a face up order token attacks an enemy unit without an order token, the attack pool gains Suppressive 1.

DIVERSIONARY TACTICS



3 UNITS

Each friendly ordered unit gains 1 observation and 1 dodge token. Each other friendly unit gains 1 aim token.

STANDING ORDERS



1 UNIT

At the end of the Command Phase, return this card to your hand.

HE GRENADES

LOADOUT 1A

Units in this squad gain the shown weapon:

MANDALORIAN SUPER COMMANDOS

6



IMPACT 1

WRIST FLAMERS

LOADOUT 1B

Units in this squad gain the shown weapon:

MANDALORIAN SUPER COMMANDOS

6



IGNORE COVER

COMBAT SHIELDS

LOADOUT 2A

When defending against an attack, each unit in this squad may change up to 1 **▼** to a **▼**.