








## Imperial Officer

	<b>85</b>		<b>Life 3</b>
	Human		<b>Move 5</b>
	Uncommon Hero		<b>Range 6</b>
	Officer		<b>Attack 2</b>
	Inspiring		<b>Defense 2</b>
	<b>Medium 5</b>		








### IMPERIAL COMMAND

All common figures you control with a Range number of 4 or more who follow the Galactic Empire and are within 4 clear sight spaces of at least one Imperial Officer you control add 1 to their Range Number.

### WE'RE SENDING A SQUAD UP

After revealing a '1' Order Marker on this card and instead of taking a turn with this Imperial Officer, you may also reveal an 'X' Order Marker on this card. You may then place one full Squad of your own previously destroyed Common Squad figures who follow the Galactic Empire on this Army Card. If an opponent takes permanent control of this Army Card, remove any Squad figures from this card. At the end of the round, place any Squad figures on this card onto any empty spaces in your start zone, if possible, even if this Imperial Officer is destroyed.

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## Rebel Captain

	<b>65</b>		<b>Life 3</b>
	Human		<b>Move 5</b>
	Uncommon Hero		<b>Range 6</b>
	Captain		<b>Attack 3</b>
	Disciplined		<b>Defense 3</b>
	<b>Medium 5</b>		

### REBEL ASSAULT

After revealing an Order Marker on this card and taking a turn with this Rebel Captain, you may choose one of the following:








- Move up to 6 Common Squad figures you control that have the Hold Steady Special Power
- Take a single turn with up to 4 Common Squad figures you control that have the Hold Steady Special Power, during which the chosen figures may only attack

Figures chosen for Rebel Assault must be within 5 clear sight spaces of this Rebel Captain. At the end of your turn, you may place the Hold Steady marker on the Army Card of one of the chosen figures.

### REBEL COMMAND

Any figure you control that has a Hold Steady Marker on its Army Card and is within 5 clear sight spaces of at least one Rebel Captain you control may add 1 to its Range number.

## Rebel Captain

	<b>65</b>		<b>Life 3</b>
	Human		<b>Move 5</b>
	Uncommon Hero		<b>Range 6</b>
	Captain		<b>Attack 3</b>
	Disciplined		<b>Defense 3</b>
	<b>Medium 5</b>		

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After revealing an Order Marker on this card and taking a turn with this Rebel Captain, you may choose one of the following:








- Move up to 6 Common Squad figures you control that have the Hold Steady Special Power
- Take a single turn with up to 4 Common Squad figures you control that have the Hold Steady Special Power, during which the chosen figures may only attack

Figures chosen for Rebel Assault must be within 5 clear sight spaces of this Rebel Captain. At the end of your turn, you may place the Hold Steady marker on the Army Card of one of the chosen figures.

### REBEL COMMAND

Any figure you control that has a Hold Steady Marker on its Army Card and is within 5 clear sight spaces of at least one Rebel Captain you control may add 1 to its Range number.

## Rebel Captain

	<b>65</b>		<b>Life 3</b>
	Human		<b>Move 5</b>
	Uncommon Hero		<b>Range 6</b>
	Captain		<b>Attack 3</b>
	Disciplined		<b>Defense 3</b>
	<b>Medium 5</b>		

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After revealing an Order Marker on this card and taking a turn with this Rebel Captain, you may choose one of the following:








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### REBEL COMMAND

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## AT-ST

	<b>200</b>		<b>Life 6</b>
	Vehicle		<b>Move 5</b>
	Uncommon Hero		<b>Range 1</b>
	Scout		<b>Attack 3</b>
	Intimidating		<b>Defense 4</b>
	<b>Huge 14</b>		

### BIPEDAL WALKER

Heavy snow and elevation changes of up to 2 levels only count as one space when moving. This AT-ST does not have to stop its movement when entering water spaces and may move through small and medium figures. This AT-ST never takes leaving engagement attacks from small or medium figures and never makes leaving engagement attacks.

### DOUBLE CANNON SPECIAL ATTACK

**Range 5. Attack 4.**

Choose up to two non-adjacent figures that are adjacent to each other to target. While engaged, this AT-ST may attack non-adjacent figures with Double Cannon Special Attack. When using Double Cannon Special Attack, you may attack one additional time. This AT-ST may attack either targeted figure with each attack.

### DURASTEEL ARMOR

When defending against a normal attack, add 1 automatic shield to whatever is rolled

## E-Web Trooper

	<b>100</b>		<b>Life 3</b>
	Human		<b>Move 4</b>
	Uncommon Hero		<b>Range 1</b>
	Gunner		<b>Attack 2</b>
	Disciplined		<b>Defense 4</b>
	<b>Medium 5</b>		

### PRE-CHARGED WEAPON

If you move at least one space, you may not use E-Web Special Attack unless you reveal an 'X' Order Marker on this card.

### E-WEB SPECIAL ATTACK

#### Range 8. Attack 3 + Special.

When attacking with E-Web Special Attack, you may attack one additional time. If there is a Human Squad figure you control adjacent to this E-Web Trooper, you may attack a third time and you may roll one additional attack die on any or all of your attacks.

### POWER OVERLOAD

After using E-Web Special Attack, if you moved at least one space, rolled an additional attack die on any attack, or attacked more than 2 times, roll the 20 sided die. Subtract 2 from your roll if you used the Pre-Charged Weapon Special Power this turn. If you roll a 3 or lower destroy this E-Web Trooper and roll 1 unblockable attack die, one at a time, against each figure adjacent to this E-Web Trooper.

## E-Web Trooper

	<b>100</b>		<b>Life 3</b>
	Human		<b>Move 4</b>
	Uncommon Hero		<b>Range 1</b>
	Gunner		<b>Attack 2</b>
	Disciplined		<b>Defense 4</b>
	<b>Medium 5</b>		

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	Human	<b>Move 4</b>
	Uncommon Hero	<b>Range 1</b>
	Gunner	<b>Attack 2</b>
	Disciplined	<b>Defense 4</b>
Galactic Empire	<b>Medium 5</b>	

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	<b>200</b>	<b>Life 6</b>
	Vehicle	<b>Move 5</b>
	Uncommon Hero	<b>Range 1</b>
	Scout	<b>Attack 3</b>
	Intimidating	<b>Defense 4</b>
Galactic Empire	<b>Huge 14</b>	

### BIPEDAL WALKER

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### DURASTEEL ARMOR

When defending against a normal attack, add 1 automatic shield to whatever is rolled.

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	<b>200</b>	<b>Life 6</b>
	Vehicle	<b>Move 5</b>
	Uncommon Hero	<b>Range 1</b>
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Galactic Empire	<b>Huge 14</b>	

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## Probe Droid

	<b>25</b>	<b>Life 3</b>
	Droid	<b>Move 6</b>
	Uncommon Hero	<b>Range 5</b>
	Scout	<b>Attack 1</b>
	Systematic	<b>Defense 3</b>
Galactic Empire	<b>Large 6</b>	

### FULL SPECTRUM SCANNING

When a figure you control attacks an opponent's figure that is within 8 spaces of a Probe Droid you control, any special power preventing clear sight to the defending figure is negated for that attack. The defending figure may not roll any additional defense dice or use any special abilities due to the type of terrain it occupies or is adjacent to.


### SELF-DESTRUCT PROGRAMMING

If this Probe Droid is attacked and at least 1 skull is rolled, instead of rolling defense dice, you may roll 1 attack die against each figure adjacent to this Probe Droid. A skull counts as an unblockable hit on that figure. After using Self-Destruct Programming, destroy this Probe Droid.

### HOVER REPULSORLIFTS

This Probe Droid may move over water and molten lava without stopping, and Slippery Ice and Heavy Snow only count as 1 space when moving. This Probe Droid never receives a Road movement bonus or rolls for molten lava or lava field damage. If this Probe Droid's Hover Repulsorlifts power is negated because of any special power on an Army Card or Glyph, destroy this Probe Droid.

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	Droid	<b>Move 6</b>
	Uncommon Hero	<b>Range 5</b>
	Scout	<b>Attack 1</b>
	Systematic	<b>Defense 3</b>
Galactic Empire	<b>Large 6</b>	

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## Atgar Cannon

	<b>50</b>	<b>Life 3</b>
	Weapon	<b>Move 0</b>
	Uncommon Hero	<b>Range 6</b>
	Gunner	<b>Attack 2</b>
	Unreliable	<b>Defense 3</b>
Rebel Alliance	<b>Medium 6</b>	

### LASER CANNON SPECIAL ATTACK

#### Range 9. Attack 2 + Special.

Choose a figure to attack and add up to 4 attack dice to Laser Cannon Special Attack. Before rolling attack dice for this special attack, you must roll the 20-sided die. Subtract one from your roll for each additional attack die you added to this special attack this turn. If you roll a 1-2, your turn immediately ends and this Atgar Cannon may not use its Laser Cannon Special Attack for the remainder of the game. If you roll a 3 or higher, roll attack dice normally. When attacking a Droid or Vehicle with Laser Cannon Special Attack, the defending figure rolls one fewer defense die for each skull rolled.

### PERMANENT EMPLACEMENT

This Atgar Cannon may not be moved by any special power on an Army Card or glyph.

## Atgar Cannon

	<b>50</b>	<b>Life 3</b>
	Weapon	<b>Move 0</b>
	Uncommon Hero	<b>Range 6</b>
	Gunner	<b>Attack 2</b>
	Unreliable	<b>Defense 3</b>
Rebel Alliance	<b>Medium 6</b>	

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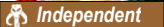
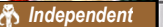

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Rebel Heavy Gunner			Rebel Heavy Gunner			Rebel Heavy Gunner		
	<b>65</b>	<b>Life 3</b>		<b>65</b>	<b>Life 3</b>		<b>65</b>	<b>Life 3</b>
Human	<b>Move 4</b>		Human	<b>Move 4</b>		Human	<b>Move 4</b>	
Uncommon Hero	<b>Range 5</b>		Uncommon Hero	<b>Range 5</b>		Uncommon Hero	<b>Range 5</b>	
Gunner	<b>Attack 2</b>		Gunner	<b>Attack 2</b>		Gunner	<b>Attack 2</b>	
Loyal	<b>Defense 3</b>		Loyal	<b>Defense 3</b>		Loyal	<b>Defense 3</b>	
	<b>Medium 5</b>			<b>Medium 5</b>			<b>Medium 5</b>	

**REPEATING BLASTER CANNON SPECIAL ATTACK**  
**Range 7. Attack 2.**  
 This Rebel Heavy Gunner may use this special attack 4 times in the same turn and may attack the same figure or different figures with each attack. This Rebel Heavy Gunner may not use this special attack if he moved at least one space this turn.

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Wampa			Wampa			Wampa		
	<b>110</b>	<b>Life 5</b>		<b>110</b>	<b>Life 5</b>		<b>110</b>	<b>Life 5</b>
Wampa	<b>Move 5</b>		Wampa	<b>Move 5</b>		Wampa	<b>Move 5</b>	
Uncommon Hero	<b>Range 1</b>		Uncommon Hero	<b>Range 1</b>		Uncommon Hero	<b>Range 1</b>	
Beast	<b>Attack 5</b>		Beast	<b>Attack 5</b>		Beast	<b>Attack 5</b>	
Ferocious	<b>Defense 4</b>		Ferocious	<b>Defense 4</b>		Ferocious	<b>Defense 4</b>	
	<b>Large 7</b>			<b>Large 7</b>			<b>Large 7</b>	

**AMBUSH**  
 If this Wampa starts its turn unengaged, for this turn add 2 dice to its attack.

**SNOW CAMOUFLAGE**  
 If this Wampa is on a snow space, opponents' figures must be adjacent to this Wampa to attack it with a normal attack.

**SNOW AND ICE ENHANCED MOVEMENT**  
 Slippery Ice and Heavy Snow only count as 1 space when moving.

**AMBUSH**  
 If this Wampa starts its turn unengaged, for this turn add 2 dice to its attack.




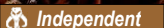
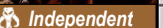
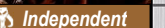
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Rancor			Rancor			Rancor		
	<b>205</b>	<b>Life 7</b>		<b>205</b>	<b>Life 7</b>		<b>205</b>	<b>Life 7</b>
Rancor	<b>Move 5</b>		Rancor	<b>Move 5</b>		Rancor	<b>Move 5</b>	
Uncommon Hero	<b>Range 1</b>		Uncommon Hero	<b>Range 1</b>		Uncommon Hero	<b>Range 1</b>	
Beast	<b>Attack 7</b>		Beast	<b>Attack 7</b>		Beast	<b>Attack 7</b>	
Ferocious	<b>Defense 5</b>		Ferocious	<b>Defense 5</b>		Ferocious	<b>Defense 5</b>	
	<b>Huge 14</b>			<b>Huge 14</b>			<b>Huge 14</b>	

**PREDATORY INSTINCT**  
 Before taking a turn with this Rancor, you must first roll the 20-sided die. If you roll 1-4, choose an opponent. That opponent will now control this Rancor for the remainder of your turn, but will not be able to view any unrevealed order markers on this card. At the end of that turn, control of this Rancor returns to you. All order markers that were on this Rancor's card will stay on this card.

**REACH**  
 If an opponent's figure is within 2 spaces of this Rancor and its base is no more than 3 levels above this Rancor's height or 3 levels below its base, this Rancor may add 1 to its Range when attacking that figure.

**RAKING SWIPE SPECIAL ATTACK**  
**Range 1. Attack 5.**  
 Choose a figure to attack. Any figures adjacent to both this Rancor and the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

**DEVOUR**  
 Once per round, when this Rancor destroys a small or medium figure with its normal attack, you may remove a wound marker from this card. This Rancor may not Devour Droids or destructible objects.

**PREDATORY INSTINCT**  
 Before taking a turn with this Rancor, you must first roll the 20-sided die. If you roll 1-4, choose an opponent. That opponent will now control this Rancor for the remainder of your turn, but will not be able to view any unrevealed order markers on this card. At the end of that turn, control of this Rancor returns to you. All order markers that were on this Rancor's card will stay on this card.

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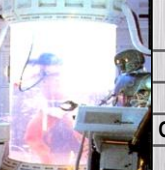




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 Once per round, when this Rancor destroys a small or medium figure with its normal attack, you may remove a wound marker from this card. This Rancor may not Devour Droids or destructible objects.

**PREDATORY INSTINCT**  
 Before taking a turn with this Rancor, you must first roll the 20-sided die. If you roll 1-4, choose an opponent. That opponent will now control this Rancor for the remainder of your turn, but will not be able to view any unrevealed order markers on this card. At the end of that turn, control of this Rancor returns to you. All order markers that were on this Rancor's card will stay on this card.

**REACH**  
 If an opponent's figure is within 2 spaces of this Rancor and its base is no more than 3 levels above this Rancor's height or 3 levels below its base, this Rancor may add 1 to its Range when attacking that figure.

**RAKING SWIPE SPECIAL ATTACK**  
**Range 1. Attack 5.**  
 Choose a figure to attack. Any figures adjacent to both this Rancor and the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

**DEVOUR**  
 Once per round, when this Rancor destroys a small or medium figure with its normal attack, you may remove a wound marker from this card. This Rancor may not Devour Droids or destructible objects.

Shield Generator			Anti-Infantry Battery			Bacta Tank		
		 Life 6			 Life 5			 Life 4
		<i>Move</i>			<i>Move</i>			<i>Move</i>
		<i>Range</i>			<i>Range</i>			<i>Range</i>
	<b>Huge 6</b>	<i>Attack</i>	<b>Occupancy 3</b>		<i>Attack</i>	<b>Occupancy 1</b>		<i>Attack</i>
 Destructible Object		<i>Defense 5</i>	 Destructible Object		<i>Defense 5</i>	 Destructible Object		<i>Defense 3</i>

**MASSIVE EQUIPMENT INSTALLATION**  
When a small or medium figure targets this Shield Generator for a normal attack, add 1 die to its defense.

**PERMANENT EMPLACEMENT**  
This Shield Generator may not be moved by any special power on an Army Card or glyph.

**ENERGY BLAST SPECIAL ATTACK**  
**Range 10. Attack 1 + Special.**  
After revealing an Order Marker for a figure on this card and instead of taking a turn with that card, you may use this Anti-Infantry Battery's Energy Blast Special Attack. Choose a non-adjacent figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. This Anti-Infantry Battery only needs a clear sight shot at the chosen figure. Add 1 die to your attack for each figure on this Army Card. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. When using this special attack, you may not use any special powers on the Army Cards of any figures occupying this Anti-Infantry Battery. This special attack may only be used once per turn.










**PERMANENT EMPLACEMENT**  
This Anti-Infantry Battery may not be moved by any special power on an Army Card or Glyph.

**MEDICAL EQUIPMENT**  
Droids and figures without wound markers on their Army Card may not occupy this Bacta Tank.

**BACTA HEALING**  
After you reveal a numbered order marker on an Army Card you control, before taking that turn, if a figure you control is on this card, you may:

- Remove one wound from the Army Card of the figure on this card; or
- Place the figure on this card on any empty space adjacent to this Bacta Tank. Figures may not exit the Bacta Tank by any other means.

**PERMANENT EMPLACEMENT**  
This Bacta Tank may not be moved by any special power on an Army Card or Glyph.

Rebel Vanguard			Rebel Vanguard			Rebel Vanguard		
	<b>75</b>	 Life 4		<b>75</b>	 Life 4		<b>75</b>	 Life 4
	Human	<i>Move 5</i>		Human	<i>Move 5</i>		Human	<i>Move 5</i>
	Uncommon Hero	<i>Range 5</i>		Uncommon Hero	<i>Range 5</i>		Uncommon Hero	<i>Range 5</i>
	Gunner	<i>Attack 3</i>		Gunner	<i>Attack 3</i>		Gunner	<i>Attack 3</i>
	Steady			Steady			Steady	
 Rebel Alliance	<b>Medium 5</b>	<i>Defense 2</i>	 Rebel Alliance	<b>Medium 5</b>	<i>Defense 2</i>	 Rebel Alliance	<b>Medium 5</b>	<i>Defense 2</i>

**PLX-1 PORTABLE MISSILE LAUNCHER SPECIAL ATTACK**  
**Range 8. Attack 3.**  
Choose a non-adjacent figure to attack. Before rolling attack dice, you may choose to either have the targeted figure roll 2 fewer defense dice or have all figures adjacent to the chosen figure also be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. This Rebel Vanguard may only use this special attack once per round.

**PLX-1 PORTABLE MISSILE LAUNCHER SPECIAL ATTACK**  
**Range 8. Attack 3.**  
Choose a non-adjacent figure to attack. Before rolling attack dice, you may choose to either have the targeted figure roll 2 fewer defense dice or have all figures adjacent to the chosen figure also be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. This Rebel Vanguard may only use this special attack once per round.

**PLX-1 PORTABLE MISSILE LAUNCHER SPECIAL ATTACK**  
**Range 8. Attack 3.**  
Choose a non-adjacent figure to attack. Before rolling attack dice, you may choose to either have the targeted figure roll 2 fewer defense dice or have all figures adjacent to the chosen figure also be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. This Rebel Vanguard may only use this special attack once per round.