## Synchronized Offensive

1 VEHICLE UNIT

When an allied Vehicle unit is issued an Order with this card, choose an allied Clone Trooper unit within **2** of that Vehicle. The nominated ⟁ issues the chosen unit an Order.

GALACTIC REPUBLIC

Daring Defense

3 TROOPER UNITS

When an allied Wookiee Trooper unit is issued an Order with this card, if a ⟁ Wookiee Trooper unit issued that Order, the Ordered unit gains *DEMORALIZE 1* this Round.

GALACTIC REPUBLIC
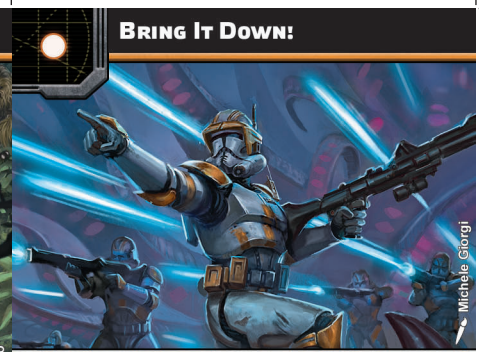
Bring It Down!

CLONE COMMANDER CODY

During his next Activation, **Clone Commander Cody** may make his ➤ actions up to 2 times. This Round, each time an allied unit declares an attack against an enemy unit that has 1 or more Observation tokens, the allied unit may spend 1 of those tokens. If it does, that attack gains *SUPPRESSIVE* if the enemy unit is a Trooper unit, or *IMPACT 1* if the enemy unit is a Vehicle unit.

CLONE COMMANDER CODY

Have I Ever Let You Down?

CLONE COMMANDER CODY & 1 TROOPER UNIT

This Round, each time a unit that was issued an Order with this card suffers 1 or more Wounds from an enemy attack while within **1** of **Clone Commander Cody**, after the attack is resolved, if **Clone Commander Cody** is within **4** of the attacking enemy unit and has LOS to it, he may make an attack against that unit.

CLONE COMMANDER CODY

Combined Arms

2 TROOPER UNITS & 2 VEHICLE UNITS

During **Clone Commander Cody**'s next Activation, he may make his ➤ actions up to 2 times. This Round, each time an allied Vehicle unit declares an attack against an enemy unit that has 1 or more Observation tokens, the allied unit may spend 1 of those tokens. If it does, after the attack is resolved, an allied Clone Trooper unit within **1** of that Vehicle may make a Speed-1 Move.

CLONE COMMANDER CODY

Defiance

1 ⟁ UNIT OR 🛡 UNIT

When an allied unit is issued an Order with this card, if a ⟁ Wookiee Trooper unit issued that Order, and if the Ordered unit has 1 or more Wound tokens or has had 1 or more of its miniatures defeated, the Ordered unit gains 1 Aim token, 1 Dodge token, and 1 Surge token.

GALACTIC REPUBLIC

Air Support

Once this Round, at the end of an allied ⟁'s Activation or an allied *FIELD COMMANDER* unit's Activation, that unit may make an attack using the weapon below.

AIR SUPPORT	⟁4–⟁	🔴 1	2
BEAM 2. IMMUNE: DEFLECT			

GALACTIC REPUBLIC

Get In Position

2 TROOPER UNITS

When an allied Wookiee Trooper unit is issued an Order with this card, if a ⟁ Wookiee Trooper unit issued that Order, the Ordered unit gains *AGILE 1* this Round.

GALACTIC REPUBLIC

Attack of the Clones

3 CLONE TROOPER UNITS

When a unit is issued an Order with this card, it may gain 1 Surge token or remove 1 Suppression token.

GALACTIC REPUBLIC

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v1.2

SIZE MATTERS NOT

YODA

This Round, **Yoda** gains ➡ *JUMP 1*, *CHARGE*, *DISENGAGE*, and treats his maximum Speed as 3.

During his next Activation, **Yoda** can make any of his ➡ or ⟫ up to 2 times.

At the start of the next **End Phase**, if **There Is No Try** is in your discard pile, return it to your Command Hand.

YODA

THERE IS NO TRY

YODA & 1 TROOPER UNIT

When a unit is issued an Order with this card, it gains 1 Dodge token and gains *OUTMANEUVER* and *RELENTLESS* this Round.

At the start of the next **End Phase**, if **Luminous Beings Are We** is in your discard pile, return it to your Command Hand.

YODA

LUMINOUS BEINGS ARE WE

EACH ELIGIBLE UNIT

Yoda gains 2 Aim tokens, 2 Dodge tokens, and 2 Surge tokens. **Yoda** cannot make attacks this Round. Until the end of the Round, allied units within ❸ of **Yoda** can spend **Yoda**'s Aim tokens, Dodge tokens, and Surge tokens.

At the start of the next **End Phase**, if **Size Matters Not** is in your discard pile, return it to your Command Hand.

YODA

DIPLOMATIC COVER

PADMÉ AMIDALA

PERMANENT. If this card was Divulged, **Padmé Amidala** gains *SECRET MISSION*. If it was not, she gains *INSPIRE 1*.

DIVULGE: **Resolve Setup Effects** step. **Padmé Amidala** gains *INFILTRATE* this game. This card must be selected during Round 1.

PADMÉ AMIDALA

OUR FATE IS IN YOUR HANDS

PADMÉ AMIDALA

Padmé Amidala gains *DANGER SENSE 2* this Round. At the start of the next **Activation Phase**, allied Trooper units within ❷ of **Padmé Amidala** may remove any number of Suppression tokens. Then, for each Suppression token removed in this way, **Padmé Amidala** gains 1 Suppression token. Finally, for each Suppression token she gained in this way, she gains 1 Dodge token, to a maximum of 2 Dodge tokens.
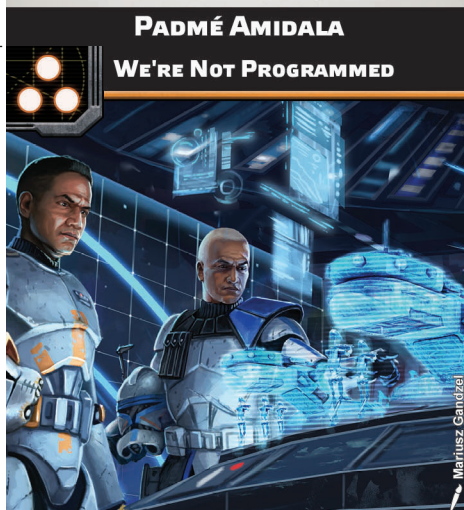
PADMÉ AMIDALA

AGGRESSIVE NEGOTIATIONS

PADMÉ AMIDALA & 1 TROOPER UNIT

When a unit is issued an Order with this card, that unit may make a Speed-1 Move, gain 1 Aim token, gain 1 Dodge token, or gain 1 Surge token.
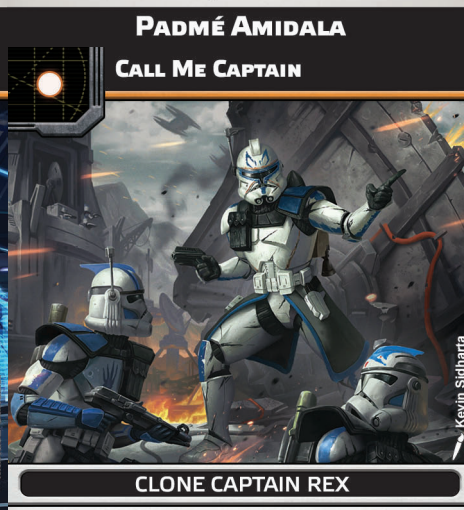
PADMÉ AMIDALA

WE'RE NOT PROGRAMMED

4 CLONE TROOPER UNITS

Clone Captain Rex gains 2 Surge tokens and gains *INSPIRE 2* this Round. At the start of **Clone Captain Rex**'s next Activation, he may make a Recover action.

CLONE CAPTAIN REX

CALL ME CAPTAIN

CLONE CAPTAIN REX

Once per Activation this Round while **Clone Captain Rex** has a faceup Order token, when another allied unit attacks an enemy unit within ❷ and in LOS of **Clone Captain Rex**, add 3 red attack dice to the allied unit's Attack Pool during the **Form Attack** pool step.

CLONE CAPTAIN REX

TAKE THAT, CLANKERS!

2 TROOPER UNITS

This Round, each time an allied Clone Trooper unit with a faceup Order token makes an Aim action during its Activation, it may increase the maximum ✛ of each of its Ranged weapons by 1, to a maximum of 4, until the end of that Activation.

CLONE CAPTAIN REX

v1.2

GENERAL SKYWALKER

ANAKIN SKYWALKER & 2 UNITS

Anakin Skywalker gains *INSPIRE 2* this Round. When a unit is issued an Order with this card, that unit gains 1 Aim token.

Borja Pindado

THIS IS WHERE THE FUN BEGINS

ANAKIN SKYWALKER

Anakin Skywalker gains ⟩ *JUMP 2* this Round. During **Anakin Skywalker**'s next Activation, he can make up to 2 Attack actions.

DIVULGE: Resolve **Setup Effects** step. **Anakin Skywalker** gains *PREPARED POSITION* this game.

Francisco Miyara

YOU UNDERESTIMATE MY POWER

ANAKIN SKYWALKER & 1 UNIT

This Round, each time **Anakin Skywalker** attacks a unit that has a facedown Order token, during the **Form Attack Pool** step, he adds 6 white attack dice to his Attack Pool.

Joshua Cairós

ANAKIN SKYWALKER
GENERAL KENOBI

OBI-WAN KENOBI & 2 UNITS

When a unit is issued an Order with this card, that unit gains 1 Surge token for each other allied unit within 🌑 of it.
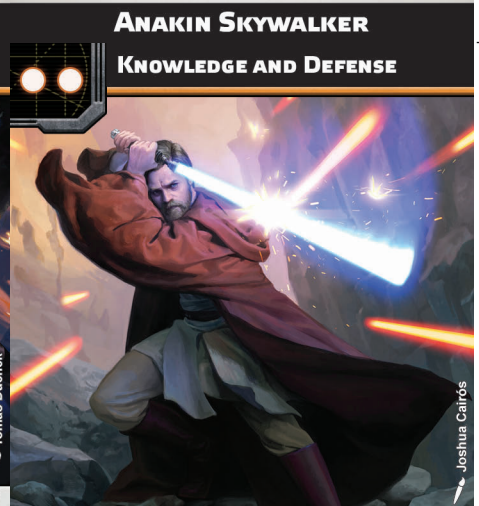
Chris Bjors

ANAKIN SKYWALKER
HELLO THERE

OBI-WAN KENOBI

Obi-Wan Kenobi gains *NIMBLE* this Round. At the start of the next **Activation Phase**, **Obi-Wan Kenobi** may gain 1 Aim token, 1 Dodge token, 1 Standby token, or 1 Surge token for each enemy unit within ❷.

Tomas Duchek

ANAKIN SKYWALKER
KNOWLEDGE AND DEFENSE

2 TROOPER UNITS

Obi-Wan Kenobi gains 1 Dodge token for each other allied Trooper unit within 🌑. This Round, **Obi-Wan Kenobi** can use *GUARDIAN X* during enemy melee attacks.

Joshua Cairós

OBI-WAN KENOBI
TACTICAL PLANNING

2 ▾▲▾ OR ✦ UNITS

This Round, each time an allied ▾▲▾ or ✦ unit makes an attack against a unit that has a faceup Order token, after the attack is resolved, shuffle that token back into its controlling player's Order Pool.

501ST LEGION

Alex Kim

OBI-WAN KENOBI
LEADERS OF THE 501ST

3 ▾▲▾ OR ▲ UNITS

PERMANENT. Allied units within ❷ of **Anakin Skywalker** and/or an allied **Clone Captain Rex** gain *INDOMITABLE*.

501ST LEGION

Alex Kim

OBI-WAN KENOBI
LEAD FROM THE FRONT

1 ▵ UNIT

When building a Command Hand, treat this card as though it has 2 pips. When an allied ▵ is issued an Order with this card, choose up to 3 other allied units within 🌑 of that ▵ unit. Each chosen unit gains 1 Aim token or 1 Dodge token.

501ST LEGION

Alex Kim

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v1.2

IMPROMPTU IMMOLATION

R2-D2

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

IMPROMPTU IMMOLATION	⊠ –1		❷
BLAST. SPRAY. SUPPRESSIVE			

R2-D2

SMOKE SCREEN

R2-D2 & 1 TROOPER UNIT

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

R2-D2

BLAST OFF:

R2-D2

This Round, **R2-D2** increases his maximum Speed by 1 and gains *DISENGAGE* and ➥ *JUMP 1*.

When **R2-D2** is issued an Order with this card, **R2-D2** gains 1 Dodge token and 1 Suppression token.

R2-D2

SIZE MATTERS SOMETIMES

CHEWBACCA & YODA

If **Chewbacca** is within ❶ of an allied **Yoda**, and if that **Yoda** is on the battlefield, place that **Yoda** in base contact with **Chewbacca**. If you do, until the end of the Round, that **Yoda** cannot make Moves and each time **Chewbacca** Moves, after that Move is resolved, place that **Yoda** in base contact with **Chewbacca**. While an allied **Yoda** is in base contact with **Chewbacca** this Round, **Chewbacca** gains *DEFLECT*, can spend that **Yoda**'s Dodge tokens, and rolls red defense dice while defending or using *GUARDIAN X*.

CHEWBACCA

WE DO WHAT WE DO

THE BAD BATCH

This Round:

While **The Bad Batch** contains **Hunter**, it increase its maximum Speed by 1.

While it contains **Tech**, it gains *TACTICAL 1*.

While it contains **Echo**, it gains *RELIABLE 1*.

While it contains **Crosshair**, it gains *PRECISE 1*.

While it contains **Omega**, it gains *INSPIRE 1*.

While it contains **Wrecker**, its weapons gain *SUPPRESSIVE*.

THE BAD BATCH

v1.2