22

Clone Trooper Infantry Only.

Add 1 DP-23 Clone Trooper miniature.

DP-23 Blaster	⊗–2	2
Pierce 1		

DP-23 Clone Trooper

22

Clone Trooper Infantry Only.

Add 1 Z-6 Clone Trooper miniature.

Z-6 Rotary Blaster	✱1–3	6

Z-6 Clone Trooper

23

Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 RPS-6 Clone Trooper miniature.

RPS-6 Rocket Launcher	✱2–4	1 1 1
Cumbersome. Impact 2		

RPS-6 Clone Trooper

23

Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 RPS-6 Clone Trooper miniature.

RPS-6 Rocket Launcher	✱2–4	1 1 1
Cumbersome. Impact 2		

RPS-6 Clone Trooper

23

Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 RPS-6 Clone Trooper miniature.

RPS-6 Rocket Launcher	✱2–4	1 1 1
Cumbersome. Impact 2		

RPS-6 Clone Trooper

22

Clone Trooper Infantry Only.

Add 1 DP-23 Clone Trooper miniature.

DP-23 Blaster	⊗–2	2
Pierce 1		

DP-23 Clone Trooper

22

Clone Trooper Infantry Only.

Add 1 DP-23 Clone Trooper miniature.

DP-23 Blaster	⊗–2	2
Pierce 1		

DP-23 Clone Trooper

22

Clone Trooper Infantry Only.

Add 1 Z-6 Clone Trooper miniature.

Z-6 Rotary Blaster	✱1–3	6

Z-6 Clone Trooper

22

Clone Trooper Infantry Only.

Add 1 Z-6 Clone Trooper miniature.

Z-6 Rotary Blaster	✱1–3	6

Z-6 Clone Trooper

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20

Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Mortar Clone Trooper miniature.

Mortar	2-4	2
Critical 1. Cumbersome. Suppressive.		

Mortar Clone Trooper

20

Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Mortar Clone Trooper miniature.

Mortar	2-4	2
Critical 1. Cumbersome. Suppressive.		

Mortar Clone Trooper

20

Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Mortar Clone Trooper miniature.

Mortar	2-4	2
Critical 1. Cumbersome. Suppressive.		

Mortar Clone Trooper

52

2

▲ or ▼▲ Clone Trooper Only.

Add 1 Echo miniature.

Leader.

This unit gains **Reliable 1**.

Echo's DC-15x	1-5	2
Critical 1. Immune: Deflect. Lethal 1		

•Echo, ARC Marksman

37

ARC Troopers Only.

Add 1 DC-15x ARC Trooper miniature.

DC-15x Sniper Rifle	1-5	1 1
Immune: Deflect. Lethal 1		

DC-15x ARC Trooper

37

ARC Troopers Only.

Add 1 DC-15x ARC Trooper miniature.

DC-15x Sniper Rifle	1-5	1 1
Immune: Deflect. Lethal 1		

DC-15x ARC Trooper

37

ARC Troopers Only.

Add 1 DC-15x ARC Trooper miniature.

DC-15x Sniper Rifle	1-5	1 1
Immune: Deflect. Lethal 1		

DC-15x ARC Trooper

37

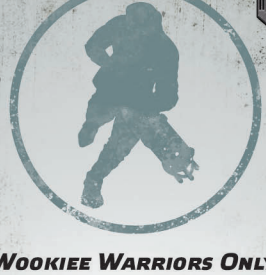
ARC Troopers Only.

Add 1 DC-15x ARC Trooper miniature.

DC-15x Sniper Rifle	1-5	1 1
Immune: Deflect. Lethal 1		

DC-15x ARC Trooper

26



Wookiee Warriors Only.

Add 1 Battle Shield Wookiee miniature.

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

This unit reduces its maximum Speed by 1.
This unit gains **Armor 1**.

Battle Shield		2

Battle Shield Wookiee

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26

Wookiee Warriors Only.

Add 1 Battle Shield Wookiee miniature.

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

Battle Shield		2

Battle Shield Wookiee

26

Wookiee Warriors Only.

Add 1 Battle Shield Wookiee miniature.

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

This unit reduces its maximum Speed by 1. This unit gains **Armor 1**.

Battle Shield		2

Battle Shield Wookiee

26

Wookiee Warriors Only.

Add 1 Battle Shield Wookiee miniature.

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

Battle Shield		2

Battle Shield Wookiee

26

Wookiee Warriors Only.

Add 1 Long Gun Wookiee miniature.

Long Gun	1-4	2
Suppressive		

Long Gun Wookiee

26

Wookiee Warriors Only.

Add 1 Long Gun Wookiee miniature.

Long Gun	1-4	2
Suppressive		

Long Gun Wookiee

31

Wookiee Warriors Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1-3	1 1
Impact 1. Pierce 1		

Bowcaster Wookiee

31

Wookiee Warriors Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1-3	1 1
Impact 1. Pierce 1		

Bowcaster Wookiee

20

▲Clone Troopers Only.

Add 1 Boil miniature.

Leader.

This unit gains **Guardian 1** and **Scout 1**.

•Boil

20

▲Clone Trooper Only.

Add 1 Waxer miniature.

Leader.

This unit gains **Disciplined 1** and **Scout 1**.

•Waxer

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40

2

Clone Trooper Only.

Add 1 Fives miniature.

This unit's ◈ is increased by 1.

Leader.

This unit gains **Charge** and **Coordinate: Clone Trooper**.

Fives' Blasters	-3	3

•Fives

30

Clone Trooper Only.

Add 1 Clone Commander miniature.

Leader.

This unit gains **Inspire 1** and **Reliable 1**.

Clone Commander

30

Clone Trooper Only.

Add 1 Clone Commander miniature.

Leader.

This unit gains **Inspire 1** and **Reliable 1**.

Clone Commander

30

Clone Trooper Only.

Add 1 Clone Commander miniature.

Leader.

This unit gains **Inspire 1** and **Reliable 1**.

Clone Commander

22

Clone Trooper Only.

Add 1 Clone Captain miniature.

Leader.

This unit gains **Outmaneuver** and **Defend 1**.

Clone Captain

22

Clone Trooper Only.

Add 1 Clone Captain miniature.

Leader.

This unit gains **Outmaneuver** and **Defend 1**.

Clone Captain

22

Clone Trooper Only.

Add 1 Clone Captain miniature.

Leader.

This unit gains **Outmaneuver** and **Defend 1**.

Clone Captain

20

Clone Trooper Only.

Add 1 Clone Medic miniature.

Treat 1: Capacity 1.

Clone Medic

20

Clone Trooper Only.

Add 1 Clone Medic miniature.

Treat 1: Capacity 1.

Clone Medic

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20

Clone Trooper Only.

Add 1 Clone Medic miniature.

Treat 1: Capacity 1.

Clone Medic

30

▲ **Clone Trooper Only.**

Add 1 Clone Comms Technician miniature.

This unit gains **Fire Support**.

Clone Comms Technician

30

▲ **Clone Trooper Only.**

Add 1 Clone Comms Technician miniature.

This unit gains **Fire Support**.

Clone Comms Technician

30

▲ **Clone Trooper Only.**

Add 1 Clone Comms Technician miniature.

This unit gains **Fire Support**.

Clone Comms Technician

17

▲ **Clone Trooper Only.**

Add 1 Clone Specialist miniature.

This unit gains 1 upgrade icon.

Gain 1 Aim token, 1 Dodge token, or 1 Surge token.

Clone Specialist

17

▲ **Clone Trooper Only.**

Add 1 Clone Specialist miniature.

This unit gains 1 upgrade icon.

Gain 1 Aim token, 1 Dodge token, or 1 Surge token.

Clone Specialist

17

▲ **Clone Trooper Only.**

Add 1 Clone Specialist miniature.

This unit gains 1 upgrade icon.

Gain 1 Aim token, 1 Dodge token, or 1 Surge token.

Clone Specialist

13

Clone Trooper Infantry Only.

Add 1 Clone Trooper Infantry miniature.

Clone Trooper Infantry

13

Clone Trooper Infantry Only.

Add 1 Clone Trooper Infantry miniature.

Clone Trooper Infantry

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9

Saber-class Tank Only.

This unit gains ***Agile 2*** until the end of its Activation.

•Plo Koon

5

Saber-class Tank Only.

This unit gains ***Field Commander*** and ***Inspire 2***.

•Aayla Secura

13

Clone Trooper Infantry Only.

Add 1 Clone Trooper Infantry miniature.

Clone Trooper Infantry

56

Clone Trooper Infantry Only.

Add 5 Clone Trooper Infantry miniatures.

This unit gains ***Indomitable***. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/2. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the ***Transport*** keyword.

Clone Trooper Infantry Squad

56

Clone Trooper Infantry Only.

Add 5 Clone Trooper Infantry miniatures.

This unit gains ***Indomitable***. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/2. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the ***Transport*** keyword.

Clone Trooper Infantry Squad

56

Clone Trooper Infantry Only.

Add 5 Clone Trooper Infantry miniatures.

This unit gains ***Indomitable***. This unit has this keyword even if these miniatures are defeated.

This unit is in cohesion if all miniatures are within 1 of the unit leader instead of within 1/2. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the ***Transport*** keyword.

Clone Trooper Infantry Squad

0

Clone Commandos Only.

When this unit would suffer 1 or more Wounds from a non-Melee attack, you may ✕ this card. If you do, this unit suffers 1 Wound instead.

Katarn Pattern Armor

0

Clone Commandos Only.

When this unit would suffer 1 or more Wounds from a non-Melee attack, you may ✕ this card. If you do, this unit suffers 1 Wound instead.

Katarn Pattern Armor

0

Clone Commandos Only.

When this unit would suffer 1 or more Wounds from a non-Melee attack, you may ✕ this card. If you do, this unit suffers 1 Wound instead.

Katarn Pattern Armor

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7

Only.

When this unit or an allied Clone Trooper unit within 1 and in LOS of this unit declares an attack or is declared as the defender of an attack, you may this card. If you do, until the attack is resolved, this unit and that allied Clone Trooper unit may spend each other's Aim tokens, Dodge tokens, and Surge tokens.

During the **End Phase**, ready this card.

Veteran Clone Pilot

4

Only.

When this unit makes an Attack action, after the action is resolved, you may choose 1 allied unit within 1 of this unit. If you do, the chosen unit gains 1 Surge token.

Clone Shock Trooper Pilot

8

Infantry Support Platform Only.

When this unit makes an Attack action, after the action is resolved, each defending unit gains 1 Observation token.

327th Star Corps Pilot

10

LAAT/le Patrol Transport Only.

This unit gains **Field Commander**.

Choose an allied Trooper unit within 2 of this unit. The chosen unit gains 1 Surge token and may remove 1 Suppression token.

•Clone Commander Fox

8

LAAT/le Patrol Transport Only.

This unit gains **Observe 4**.

•Hound and Grizzer

20

Raddaugh Gnasp Fluttercraft Only.

Thermal Detonators	2 2
Overrun 2. Suppressive	

Gnasp Bombardier

20

Raddaugh Gnasp Fluttercraft Only.

Thermal Detonators	2 2
Overrun 2. Suppressive	

Gnasp Bombardier

15

Raddaugh Gnasp Fluttercraft Only.

Heavy Bowcaster 1-3	2 2
Fixed: Rear. Impact 1. Pierce 1	

Gnasp Gunner

15

Raddaugh Gnasp Fluttercraft Only.

Heavy Bowcaster 1-3	2 2
Fixed: Rear. Impact 1. Pierce 1	

Gnasp Gunner

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25

BARC Speeder Only.

This unit reduces its maximum Speed by 1.

Ion Rifle	1–3	1	3
Fixed: Front, Rear. Critical 1. Impact 1. Ion 1			

BARC Ion Gunner

25

BARC Speeder Only.

This unit reduces its maximum Speed by 1.

Ion Rifle	1–3	1	3
Fixed: Front, Rear. Critical 1. Impact 1. Ion 1			

BARC Ion Gunner

15

BARC Speeder Only.

This unit reduces its maximum Speed by 1.

Twin Laser Cannon	1–3	2	2
Fixed: Front, Rear.			

BARC Twin Laser Gunner

15

BARC Speeder Only.

This unit reduces its maximum Speed by 1.

Twin Laser Cannon	1–3	2	2
Fixed: Front, Rear.			

BARC Twin Laser Gunner

18

BARC Speeder Only.

This unit reduces its maximum Speed by 1.

RPS-6 Rocket Launcher	2–4	1	1	1
Impact 2				

BARC RPS-6 Gunner

18

BARC Speeder Only.

This unit reduces its maximum Speed by 1.

RPS-6 Rocket Launcher	2–4	1	1	1
Impact 2				

BARC RPS-6 Gunner

10

AT-RT Only.

Laser Cannon	2–4	1	2
Fixed: Front. Impact 3			

AT-RT Laser Cannon

10

AT-RT Only.

Laser Cannon	2–4	1	2
Fixed: Front. Impact 3			

AT-RT Laser Cannon

15

AT-RT Only.

Flamethrower	–1	2
Fixed: Front. Blast. Spray		

AT-RT Flamethrower

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15

AT-RT Only.

Flamethrower	-1	2
Fixed: Front. Blast. Spray		

AT-RT Flamethrower

20

AT-RT Only.

Rotary Blaster	1-3	5
Fixed: Front		

AT-RT Rotary Blaster

20

AT-RT Only.

Rotary Blaster	1-3	5
Fixed: Front		

AT-RT Rotary Blaster

15

Saber-class Tank Only.

Beam Cannon	1-4	2
Beam 2		

Beam Turret

14

Saber-class Tank Only.

Twin Laser Cannon	1-3	3
Critical 1		

Twin Laser Turret

30

Infantry Support Platform Only.

Twin Beam Cannons	1-4	2 2
Fixed: Front. Beam 2		

Twin Beam Cannons

25

Infantry Support Platform Only.

At the start of this unit's Activation, you may halve this weapon's dice and keyword values until the end of its Activation. If you do, this unit gains ***Gunslinger*** until the end of its Activation.

Blaster Cannons	1-3	6
Fixed: Front. Critical 2		

Twin Blaster Cannons

25

Infantry Support Platform Only.

At the start of this unit's Activation, you may halve this weapon's dice and keyword values until the end of its Activation. If you do, this unit gains ***Gunslinger*** until the end of its Activation.

Missile Pods	2-4	4
Fixed: Front. Impact 2		

Twin Missile Pods

0

Clone Commandos Only.

Reconfigure.

At the start of this unit's Activation, you may flip this card. While 1 or more of these weapons is in an Attack Pool, that Attack Pool gains ***Lethal 1***.

DC-17m ICWS Sniper	3-4	1
High Velocity		

DC-17m ICWS Sniper Configuration

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0

Clone Commandos Only.
Reconfigure.
At the start of this unit's Activation, you may flip this card.

DC-17m ICWS Launcher	⌖1–2	2
Impact 1. Scatter		

DC-17m ICWS Anti-Armor Configuration

0

Clone Commandos Only.
Reconfigure.
At the start of this unit's Activation, you may flip this card. While 1 or more of these weapons is in an Attack Pool, that Attack Pool gains **Lethal 1**.

DC-17m ICWS Sniper	⌖3–4	1
High Velocity		

DC-17m ICWS Sniper Configuration

0

Clone Commandos Only.
Reconfigure.
At the start of this unit's Activation, you may flip this card.

DC-17m ICWS Launcher	⌖1–2	2
Impact 1. Scatter		

DC-17m ICWS Anti-Armor Configuration

0

Clone Commandos Only.
Reconfigure.
At the start of this unit's Activation, you may flip this card. While 1 or more of these weapons is in an Attack Pool, that Attack Pool gains **Lethal 1**.

DC-17m ICWS Sniper	⌖3–4	1
High Velocity		

DC-17m ICWS Sniper Configuration

0

Clone Commandos Only.
Reconfigure.
At the start of this unit's Activation, you may flip this card.

DC-17m ICWS Launcher	⌖1–2	2
Impact 1. Scatter		

DC-17m ICWS Anti-Armor Configuration

17

▲Clone Trooper Only.
Add 1 Clone Engineer miniature.
This unit gains **Repair 1: Capacity 1**.

Clone Engineer

17

▲Clone Trooper Only.
Add 1 Clone Engineer miniature.
This unit gains **Repair 1: Capacity 1**.

Clone Engineer

17

▲Clone Trooper Only.
Add 1 Clone Engineer miniature.
This unit gains **Repair 1: Capacity 1**.

Clone Engineer

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0

3

The Bad Batch Only.

Add 1 Wrecker miniature.

While this miniature is on the battlefield, **Omega** Counterparts in this unit cannot be assigned Wounds.

Wrecker's Blaster	-2	1 1 1

•Wrecker

0

The Bad Batch Only.

Add 1 Crosshair miniature.

This unit gains ***Precise 1***.

While an Attack Pool contains only this weapon, the Attack Pool gains ***Critical 1***.

Firepuncher Rifle	1-5	1
High Velocity. Pierce 1		

•Crosshair

0

The Bad Batch Only.

Add 1 Hunter miniature.

Leader.

Choose a non- or non- enemy Trooper unit within 1 and in LOS. Roll 1 black attack die. On a or result, that unit suffers 1 Wound.

•Hunter

0

The Bad Batch Only.

Add 1 Tech miniature.

This unit gains ***Cache: Aim 1 Dodge 1***, and ***Tactical 1***.

•Tech

0

The Bad Batch Only.

Add 1 Echo miniature.

This unit gains ***Reliable 3***.

•Echo, Clone Force 99

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