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5



LOGRAY ONLY.

At the start of each Round, put 1 Aim token or 1 Dodge token on this card. At the start of this unit's Activation, it may remove any number of tokens from this card to gain an equal number of matching tokens.

Additionally, after this unit uses **Aid**, it may remove 1 Suppression token.

•SECRET INGREDIENTS

10



LOGRAY ONLY.

At the start of the Activation Phase, you may **↗** this card. If you do, at the start of the next End Phase, discard this card. While this card is exhausted, each time an enemy unit is defeated, after the effect is resolved, 1 allied **♠** Trooper unit may make a Speed-1 Move.

•ONWARD TO VICTORY

10



LOGRAY ONLY.

↗ Choose an allied **♠** Trooper unit within **1** and in LOS. Remove 1 Wound from or restore 1 defeated miniature to the chosen unit.

•HERBAL MEDICINE

5



♠ TROOPER ONLY.

↗ This unit gains **CHARGE** until the end of the Round. This unit gains 1 Suppression token.

••CALL TO ARMS

5



♠ TROOPER ONLY.

↗ This unit gains **CHARGE** until the end of the Round. This unit gains 1 Suppression token.

••CALL TO ARMS

3



♠ TROOPER ONLY.

This unit gains **Scout 1**.
At the start of the first Activation Phase, this unit gains 1 Dodge token.

FOREST DWELLERS

3



♠ TROOPER ONLY.

This unit gains **Scout 1**.
At the start of the first Activation Phase, this unit gains 1 Dodge token.

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♠ TROOPER ONLY.

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At the start of the first Activation Phase, this unit gains 1 Dodge token.

FOREST DWELLERS

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♠ TROOPER ONLY.

This unit gains **Scout 1**.
At the start of the first Activation Phase, this unit gains 1 Dodge token.

FOREST DWELLERS

3



♣ **TROOPER ONLY.**

This unit gains **Scout 1**.

At the start of the first Activation Phase, this unit gains 1 Dodge token.

FOREST DWELLERS

8



EWOK SLINGERS OR EWOK SKIRMISHERS ONLY.

» This unit may **×** this card to choose an enemy Trooper unit in base contact with this unit's unit leader. If the chosen unit has 1 or more **♣**, **♠**, or **♥** upgrades equipped, discard 1 of those non-unique or limited upgrades. Then this unit suffers 1 Wound.

INSATIABLE CURIOSITY

8



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INSATIABLE CURIOSITY

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INSATIABLE CURIOSITY

10



EWOK SLINGERS OR EWOK SKIRMISHERS ONLY.

Add 1 Ewok Trapper miniature.
This unit gains 1 **♥** upgrade icon.

EWOK TRAPPER

10



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Add 1 Ewok Trapper miniature.
This unit gains 1 **♥** upgrade icon.

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EWOK TRAPPER

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This unit gains 1 upgrade icon.

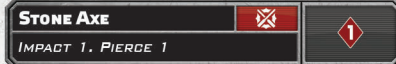
EWOK TRAPPER

15



EWOK SLINGERS OR EWOK SKIRMISHERS ONLY.

Add 1 Axe Ewok miniature.



AXE EWOK

15



EWOK SLINGERS OR EWOK SKIRMISHERS ONLY.

Add 1 Axe Ewok miniature.



AXE EWOK

15



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AXE EWOK

15



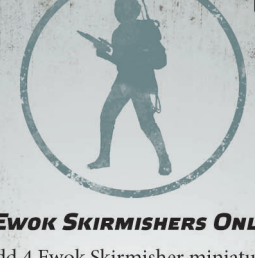
EWOK SLINGERS OR EWOK SKIRMISHERS ONLY.

Add 1 Axe Ewok miniature.



AXE EWOK

28



EWOK SKIRMISHERS ONLY.

Add 4 Ewok Skirmisher 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 2. This unit has this rule even if these miniatures are defeated.
This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

EWOK SKIRMISHER SQUAD

28



EWOK SKIRMISHERS ONLY.

Add 4 Ewok Skirmisher 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 2. This unit has this rule even if these miniatures are defeated.
This unit cannot be Deployed or issued Orders using the **TRANSPORT** keyword.

EWOK SKIRMISHER SQUAD



28

EWOK SKIRMISHERS ONLY.

Add 4 Ewok Skirmisher 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 ②. This unit has this rule even if these miniatures are defeated.

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

EWOK SKIRMISHER SQUAD



23

EWOK SLINGERS ONLY.

Add 4 Ewok Slinger 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 ②. This unit has this rule even if these miniatures are defeated.

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

EWOK SLINGER SQUAD



23

EWOK SLINGERS ONLY.

Add 4 Ewok Slinger miniatures.

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

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

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

EWOK SLINGER SQUAD



LOG TRAPS

NO UNITS

At the start of the **Activation Phase** this Round, 1 ♠ Trooper unit that contains an **Ewok Trapper** miniature may make an attack using the weapon below.

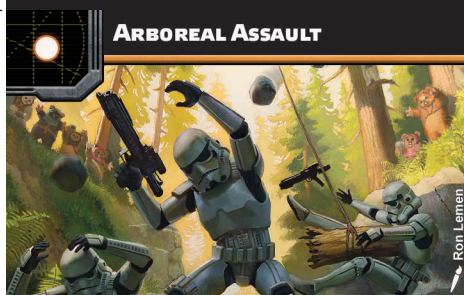


FOR THE TRIBE

3 ♠ TROOPER UNITS

You must nominate an ♠ Commander. If you cannot nominate an ♠ Commander, you cannot play this card.

Units issued an Order with this card gain **DAUNTLESS** and **RELENTLESS** this Round. When a unit is issued an Order with this card, it may make a Recover action.



ARBOREAL ASSAULT

2 ♠ TROOPER UNITS

You must nominate an ♠ Commander. If you cannot nominate an ♠ Commander, you cannot play this card.

When a ♠ Trooper unit is issued an Order with this card, its weapons gain **SUPPRESSIVE** and **IMMOBILIZE 1** until the end of the Round. Additionally, when an allied ♠ unit makes an attack against an enemy unit that has a faceup Order token, after the attack is resolved, shuffle that Order token back into that player's Order Pool.

BRIGHT TREE VILLAGE



HIDING IN PLAIN SIGHT

2 ♠ TROOPER UNITS

You must nominate an ♠ Commander. If you cannot nominate an ♠ Commander, you cannot play this card.

Units issued an Order with this card gain **INCONSPICUOUS** this Round.

BRIGHT TREE VILLAGE



BRIGHT TREE VILLAGE

COURAGEOUS COUNTERATTACK

WICKET & 2 UNITS

Allied ♠ units with a faceup Order token treat their ♠ as "—" this Round.

Until the end of the Round, each time an allied ♠ Trooper unit that has a faceup Order token attacks, during the **Form Attack Pool** step, for each Wound token and miniature from that unit that was previously defeated, add 1 white attack die to the Attack Pool.

WICKET



SNEAKY SCOUTING

WICKET

Choose up to 2 enemy units within 2 of **Wicket**. Each chosen unit gains 2 Observation tokens. Until the end of the Round, each time an allied unit declares an attack against a unit that has 1 or more Observation tokens, you may spend 1 Observation token on that enemy unit. If you do, the Attack Pool gains : for that attack.

WICKET



CLOSE CALL

WICKET

At the start of the next **Activation Phase**, **Wicket** gains 1 Dodge token. Until the end of the Round, **Wicket** increases his maximum Speed to 3 and gains **OUTMANEUVER**. Wicket cannot make attacks this Round.

WICKET