



MECHANIZED INCURSION

1 VEHICLE UNIT

When an allied Vehicle unit is issued an Order this Round, choose an allied Droid Trooper unit within 3 of that Vehicle. The chosen unit issues an Order to itself.



ROGER, ROGER!

3 DROID TROOPER UNITS

When a unit is issued an Order with this card, it gains 1 Dodge token or 1 Surge token.



ORBITAL STRIKE

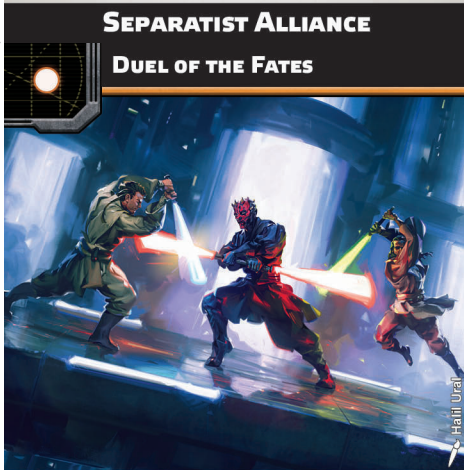
1 OR UNIT

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

ORBITAL BOMBARDMENT #4-#

IMMUNE: DEFLECT, SUPPRESSIVE

2 2



SEPARATIST ALLIANCE

DUEL OF THE FATES

MAUL

Maul gains 1 Dodge token and gains **Disengage** this Round. While Maul is Engaged with an enemy unit this Round, that unit cannot spend Aim tokens, Dodge tokens, Standby tokens, or Surge tokens.



SEPARATIST ALLIANCE

THE PHANTOM MENACE

MAUL & 1 TROOPER UNIT

This Round, Maul cannot make attacks and enemy units not within 3 of Maul cannot attack him.

DIVULGE: Resolve Setup Effects step. Maul gains **INFILTRATE** this Game.



SEPARATIST ALLIANCE

AT LAST

MAUL

While building a Command Hand, treat this card as though it has 3 pips.

Maul gains 1 Aim token and gains **JEDI HUNTER** this Round. At the start of Maul's next Activation, he may suffer 1 Wound.



MAUL

AI COORDINATION

1 OR UNIT

When a unit is issued an Order with this card, it gains 1 Standby token.



MAUL

UNRELENTING ASSAULT

2 UNITS

Until the end of the Round, each time an allied unit makes a Ranged attack, after the action is resolved, if it spent 1 or more Aim tokens, another allied unit within 3 may gain 1 Aim token.



MAUL

UNSTOPPABLE ADVANCE

3 UNITS

When a unit is issued an Order with this card, it may make a Speed-1 Move.

SEPARATIST INVASION

SEPARATIST INVASION

SEPARATIST INVASION

LET THE EXECUTIONS BEGIN!



POGGLE THE LESSER

This Round, each time an allied ▲ Trooper unit makes an attack, if the defending unit is within 2 and in LOS of Poggle the Lesser during the Roll Attack Dice step, the attacking unit gains 1 : 1 during that attack.

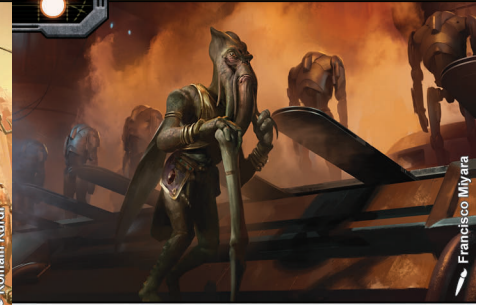
WE SERVE THE QUEEN



1 UNIT

Sun Fac loses **DIRECT: GEONOSIAN WARRIORS** this Round, and Sun Fac and allied Geonosian Warrior units gain **COORDINATE: GEONOSIAN WARRIORS** this Round. At the start of each allied Geonosian Warrior unit's next Activation, if it has a faceup Order token it gains 1 Aim token and 1 Dodge token.

WE MAKE WEAPONS



4 DROID TROOPER UNITS

When building a Command Hand, treat this card as though it has 3 pips. When a ▲ Droid Trooper unit is issued an Order with this card, you may choose to return its Order token to the Order Pool. If you do, you may return 1 defeated miniature to the unit with no Wound tokens and remove 1 Suppression token from the unit.

POGGLE THE LESSER
BRUTAL ENFORCER



SUN FAC

At the start of the Activation Phase, choose up to 2 allied Geonosian Warrior units within 2 of Sun Fac. Each chosen unit may 1 JUMP 3. Sun Fac gains **AGILE 1** and **DEMORALIZE 1** this Round.

POGGLE THE LESSER
THE JEDI SHALL FALL



ASAJJ VENTRESS

Asajj Ventress gains **JEDI HUNTER** this Round. Until the end of the Round, each time Asajj Ventress makes an attack, during the Roll Attack Dice step, she may gain up to 4 Suppression tokens before rolling dice. She gains 1 Dodge token for each Suppression token gained in this way.

POGGLE THE LESSER
I AM FEAR



ASAJJ VENTRESS

At the start of Asajj Ventress' next Activation, she makes a Recover action. At the end of Asajj Ventress' next Activation, she may make an attack using the weapon below.

FORCE CHOKE -1
CRITICAL 4, SPRAY, SUPPRESSIVE

SUN FAC

YES, MY MASTER



NO UNITS

You must Divulge this card. It stays in play. **DIVULGE: Resolve Setup Effects** step. Choose 1 of the following effects to resolve:

- **PERMANENT.** Asajj Ventress gains **BOUNTY** and **REINFORCEMENTS**.
- **PERMANENT.** Asajj Ventress gains **DEMORALIZE 1**, **MAKASHI MASTERY**, and **OUTMANEUVER**.

ASAJJ VENTRESS

ASAJJ VENTRESS

YOU DISAPPOINT ME



COUNT DOOKU & 2 UNITS

When a unit is issued an Order with this card, that unit gains 1 Dodge token. Until the end of the Round, each time Count Dooku makes a Ranged attack against a Trooper unit, after the attack is resolved, that unit makes a Speed-2 Move. You resolve this movement.

COUNT DOOKU

ASAJJ VENTRESS

DOUBLE THE FALL



COUNT DOOKU & 1 UNIT

At the start of the Activation Phase this Round, if Count Dooku has a faceup Order token, you may return it to your Order Pool. If you do, choose up to 2 enemy units within 2 and return their Order tokens to the opposing player's Order Pool.

COUNT DOOKU

FEAR, SURPRISE, INTIMIDATION



COUNT DOOKU

This Round, **Count Dooku** gains **ARSENAL 2** and **RELENTLESS** and each of his Ranged weapons gains **VERSATILE**. Until the end of the Round, each time **Count Dooku** makes an attack, after the attack is resolved, each defending unit gains 2 Suppression tokens.

THE SITH WILL RULE



COUNT DOOKU

When building a Command Hand, treat this card as though it has 2 pips. **Count Dooku** gains 1 Aim token and 1 Dodge token. After **Count Dooku**'s next Activation, if **Asajj Ventress** does not have a facedown Order token, she activates. After she activates, if she has a faceup Order token, flip it face down. If she does not have an Order token, assign her a facedown ▲ Order token from your Order Pool, then shuffle your Order Pool.

TRAINED IN YOUR JEDI ARTS



GENERAL GRIEVOUS

General Grievous gains 1 Dodge token and gains **DISENGAGE** this Round. At the end of **General Grievous**' next Activation he may make an attack against each enemy unit within ① and in LOS using the weapon below.



COUNT DOOKU

SUPREME COMMANDER



2 TROOPER UNITS

General Grievous gains **RUTHLESS** this Round. When an allied unit is issued an Order with this card, that unit and each other allied Trooper unit within ① and in LOS of that unit gains 1 Surge token.

COUNT DOOKU

CRUSH THEM!



GENERAL GRIEVOUS & 2 UNITS

When a unit is issued an Order with this card, that unit gains 1 Surge token for each of your opponent's defeated units.

GENERAL GRIEVOUS

THEY TOO WILL SUFFER



KALANI OR KRAKEN

At the end of the **Command Phase**, choose an opponent. The chosen opponent must choose 1 of their ▲, ▼, ●, or ○ units with a faceup Order token, if able, and return that Order token to their Order Pool.

The first time the chosen opponent would draw an Order token from their Order Pool this Round, you may force them to draw a token with a Rank of your choice instead.

GENERAL GRIEVOUS

PRESERVATION PROTOCOLS



2 DROID TROOPER UNITS OR AI UNITS

When a unit is issued an Order with this card, that unit gains 1 Dodge token and gains **DISENGAGE** and **IMPERVIOUS** this Round.

KALANI OR KRAKEN

GENERAL GRIEVOUS

DO NOT UNDERESTIMATE OUR MEANS



3 DROID TROOPER UNITS OR AI UNITS

If this card was not Divulged, at the start of the next **Activation Phase**, choose up to 2 allied units that have faceup Order tokens. Each chosen unit makes a Recover action.

DIVULGE: Resolve **Setup Effects** step. Choose up to 3 allied units with **AI**. Each chosen unit gains **REINFORCEMENTS** this Game.

KALANI OR KRAKEN