

18

**B1 BATTLE DROIDS ONLY.**

Add 1 E-60R B1 Battle Droid miniature.

**E-60R ROCKET LAUNCHER** #2-4  
 CUMBERSOME, IMPACT 2
**E-60R B1 BATTLE DROID**

16

**B1 BATTLE DROIDS ONLY.**

Add 1 E-5C B1 Battle Droid miniature.

**E-5C BLASTER RIFLE** #1-3
**E-5C B1 BATTLE DROID**

16

**B1 BATTLE DROIDS ONLY.**

Add 1 Radiation Cannon B1 Battle Droid miniature.

**RADIATION CANNON** #1-2  
 POISON 1
**RADIATION CANNON B1 BATTLE DROID**

16

**B1 BATTLE DROIDS ONLY.**

Add 1 Radiation Cannon B1 Battle Droid miniature.

**RADIATION CANNON** #1-2  
 POISON 1
**RADIATION CANNON B1 BATTLE DROID**

16

**B1 BATTLE DROIDS ONLY.**

Add 1 Radiation Cannon B1 Battle Droid miniature.

**RADIATION CANNON** #1-2  
 POISON 1
**RADIATION CANNON B1 BATTLE DROID**

18

**B1 BATTLE DROIDS ONLY.**

Add 1 E-60R B1 Battle Droid miniature.

**E-60R ROCKET LAUNCHER** #2-4  
 CUMBERSOME, IMPACT 2
**E-60R B1 BATTLE DROID**

18

**B1 BATTLE DROIDS ONLY.**

Add 1 E-60R B1 Battle Droid miniature.

**E-60R ROCKET LAUNCHER** #2-4  
 CUMBERSOME, IMPACT 2
**E-60R B1 BATTLE DROID**

16

**B1 BATTLE DROIDS ONLY.**

Add 1 E-5C B1 Battle Droid miniature.

**E-5C BLASTER RIFLE** #1-3
**E-5C B1 BATTLE DROID**

16

**B1 BATTLE DROIDS ONLY.**

Add 1 E-5C B1 Battle Droid miniature.

**E-5C BLASTER RIFLE** #1-3
**E-5C B1 BATTLE DROID**

18

**B1 BATTLE DROIDS ONLY.**

Add 1 E-5s B1 Battle Droid miniature.

**E-5s SNIPER RIFLE**

\*1-4



CRITICAL 1

**E-5s B1 BATTLE DROID**

18

**B1 BATTLE DROIDS ONLY.**

Add 1 E-5s B1 Battle Droid miniature.

**E-5s SNIPER RIFLE**

\*1-4



CRITICAL 1

**E-5s B1 BATTLE DROID**

18

**B1 BATTLE DROIDS ONLY.**

Add 1 E-5s B1 Battle Droid miniature.

**E-5s SNIPER RIFLE**

\*1-4



CRITICAL 1

**E-5s B1 BATTLE DROID**

24

**B2 SUPER BATTLE DROIDS ONLY.**

Add 1 B2-ACM Battle Droid miniature.

**HEAVY ARM CANNON**

\*1-2

**B2-ACM BATTLE DROID**

24

**B2 SUPER BATTLE DROIDS ONLY.**

Add 1 B2-ACM Battle Droid miniature.

**HEAVY ARM CANNON**

\*1-2

**B2-ACM BATTLE DROID**

24

**B2 SUPER BATTLE DROIDS ONLY.**

Add 1 B2-ACM Battle Droid miniature.

**HEAVY ARM CANNON**

\*1-2

**B2-ACM BATTLE DROID**

32

**B2 SUPER BATTLE DROIDS ONLY.**

Add 1 B2-HA Battle Droid miniature.

**B2-HA CANNON**

\*2-3



BLAST, CYCLE, IMPACT 2

**B2-HA BATTLE DROID**

32

**B2 SUPER BATTLE DROIDS ONLY.**

Add 1 B2-HA Battle Droid miniature.

**B2-HA CANNON**

\*2-3



BLAST, CYCLE, IMPACT 2

**B2-HA BATTLE DROID**

32

**B2 SUPER BATTLE DROIDS ONLY.**

Add 1 B2-HA Battle Droid miniature.

**B2-HA CANNON**

\*2-3



BLAST, CYCLE, IMPACT 2

**B2-HA BATTLE DROID**



15

**GEONOSIAN WARRIORS ONLY.**

Add 1 Force Pike Warrior miniature.

When this unit makes a Move action, you may flip this card before placing the Movement Tool.

**FORCE PIKE**

SUPPRESSIVE

**FORCE PIKE WARRIOR**

15

**GEONOSIAN WARRIORS ONLY.**

Add 1 Force Pike Warrior miniature.

When this unit makes an Attack action, you may flip this card before the **Declare Defenders** step.**FORCE PIKE**

OVERRUN 1. SUPPRESSIVE

**FORCE PIKE WARRIOR**

15

**GEONOSIAN WARRIORS ONLY.**

Add 1 Force Pike Warrior miniature.

When this unit makes a Move action, you may flip this card before placing the Movement Tool.

**FORCE PIKE**

SUPPRESSIVE

**FORCE PIKE WARRIOR**

15

**GEONOSIAN WARRIORS ONLY.**

Add 1 Force Pike Warrior miniature.

When this unit makes an Attack action, you may flip this card before the **Declare Defenders** step.**FORCE PIKE**

OVERRUN 1. SUPPRESSIVE

**FORCE PIKE WARRIOR**

15

**GEONOSIAN WARRIORS ONLY.**

Add 1 Force Pike Warrior miniature.

When this unit makes a Move action, you may flip this card before placing the Movement Tool.

**FORCE PIKE**

SUPPRESSIVE

**FORCE PIKE WARRIOR**

15

**GEONOSIAN WARRIORS ONLY.**

Add 1 Force Pike Warrior miniature.

When this unit makes an Attack action, you may flip this card before the **Declare Defenders** step.**FORCE PIKE**

OVERRUN 1. SUPPRESSIVE

**FORCE PIKE WARRIOR**

25

**GEONOSIAN WARRIORS ONLY.**

Add 1 Sonic Cannon Warrior miniature.

**SONIC CANNON**

#1-2



IMPACT 1. SCATTER

**SONIC CANNON WARRIOR**

25

**GEONOSIAN WARRIORS ONLY.**

Add 1 Sonic Cannon Warrior miniature.

**SONIC CANNON**

#1-2



IMPACT 1. SCATTER

**SONIC CANNON WARRIOR**

25

**GEONOSIAN WARRIORS ONLY.**

Add 1 Sonic Cannon Warrior miniature.

**SONIC CANNON**

#1-2



IMPACT 1. SCATTER

**SONIC CANNON WARRIOR**

40

**BX-SERIES DROID COMMANDOS ONLY.**

Add 1 BX-Series Droid Sniper miniature.

**BX SNIPER RIFLE**

#1-5



IMMUNE: DEFLECT. LETHAL 1

40

**BX-SERIES DROID COMMANDOS ONLY.**

Add 1 BX-Series Droid Sniper miniature.

**BX SNIPER RIFLE**

#1-5



IMMUNE: DEFLECT. LETHAL 1

40

**BX-SERIES DROID COMMANDOS ONLY.**

Add 1 BX-Series Droid Sniper miniature.

**BX SNIPER RIFLE**

#1-5



IMMUNE: DEFLECT. LETHAL 1

**BX-SERIES DROID SNIPER****BX-SERIES DROID SNIPER****BX-SERIES DROID SNIPER**

40

**BX-SERIES DROID COMMANDOS ONLY.**

Add 1 BX-Series Droid Sniper miniature.

**BX SNIPER RIFLE**

#1-5



IMMUNE: DEFLECT. LETHAL 1

28

**BX-SERIES DROID COMMANDOS ONLY.**

Add 1 Dioxis Mine Saboteur miniature.

**DIOXIS MINE**

#-1



BLAST. POISON 1

28

**BX-SERIES DROID COMMANDOS ONLY.**

Add 1 Dioxis Mine Saboteur miniature.

**DIOXIS MINE**

#-1



BLAST. POISON 1

**BX-SERIES DROID SNIPER****DIOXIS MINE SABOTEUR****DIOXIS MINE SABOTEUR**

28

**BX-SERIES DROID COMMANDOS ONLY.**

Add 1 Dioxis Mine Saboteur miniature.

**DIOXIS MINE**

#-1



BLAST. POISON 1

28

**BX-SERIES DROID COMMANDOS ONLY.**

Add 1 Dioxis Mine Saboteur miniature.

**DIOXIS MINE**

#-1



BLAST. POISON 1

28

**IG-100 MAGNAGUARD ONLY.**

Add 1 Electro-Whip MagnaGuard miniature.

**ELECTRO-WHIP**

#-1



IMMOBILIZE 1. VERSATILE

**DIOXIS MINE SABOTEUR****DIOXIS MINE SABOTEUR****ELECTRO-WHIP  
MAGNAGUARD**



28

**IG-100 MAGNAGUARD ONLY.**

Add 1 Electro-Whip MagnaGuard miniature.

**ELECTRO-WHIP**

-1

2

IMMOBILIZE 1. VERSATILE

**ELECTRO-WHIP  
MAGNAGUARD**

28

**IG-100 MAGNAGUARD ONLY.**

Add 1 Electro-Whip MagnaGuard miniature.

**ELECTRO-WHIP**

-1

2

IMMOBILIZE 1. VERSATILE

**ELECTRO-WHIP  
MAGNAGUARD**

40

**IG-100 MAGNAGUARD ONLY.**

Add 1 RPS-6 MagnaGuard miniature.

**RPS-6**

2-4

1

1

CRITICAL 1. IMPACT 2

**RPS-6  
MAGNAGUARD**

40

**IG-100 MAGNAGUARD ONLY.**

Add 1 RPS-6 MagnaGuard miniature.

**RPS-6**

2-4

1

1

CRITICAL 1. IMPACT 2

**RPS-6  
MAGNAGUARD**

40

**IG-100 MAGNAGUARD ONLY.**

Add 1 RPS-6 MagnaGuard miniature.

**RPS-6**

2-4

1

1

CRITICAL 1. IMPACT 2

**RPS-6  
MAGNAGUARD**

22

**IG-100 MAGNAGUARD ONLY.**

Add 1 IG-100 MagnaGuard miniature.

**IG-100 MAGNAGUARD**

22

**IG-100 MAGNAGUARD ONLY.**

Add 1 IG-100 MagnaGuard miniature.

**IG-100 MAGNAGUARD**

22

**IG-100 MAGNAGUARD ONLY.**

Add 1 IG-100 MagnaGuard miniature.

**IG-100 MAGNAGUARD**

4

**B1 BATTLE DROIDS ONLY.**

Add 1 B1 Battle Droid miniature.

**B1 BATTLE DROID**

6



**B1 BATTLE DROIDS ONLY.**

Add 1 B1 Security Droid miniature.

At the start of this unit's Activation, you may **ATTACK** this card. If you do, this unit loses **AI: ATTACK** until the end of its Activation.

**B1 SECURITY DROID**

4



**B1 BATTLE DROIDS ONLY.**

Add 1 B1 Battle Droid miniature.

**B1 BATTLE DROID**

4



**B1 BATTLE DROIDS ONLY.**

Add 1 B1 Battle Droid miniature.

**B1 BATTLE DROID**

38



**B1 BATTLE DROIDS ONLY.**

Add 7 B1 Battle Droid 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.

**B1 BATTLE DROID SQUAD**

38



**B1 BATTLE DROIDS ONLY.**

Add 7 B1 Battle Droid 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.

**B1 BATTLE DROID SQUAD**

38



**B1 BATTLE DROIDS ONLY.**

Add 7 B1 Battle Droid 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.

**B1 BATTLE DROID SQUAD**

8



**B1 BATTLE DROIDS ONLY.**

Add 1 OOM-Series Battle Droid miniature.

**LEADER.**

When this unit uses **COORDINATE** it can issue an Order to a unit within **2** instead of within **1**.

**OOM-SERIES  
BATTLE DROID**

8



**B1 BATTLE DROIDS ONLY.**

Add 1 OOM-Series Battle Droid miniature.

**LEADER.**

When this unit uses **COORDINATE** it can issue an Order to a unit within **2** instead of within **1**.

**OOM-SERIES  
BATTLE DROID**

8



**B1 BATTLE DROIDS ONLY.**

Add 1 OOM-Series Battle Droid miniature.

**LEADER.**

When this unit uses **COORDINATE** it can issue an Order to a unit within **2** instead of within **1**.

**OOM-SERIES  
BATTLE DROID**



6


**B1 BATTLE DROIDS ONLY.**

Add 1 B1 Security Droid miniature.

At the start of this unit's Activation, you may **▶** this card. If you do, this unit loses **AI: ATTACK** until the end of its Activation.

**B1 SECURITY DROID**

6


**B1 BATTLE DROIDS ONLY.**

Add 1 B1 Security Droid miniature.

At the start of this unit's Activation, you may **▶** this card. If you do, this unit loses **AI: ATTACK** until the end of its Activation.

**B1 SECURITY DROID**

14


**DROID TROOPER ONLY.**

Add 1 EV-Series Medical Droid miniature.

**NONCOMBATANT.**

This unit gains **▶ TREAT 1: CAPACITY 2.**

**EV-SERIES MEDICAL DROID**

14


**DROID TROOPER ONLY.**

Add 1 EV-Series Medical Droid miniature.

**NONCOMBATANT.**

This unit gains **▶ TREAT 1: CAPACITY 2.**

**EV-SERIES MEDICAL DROID**

14


**DROID TROOPER ONLY.**

Add 1 EV-Series Medical Droid miniature.

**NONCOMBATANT.**

This unit gains **▶ TREAT 1: CAPACITY 2.**

**EV-SERIES MEDICAL DROID**

22


**DROID TROOPER ONLY.**

Add 1 PK-Series Worker Droid miniature.

**NONCOMBATANT.**

This unit gains **▶ REPAIR 1: CAPACITY 2.**

**PK-SERIES WORKER DROID**

22


**DROID TROOPER ONLY.**

Add 1 PK-Series Worker Droid miniature.

**NONCOMBATANT.**

This unit gains **▶ REPAIR 1: CAPACITY 2.**

**PK-SERIES WORKER DROID**

22


**DROID TROOPER ONLY.**

Add 1 PK-Series Worker Droid miniature.

**NONCOMBATANT.**

This unit gains **▶ REPAIR 1: CAPACITY 2.**

**PK-SERIES WORKER DROID**

18


**DROID TROOPER ONLY.**

Add 1 T-Series Tactical Droid miniature.

**LEADER. SIDEARM: RANGED.**

This unit gains **RELIABLE 1.**

This unit loses **AI: ATTACK.**

E-5 BLASTER RIFLE

1-3


**T-SERIES TACTICAL DROID**





18

**DROID TROOPER ONLY.**

Add 1 T-Series Tactical Droid miniature.

**LEADER. SIDEARM: RANGED.**This unit gains **RELIABLE 1**.This unit loses **AI: ATTACK**.

E-5 BLASTER RIFLE

#1-3



18

**DROID TROOPER ONLY.**

Add 1 T-Series Tactical Droid miniature.

**LEADER. SIDEARM: RANGED.**This unit gains **RELIABLE 1**.This unit loses **AI: ATTACK**.

E-5 BLASTER RIFLE

#1-3



9

**DROID TROOPER ONLY.**

Add 1 Viper Recon Droid miniature.

**SIDEARM: MELEE, RANGED.**This unit gains **OBSERVE 2**.

RECON BLASTER

#1-2

**T-SERIES TACTICAL DROID****T-SERIES TACTICAL DROID****VIPER RECON DROID**

9

**DROID TROOPER ONLY.**

Add 1 Viper Recon Droid miniature.

**SIDEARM: MELEE, RANGED.**This unit gains **OBSERVE 2**.

RECON BLASTER

#1-2



9

**DROID TROOPER ONLY.**

Add 1 Viper Recon Droid miniature.

**SIDEARM: MELEE, RANGED.**This unit gains **OBSERVE 2**.

RECON BLASTER

#1-2



18

**B2 SUPER BATTLE DROIDS ONLY.**

Add 1 B2 Super Battle Droid miniature.

**VIPER RECON DROID****VIPER RECON DROID****B2 SUPER BATTLE DROID**

18

**B2 SUPER BATTLE DROIDS ONLY.**

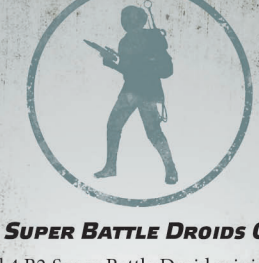
Add 1 B2 Super Battle Droid miniature.

**B2 SUPER BATTLE DROID**

18

**B2 SUPER BATTLE DROIDS ONLY.**

Add 1 B2 Super Battle Droid miniature.

**B2 SUPER BATTLE DROID**

77

**B2 SUPER BATTLE DROIDS ONLY.**

Add 4 B2 Super Battle Droid 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.**B2 SUPER BATTLE DROID SQUAD**





77

**B2 SUPER BATTLE DROIDS ONLY.**

Add 4 B2 Super Battle Droid 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.**B2 SUPER BATTLE DROID SQUAD**

77

**B2 SUPER BATTLE DROIDS ONLY.**

Add 4 B2 Super Battle Droid 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.**B2 SUPER BATTLE DROID SQUAD**

11

**GEONOSIAN WARRIORS ONLY.**

Add 1 Geonosian Warrior miniature.

**GEONOSIAN WARRIOR**

11

**GEONOSIAN WARRIORS ONLY.**

Add 1 Geonosian Warrior miniature.

**GEONOSIAN WARRIOR**

11

**GEONOSIAN WARRIORS ONLY.**

Add 1 Geonosian Warrior miniature.

**GEONOSIAN WARRIOR**

51

**GEONOSIAN WARRIORS ONLY.**

Add 5 Geonosian Warrior 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.**GEONOSIAN WARRIOR SQUAD**

51

**GEONOSIAN WARRIORS ONLY.**

Add 5 Geonosian Warrior 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.**GEONOSIAN WARRIOR SQUAD**

51

**GEONOSIAN WARRIORS ONLY.**

Add 5 Geonosian Warrior 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.**GEONOSIAN WARRIOR SQUAD**

7

**AAT BATTLE TANK ONLY.**This unit gains **COORDINATE: DROID TROOPER**.**OOM-SERIES DROID PILOT**



5


**AAT BATTLE TANK ONLY.**

This unit loses **AI: ATTACK**.  
This unit gains **FIELD COMMANDER**.

**T-SERIES TACTICAL  
DROID PILOT**

9


**AAT BATTLE TANK ONLY.**

This unit loses **AI: ATTACK**.  
This unit's weapons gain **SUPPRESSIVE** until the end of its Activation.

**•LOK DURD**

30


**DSD1 DWARF SPIDER DROID ONLY.**

**ION BLASTER** #2-4 3 3  
FIXED: FRONT, CRITICAL 1  
IMPACT 2, ION 1

**NOSE-MOUNTED  
ION BLASTER**

30


**DSD1 DWARF SPIDER DROID ONLY.**

**ION BLASTER** #2-4 3 3  
FIXED: FRONT, CRITICAL 1  
IMPACT 2, ION 1

**NOSE-MOUNTED  
ION BLASTER**

15


**DSD1 DWARF SPIDER DROID ONLY.**

**FLAMETHROWER** -1 1 1  
FIXED: FRONT, BLAST, SPRAY

**NOSE-MOUNTED  
FLAMETHROWER**

15


**DSD1 DWARF SPIDER DROID ONLY.**

**FLAMETHROWER** -1 1 1  
FIXED: FRONT, BLAST, SPRAY

**NOSE-MOUNTED  
FLAMETHROWER**

15


**DSD1 DWARF SPIDER DROID ONLY.**

**LASER CANNON** #1-3 1 1 3  
FIXED: FRONT, CRITICAL 1

**NOSE-MOUNTED  
LASER CANNON**

15


**DSD1 DWARF SPIDER DROID ONLY.**

**LASER CANNON** #1-3 1 1 3  
FIXED: FRONT, CRITICAL 1

**NOSE-MOUNTED  
LASER CANNON**

6


**BX-SERIES DROID COMMANDOS ONLY.**

This unit gains **CHARGE**.

**VIBROSWORDS** 1 1

**BX VIBROSWORDS**



6



**BX-SERIES DROID COMMANDOS ONLY.**

This unit gains **CHARGE**.

VIBROSWORDS



**BX VIBROSWORDS**

6



**BX-SERIES DROID COMMANDOS ONLY.**

This unit gains **CHARGE**.

VIBROSWORDS



**BX VIBROSWORDS**

6



**BX-SERIES DROID COMMANDOS ONLY.**

This unit gains **CHARGE**.

VIBROSWORDS



**BX VIBROSWORDS**

18



**BX-SERIES DROID COMMANDOS ONLY.**

This unit gains **SHIELDED 2**  
and **RECHARGE 2**.

**BX DEFLECTOR SHIELDS**

18



**BX-SERIES DROID COMMANDOS ONLY.**

This unit gains **SHIELDED 2**  
and **RECHARGE 2**.

**BX DEFLECTOR SHIELDS**

18



**BX-SERIES DROID COMMANDOS ONLY.**

This unit gains **SHIELDED 2**  
and **RECHARGE 2**.

**BX DEFLECTOR SHIELDS**

18



**BX-SERIES DROID COMMANDOS ONLY.**

This unit gains **SHIELDED 2**  
and **RECHARGE 2**.

**BX DEFLECTOR SHIELDS**