



## 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 unit issues the chosen unit an Order.



## 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.



## 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.



## GALACTIC REPUBLIC

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.



## GALACTIC REPUBLIC

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 1 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 be defeated, the Ordered unit gains 1 Aim token, 1 Dodge token, and 1 Surge token.



## CLONE COMMANDER CODY

AIR SUPPORT

1 OR 1 UNIT

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

4-4

1

2

BEAM 2. IMMUNE: DEFLECT



## CLONE COMMANDER CODY

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

GALACTIC REPUBLIC

GALACTIC REPUBLIC





## 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.



## 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.



## 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 **3** 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.



YODA

## 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 **3** 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.

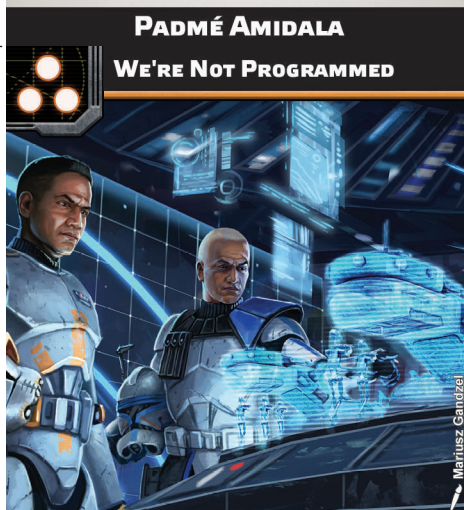


YODA

## 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.

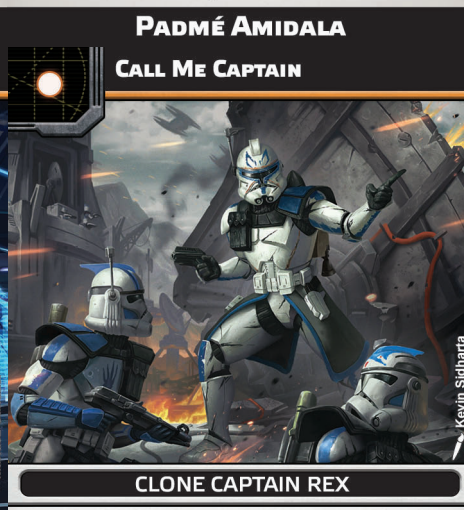


PADMÉ AMIDALA

## 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.



PADMÉ AMIDALA

## 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 **3** 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.



PADMÉ AMIDALA

## 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

CLONE CAPTAIN REX

CLONE CAPTAIN REX





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.



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.



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.



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 1 of it.

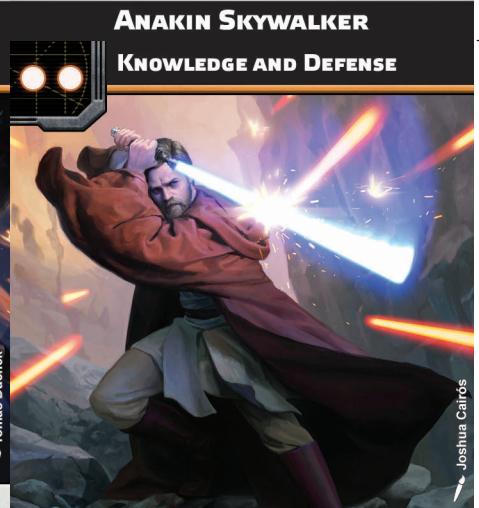


ANAKIN SKYWALKER

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 2.



ANAKIN SKYWALKER

KNOWLEDGE AND DEFENSE

2 TROOPER UNITS

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



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.



OBI-WAN KENOBI

LEADERS OF THE 501ST

3 OR UNITS

**PERMANENT.** Allied units within 2 of Anakin Skywalker and/or an allied Clone Captain Rex gain **INDOMITABLE**.



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 1 of that unit. Each chosen unit gains 1 Aim token or 1 Dodge token.

501ST LEGION

501ST LEGION

501ST LEGION





## 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



BLAST. SPRAY. SUPPRESSIVE



## 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.



## 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.

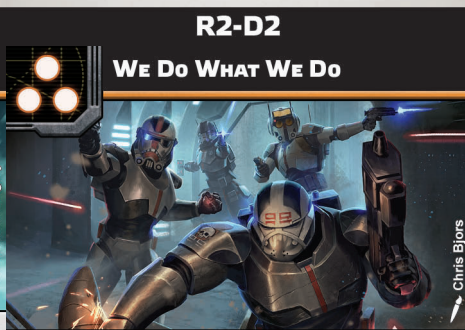


R2-D2

## SIZE MATTERS SOMETIMES

CHEWBACCA & YODA

If Chewbacca is within 1 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**.



R2-D2

## 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**.



R2-D2

## SNEAK ATTACK

1 UNIT

**DIVULGE:** Setup. Choose up to 2 **Clone Trooper** units. Each chosen unit gains **INFILTRATE** this game. Then, for each **unit** in your army, choose a different **Vehicle** unit. Each chosen **Vehicle** unit gains **SCOUT 1** this Game.



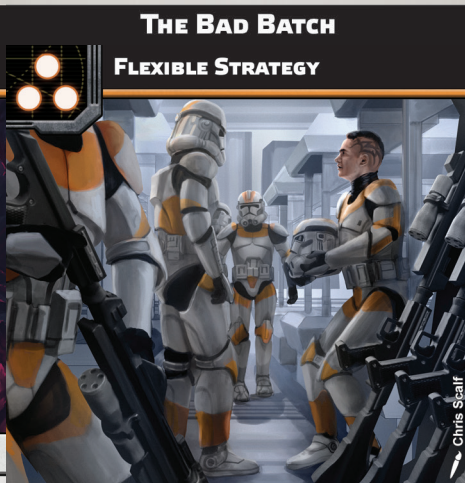
CHEWBACCA

## RECON DIVISION

2 VEHICLES OR **UNIT**

This Round, each allied Trooper unit gains **OBSERVE 1**.

Additionally, during the Remove Tokens step of the next **End Phase**, if an enemy unit with 1 or more Observation tokens has LOS to 1 or more allied units, the enemy unit does not remove any Observation tokens.



THE BAD BATCH

## FLEXIBLE STRATEGY

3 UNITS

When a Trooper unit is issued an Order with this card, it may remove up 1 to Suppression token or make a Speed-1 Move. When a Vehicle unit is issued an Order with this card, it may gain 1 Aim token or 1 Dodge token.



212TH ATTACK BATTALION

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