

22



CLONE TROOPER INFANTRY ONLY.

Add 1 DP-23 Clone Trooper miniature.

DP-23 BLASTER	-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	
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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
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
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
CUMBERSOME, IMPACT 2			

RPS-6 CLONE TROOPER

22



CLONE TROOPER INFANTRY ONLY.

Add 1 DP-23 Clone Trooper miniature.

DP-23 BLASTER	-2	
PIERCE 1		

DP-23 CLONE TROOPER

22



CLONE TROOPER INFANTRY ONLY.

Add 1 DP-23 Clone Trooper miniature.

DP-23 BLASTER	-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	
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Z-6 CLONE TROOPER

22



CLONE TROOPER INFANTRY ONLY.

Add 1 Z-6 Clone Trooper miniature.

Z-6 ROTARY BLASTER	1-3	
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Z-6 CLONE TROOPER

20



CLONE TROOPER INFANTRY OR CLONE TROOPER MARKSMEN ONLY.

Add 1 Mortar Clone Trooper miniature.

MORTAR	☼ 2-4	⬇️
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	⬇️
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	⬇️
CRITICAL 1. CUMBERSOME. SUPPRESSIVE.		

MORTAR CLONE TROOPER

52



▲ OR ▼ **CLONE TROOPER ONLY.**

Add 1 Echo miniature.

LEADER.

This unit gains **RELIABLE 1.**

Echo's DC-15x	☼ 1-5	⬇️
CRITICAL 1. IMMUNE: DEFLECT. LETHAL 1		

•ECHO, ARC MARKSMAN

26



ARC TROOPERS, STRIKE TEAM ONLY.

Add 1 DC-15x ARC Trooper Sniper miniature.

DC-15x SNIPER RIFLE	☼ 2-5	⬇️ ⬆️
HIGH VELOCITY. OVERWHELM. SNIPER TEAM		

DC-15x ARC TROOPER SNIPER

26



ARC TROOPERS, STRIKE TEAM ONLY.

Add 1 DC-15x ARC Trooper Sniper miniature.

DC-15x SNIPER RIFLE	☼ 2-5	⬇️ ⬆️
HIGH VELOCITY. OVERWHELM. SNIPER TEAM		

DC-15x ARC TROOPER SNIPER

26



▼ **ARC TROOPERS ONLY.**

Add 1 DC-15x ARC Trooper Gunner miniature.

DC-15x BLASTER RIFLE	☼ 1-3	⬆️ ⬇️
OVERWHELM		

DC-15x ARC TROOPER GUNNER

26



▼ **ARC TROOPERS ONLY.**

Add 1 DC-15x ARC Trooper Gunner miniature.

DC-15x BLASTER RIFLE	☼ 1-3	⬆️ ⬇️
OVERWHELM		

DC-15x ARC TROOPER GUNNER

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	⚔️	⬇️
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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		
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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		
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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		
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BATTLE SHIELD WOOKIEE



26

WOOKIEE WARRIORS ONLY.

Add 1 Long Gun Wookiee miniature.

LONG GUN		
SUPPRESSIVE		

LONG GUN WOOKIEE



26

WOOKIEE WARRIORS ONLY.

Add 1 Long Gun Wookiee miniature.

LONG GUN		
SUPPRESSIVE		

LONG GUN WOOKIEE



31

WOOKIEE WARRIORS ONLY.

Add 1 Bowcaster Wookiee miniature.

BOWCASTER			
IMPACT 1, PIERCE 1			

BOWCASTER WOOKIEE



31

WOOKIEE WARRIORS ONLY.

Add 1 Bowcaster Wookiee miniature.

BOWCASTER			
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



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

•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

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

9



SABER-CLASS TANK ONLY.

[R] 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**.

•AYLA 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 **[X]** 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 **[X]** 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 **[X]** this card. If you do, this unit suffers 1 Wound instead.

KATARN PATTERN ARMOR

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 2 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 3 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

OVERRUN 2, SUPPRESSIVE



GNASP BOMBARDIER

20



RADDAUGH GNASP FLUTTERCRAFT ONLY.

THERMAL DETONATORS

OVERRUN 2, SUPPRESSIVE



GNASP BOMBARDIER

15



RADDAUGH GNASP FLUTTERCRAFT ONLY.

HEAVY BOWCASTER

FIXED: REAR, IMPACT 1, PIERCE 1



GNASP GUNNER

15



RADDAUGH GNASP FLUTTERCRAFT ONLY.

HEAVY BOWCASTER

FIXED: REAR, IMPACT 1, PIERCE 1



GNASP 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

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
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
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

15



AT-RT ONLY.

FLAMETHROWER

1-1

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



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



17

▲ **CLONE TROOPER ONLY.**

Add 1 Clone Engineer miniature.
This unit gains ► **REPAIR 1: CAPACITY 1.**

CLONE ENGINEER



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
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•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
<i>HIGH VELOCITY, PIERCE 1</i>		

•CROSSHAIR



0

THE BAD BATCH ONLY.

Add 1 Hunter miniature.

LEADER.

► Choose a non- or non- enemy Trooper unit within 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