

18



B1 BATTLE DROIDS ONLY.

Add 1 E-60R B1 Battle Droid miniature.

E-60R ROCKET LAUNCHER	☛ 2-4	1	1
<i>CUMBERSOME, IMPACT 2</i>			

E-60R B1 BATTLE DROID

16



B1 BATTLE DROIDS ONLY.

Add 1 E-5C B1 Battle Droid miniature.

E-5C BLASTER RIFLE	☛ 1-3	3
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E-5C B1 BATTLE DROID

16



B1 BATTLE DROIDS ONLY.

Add 1 Radiation Cannon B1 Battle Droid miniature.

RADIATION CANNON	☛ 1-2	2
<i>POISON 1</i>		

RADIATION CANNON B1 BATTLE DROID

16



B1 BATTLE DROIDS ONLY.

Add 1 Radiation Cannon B1 Battle Droid miniature.

RADIATION CANNON	☛ 1-2	2
<i>POISON 1</i>		

RADIATION CANNON B1 BATTLE DROID

16



B1 BATTLE DROIDS ONLY.

Add 1 Radiation Cannon B1 Battle Droid miniature.

RADIATION CANNON	☛ 1-2	2
<i>POISON 1</i>		

RADIATION CANNON B1 BATTLE DROID

18



B1 BATTLE DROIDS ONLY.

Add 1 E-60R B1 Battle Droid miniature.

E-60R ROCKET LAUNCHER	☛ 2-4	1	1
<i>CUMBERSOME, IMPACT 2</i>			

E-60R B1 BATTLE DROID

18



B1 BATTLE DROIDS ONLY.

Add 1 E-60R B1 Battle Droid miniature.

E-60R ROCKET LAUNCHER	☛ 2-4	1	1
<i>CUMBERSOME, IMPACT 2</i>			

E-60R B1 BATTLE DROID

16



B1 BATTLE DROIDS ONLY.

Add 1 E-5C B1 Battle Droid miniature.

E-5C BLASTER RIFLE	☛ 1-3	3
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E-5C B1 BATTLE DROID

16



B1 BATTLE DROIDS ONLY.

Add 1 E-5C B1 Battle Droid miniature.

E-5C BLASTER RIFLE	☛ 1-3	3
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E-5C B1 BATTLE DROID

18



B1 BATTLE DROIDS ONLY.

Add 1 E-5s B1 Battle Droid miniature.

E-5s SNIPER RIFLE	☛ 1-4	⬇️ ⬆️
<i>CRITICAL 1</i>		

E-5s B1 BATTLE DROID

18



B1 BATTLE DROIDS ONLY.

Add 1 E-5s B1 Battle Droid miniature.

E-5s SNIPER RIFLE	☛ 1-4	⬇️ ⬆️
<i>CRITICAL 1</i>		

E-5s B1 BATTLE DROID

18



B1 BATTLE DROIDS ONLY.

Add 1 E-5s B1 Battle Droid miniature.

E-5s SNIPER RIFLE	☛ 1-4	⬇️ ⬆️
<i>CRITICAL 1</i>		

E-5s B1 BATTLE DROID

24



B2 SUPER BATTLE DROIDS ONLY.

Add 1 B2-ACM Battle Droid miniature.

HEAVY ARM CANNON	☛ 1-2	⬇️ 3
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B2-ACM BATTLE DROID

24



B2 SUPER BATTLE DROIDS ONLY.

Add 1 B2-ACM Battle Droid miniature.

HEAVY ARM CANNON	☛ 1-2	⬇️ 3
-------------------------	-------	------

B2-ACM BATTLE DROID

24



B2 SUPER BATTLE DROIDS ONLY.

Add 1 B2-ACM Battle Droid miniature.

HEAVY ARM CANNON	☛ 1-2	⬇️ 3
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B2-ACM BATTLE DROID

32



B2 SUPER BATTLE DROIDS ONLY.

Add 1 B2-HA Battle Droid miniature.

B2-HA CANNON	☛ 2-3	⬇️ 2 ⬆️
<i>BLAST, CYCLE, IMPACT 2</i>		

B2-HA BATTLE DROID

32



B2 SUPER BATTLE DROIDS ONLY.

Add 1 B2-HA Battle Droid miniature.

B2-HA CANNON	☛ 2-3	⬇️ 2 ⬆️
<i>BLAST, CYCLE, IMPACT 2</i>		

B2-HA BATTLE DROID

32



B2 SUPER BATTLE DROIDS ONLY.

Add 1 B2-HA Battle Droid miniature.

B2-HA CANNON	☛ 2-3	⬇️ 2 ⬆️
<i>BLAST, CYCLE, IMPACT 2</i>		

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			
<i>SUPPRESSIVE</i>			

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			
<i>OVERRUN 1, SUPPRESSIVE</i>			

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			
<i>SUPPRESSIVE</i>			

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			
<i>OVERRUN 1, SUPPRESSIVE</i>			

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			
<i>SUPPRESSIVE</i>			

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			
<i>OVERRUN 1, SUPPRESSIVE</i>			

FORCE PIKE WARRIOR

25



GEONOSIAN WARRIORS ONLY.

Add 1 Sonic Cannon Warrior miniature.

SONIC CANNON			
<i>IMPACT 1, SCATTER</i>			

SONIC CANNON WARRIOR

25



GEONOSIAN WARRIORS ONLY.

Add 1 Sonic Cannon Warrior miniature.

SONIC CANNON			
<i>IMPACT 1, SCATTER</i>			

SONIC CANNON WARRIOR

25



GEONOSIAN WARRIORS ONLY.

Add 1 Sonic Cannon Warrior miniature.

SONIC CANNON			
<i>IMPACT 1, SCATTER</i>			

SONIC CANNON WARRIOR

20



**BX-SERIES DROID COMMANDOS,
STRIKE TEAM ONLY.**

Add 1 BX-Series Droid Sniper miniature.

BX SNIPER RIFLE	2-5	↻	↓
<small>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</small>			

BX-SERIES DROID SNIPER

20



**BX-SERIES DROID COMMANDOS,
STRIKE TEAM ONLY.**

Add 1 BX-Series Droid Sniper miniature.

BX SNIPER RIFLE	2-5	↻	↓
<small>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</small>			

BX-SERIES DROID SNIPER

20



**BX-SERIES DROID COMMANDOS,
STRIKE TEAM ONLY.**

Add 1 BX-Series Droid Sniper miniature.

BX SNIPER RIFLE	2-5	↻	↓
<small>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</small>			

BX-SERIES DROID SNIPER

20



**BX-SERIES DROID COMMANDOS,
STRIKE TEAM ONLY.**

Add 1 BX-Series Droid Sniper miniature.

BX SNIPER RIFLE	2-5	↻	↓
<small>HIGH VELOCITY, OVERWHELM, SNIPER TEAM</small>			

BX-SERIES DROID SNIPER

20



**BX-SERIES DROID
COMMANDOS ONLY.**

Add 1 Dioxis Mine Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

DIOXIS MINE	-1	↓	↓
<small>BLAST, POISON 1</small>			

DIOXIS MINE SABOTEUR

20



**BX-SERIES DROID
COMMANDOS ONLY.**

Add 1 Dioxis Mine Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

DIOXIS MINE	-1	↓	↓
<small>BLAST, POISON 1</small>			

DIOXIS MINE SABOTEUR

20



**BX-SERIES DROID
COMMANDOS ONLY.**

Add 1 Dioxis Mine Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

DIOXIS MINE	-1	↓	↓
<small>BLAST, POISON 1</small>			

DIOXIS MINE SABOTEUR

20



**BX-SERIES DROID
COMMANDOS ONLY.**

Add 1 Dioxis Mine Saboteur miniature.

When this weapon is added to an Attack Pool, other Ranged weapons in that Attack Pool gain **ASSAULT 1**.

DIOXIS MINE	-1	↓	↓
<small>BLAST, POISON 1</small>			

DIOXIS MINE SABOTEUR

28



IG-100 MAGNAGUARD ONLY.

Add 1 Electro-Whip MagnaGuard miniature.

ELECTRO-WHIP	-1	↻
<small>IMMOBILIZE 1, VERSATILE</small>		

**ELECTRO-WHIP
MAGNAGUARD**

28



IG-100 MAGNAGUARD ONLY.

Add 1 Electro-Whip MagnaGuard miniature.

ELECTRO-WHIP	☒ -1	⚡
IMMOBILIZE 1, VERSATILE		

**ELECTRO-WHIP
MAGNAGUARD**

28



IG-100 MAGNAGUARD ONLY.

Add 1 Electro-Whip MagnaGuard miniature.

ELECTRO-WHIP	☒ -1	⚡
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 **▶** 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. SIDARM: 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	
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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	
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T-SERIES TACTICAL DROID



9



DROID TROOPER ONLY.

Add 1 Viper Recon Droid miniature.

SIDEARM: MELEE, RANGED.

This unit gains **OBSERVE 2.**

RECON BLASTER	#1-2	
---------------	------	--

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	
---------------	------	--

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	
---------------	------	--

VIPER RECON 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



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
FIXED: FRONT, CRITICAL 1
IMPACT 2, ION 1

**NOSE-MOUNTED
ION BLASTER**

30



DSD1 DWARF SPIDER DROID ONLY.

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

**NOSE-MOUNTED
ION BLASTER**

15



DSD1 DWARF SPIDER DROID ONLY.

FLAMETHROWER -1
FIXED: FRONT, BLAST, SPRAY

**NOSE-MOUNTED
FLAMETHROWER**

15



DSD1 DWARF SPIDER DROID ONLY.

FLAMETHROWER -1
FIXED: FRONT, BLAST, SPRAY

**NOSE-MOUNTED
FLAMETHROWER**

15



DSD1 DWARF SPIDER DROID ONLY.

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

**NOSE-MOUNTED
LASER CANNON**

15



DSD1 DWARF SPIDER DROID ONLY.

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

**NOSE-MOUNTED
LASER CANNON**

6



BX-SERIES DROID COMMANDOS ONLY.

This unit gains **CHARGE**.

VIBROSWORDS
FIXED: FRONT, CRITICAL 1

BX VIBROSWORDS

6



BX-SERIES DROID COMMANDOS ONLY.
This unit gains **CHARGE**.

VIBROSWORDS				
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BX VIBROSWORDS

6



BX-SERIES DROID COMMANDOS ONLY.
This unit gains **CHARGE**.

VIBROSWORDS				
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BX VIBROSWORDS

6



BX-SERIES DROID COMMANDOS ONLY.
This unit gains **CHARGE**.

VIBROSWORDS				
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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