Ewok Slingers

6

Trooper



Mercenary:

Independent: Surge 1

Low Profile

Target 1

Unhindered

Stones 1

Slings 1-2 1

Primitive

1 1

– –

Ewok Slingers

35

Trooper



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Ewok Slingers

6

Trooper



Mercenary:

Independent: Surge 1

Low Profile

Target 1

Unhindered

Stones 1

Slings 1-2 1

Primitive

1 1

– –

Ewok Slingers

35

Trooper



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Ewok Slingers

6

Trooper



Mercenary:

Independent: Surge 1

Low Profile

Target 1

Unhindered

Stones 1

Slings 1-2 1

Primitive

1 1

– –

Ewok Slingers

35

Trooper



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Ewok Slingers

6

Trooper



Mercenary:

Independent: Surge 1

Low Profile

Target 1

Unhindered

Stones 1

Slings 1-2 1

Primitive

1 1

– –

Ewok Slingers

35

Trooper



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Ewok Skirmishers

▲ 6

TROOPER

Mercenary:

Low Profile

Unhindered

Spears 1

1 1

– –

Ewok Skirmishers

▲ 6

TROOPER

Mercenary:

Low Profile

Unhindered

Spears 1

1 1

– –

Ewok Skirmishers

▲ 6

TROOPER

Mercenary:

Low Profile

Unhindered

Spears 1

1 1

– –

Ewok Skirmishers

▲ 6

TROOPER

Mercenary:

Low Profile

Unhindered

Spears 1

1 1

– –

Ewok Skirmishers

40

TROOPER

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Ewok Skirmishers

40

TROOPER

© LFL © AMG Daniel Zrom

Ewok Skirmishers

40

TROOPER

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Ewok Skirmishers

40

TROOPER

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•Wicket
Hero of Bright Tree

1

Trooper

Mercenary:

Independent: Dodge 1

Low Profile. Nimble

Relentless

Scout 1. Scouting Party 2

Unhindered

Spear		2 1
Pierce 1		

Sling	1-2	1
Pierce 1. Primitive		

5 2

•Wicket
Hero of Bright Tree

70

Trooper



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•Logray
Superstitious Shaman

1

Trooper

Aid: Trooper

Independent: Aim 1 or Dodge 1

Inspire 2

Low Profile

Nimble

Staff		2
Suppressive		

4 3

•Logray
Superstitious Shaman

45

Trooper



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•C-3PO
Golden God

1

Droid Trooper

Master Storyteller

Compel: Trooper

Divine Influence

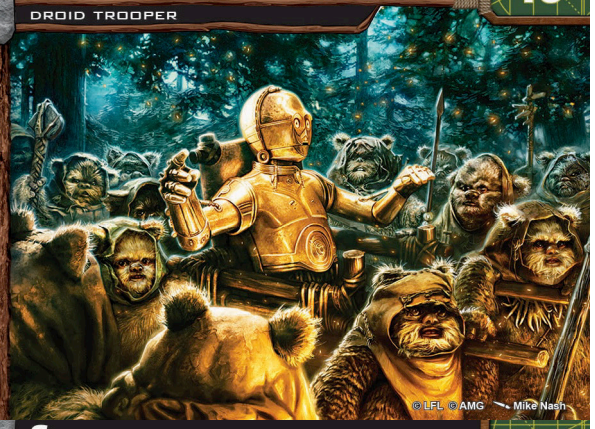
Infiltrate

3 2

•C-3PO
Golden God

40

Droid Trooper



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•Chewbacca
Let the Wookiee Win

1

Ground Vehicle

Armor 5

Arsenal 2

Incognito. Inspire 3

Weak Point 1: Rear

Grenade Launcher	-2	2
Fixed: Front. Blast		

88i Twin Light Blaster	-3	1 1 1
Fixed: Front. Impact 1		

MS-4 Twin Blaster	1-4	2 2 2
Fixed: Front. Impact 3		

11 8

•Chewbacca
Let the Wookiee Win

180

Ground Vehicle



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10



LOGRAY ONLY.

Choose an allied Trooper unit within 1 and in LOS. Remove 1 Wound from or restore 1 defeated miniature to the chosen unit.

•HERBAL MEDICINE

5



LOGRAY ONLY.

At the start of each Round, put 1 Aim token or 1 Dodge token on this card. At the start of this unit's Activation, it may remove any number of tokens from this card to gain an equal number of matching tokens.

Additionally, after this unit uses **AID**, it may remove 1 Suppression token.

•SECRET INGREDIENTS

10



LOGRAY ONLY.

At the start of the **Activation Phase**, you may this card. If you do, at the start of the next **End Phase**, discard this card. While this card is exhausted, each time an enemy unit is defeated, after the effect is resolved, 1 allied Trooper unit may make a Speed-1 Move.

•ONWARD TO VICTORY

3



TROOPER ONLY.

This unit gains **SCOUT 1**.

At the start of the first **Activation Phase**, this unit gains 1 Dodge token.

FOREST DWELLERS

3



TROOPER ONLY.

This unit gains **SCOUT 1**.

At the start of the first **Activation Phase**, this unit gains 1 Dodge token.

FOREST DWELLERS

3



TROOPER ONLY.

This unit gains **SCOUT 1**.

At the start of the first **Activation Phase**, this unit gains 1 Dodge token.

FOREST DWELLERS

8



EWOK SLINGERS OR EWOK SKIRMISHERS ONLY.

This unit may this card to choose an enemy Trooper unit in base contact with this unit's unit leader. If the chosen unit has 1 or more or equipped, discard 1 of those non-unique or limited upgrades. Then this unit suffers 1 Wound.

INSATIABLE CURIOSITY

8



EWOK SLINGERS OR EWOK SKIRMISHERS ONLY.

This unit may this card to choose an enemy Trooper unit in base contact with this unit's unit leader. If the chosen unit has 1 or more or equipped, discard 1 of those non-unique or limited upgrades. Then this unit suffers 1 Wound.

INSATIABLE CURIOSITY

8



EWOK SLINGERS OR EWOK SKIRMISHERS ONLY.

This unit may this card to choose an enemy Trooper unit in base contact with this unit's unit leader. If the chosen unit has 1 or more or equipped, discard 1 of those non-unique or limited upgrades. Then this unit suffers 1 Wound.

INSATIABLE CURIOSITY

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10



Ewok Slingers or Ewok Skirmishers Only.

Add 1 Ewok Trapper miniature.

This unit gains 1 upgrade icon.

Ewok Trapper

10



Ewok Slingers or Ewok Skirmishers Only.

Add 1 Ewok Trapper miniature.

This unit gains 1 upgrade icon.

Ewok Trapper

10



Ewok Slingers or Ewok Skirmishers Only.

Add 1 Ewok Trapper miniature.

This unit gains 1 upgrade icon.

Ewok Trapper

15



Ewok Slingers or Ewok Skirmishers Only.

Add 1 Axe Ewok miniature.

Stone Axe		1
Impact 1. Pierce 1		

Axe Ewok

15



Ewok Slingers or Ewok Skirmishers Only.

Add 1 Axe Ewok miniature.

Stone Axe		1
Impact 1. Pierce 1		

Axe Ewok

15



Ewok Slingers or Ewok Skirmishers Only.

Add 1 Axe Ewok miniature.

Stone Axe		1
Impact 1. Pierce 1		

Axe Ewok

28



Ewok Skirmishers Only.

Add 4 Ewok Skirmisher 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.

Ewok Skirmisher Squad

28



Ewok Skirmishers Only.

Add 4 Ewok Skirmisher 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.

Ewok Skirmisher Squad

28



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Ewok Skirmisher Squad

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23



Ewok Slingers Only.

Add 4 Ewok Slinger 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 1/3. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **Transport** keyword.

Ewok Slinger Squad

23

Ewok Slingers Only.

Add 4 Ewok Slinger 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 1/3. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **Transport** keyword.

Ewok Slinger Squad

23

Ewok Slingers Only.

Add 4 Ewok Slinger 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 1/3. This unit has this rule even if these miniatures are defeated.

This unit cannot be Deployed or issued Orders using the **Transport** keyword.

Ewok Slinger Squad

5

Trooper Only.

This unit gains **Charge** until the end of the Round. This unit gains 1 Suppression token.

••Call to Arms

5

Trooper Only.

This unit gains **Charge** until the end of the Round. This unit gains 1 Suppression token.

••Call to Arms

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Sneaky Scouting



WICKET

Choose up to 2 enemy units within 2 of **Wicket**. Each chosen unit gains 2 Observation tokens. Until the end of the Round, each time an allied unit declares an attack against a unit that has 1 or more Observation tokens, you may spend 1 Observation token on that enemy unit. If you do, the Attack Pool gains : for that attack.

Close Call



WICKET

At the start of the next **Activation Phase**, **Wicket** gains 1 Dodge token. Until the end of the Round, **Wicket** increases his maximum Speed to 3 and gains ***Outmaneuver***. **Wicket** cannot make attacks this Round.

Courageous Counterattack



WICKET & 2 UNITS

Allied units with a faceup Order token treat their as "–" this Round.

Until the end of the Round, each time an allied Trooper unit that has a faceup Order token attacks, during the **Form Attack Pool** step, for each Wound token and miniature from that unit that was previously defeated, add 1 white attack die to the Attack Pool.

Wicket

For the Tribe



3 TROOPER UNITS

You must nominate an Commander.
If you cannot nominate an Commander, you cannot play this card.

Units issued an Order with this card gain ***Dauntless*** and ***Relentless*** this Round. When a unit is issued an Order with this card, it may make a Recover action.

Bright Tree Village

Wicket

Log Traps



NO UNITS

At the start of the **Activation Phase** this Round, 1 Trooper unit that contains an **Ewok Trapper** miniature may make an attack using the weapon below.

Log Trap	1–4	2	3
Impact 4. Pierce 1			

Bright Tree Village

Wicket

Arboreal Assault



2 TROOPER UNITS

You must nominate an Commander.
If you cannot nominate an Commander, you cannot play this card.

When a Trooper unit is issued an Order with this card, its weapons gain ***Suppressive*** and ***Immobilize 1*** until the end of the Round. Additionally, when an allied unit makes an attack against an enemy unit that has a faceup Order token, after the attack is resolved, shuffle that Order token back into that player's Order Pool.

Bright Tree Village

Hiding in Plain Sight



2 TROOPER UNITS

You must nominate an Commander.
If you cannot nominate an Commander, you cannot play this card.

Units issued an Order with this card gain ***Inconspicuous*** this Round.

Bright Tree Village

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