Clone Trooper Infantry

▲4

CLONE TROOPER

Reliable 1

Unarmed	1
DC-15A Blaster Carbine 1–3	1

1 2 – –



Clone Trooper Infantry

56

CLONE TROOPER



Clone Trooper Infantry

▲4

CLONE TROOPER

Reliable 1

Unarmed	1
DC-15A Blaster Carbine 1–3	1

1 2 – –



Clone Trooper Infantry

56

CLONE TROOPER



Clone Trooper Infantry

▲4

CLONE TROOPER

Reliable 1

Unarmed	1
DC-15A Blaster Carbine 1–3	1

1 2 – –



Clone Trooper Infantry

56

CLONE TROOPER



ARC Troopers

4

CLONE TROOPER

Charge
Impervious
Scale
Scout 2
Sharpshooter 1
Tactical 1

DC-17 Hand Blasters –2	2

1 2 – –



ARC Troopers

64

CLONE TROOPER



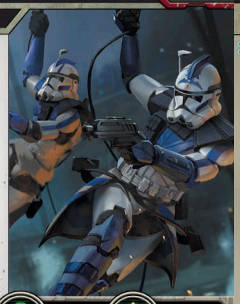
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ARC Troopers

4

CLONE TROOPER

Charge
Impervious
Scale
Scout 2
Sharpshooter 1
Tactical 1



1 2

DC-17 Hand Blasters −2 2

ARC Troopers

64

CLONE TROOPER



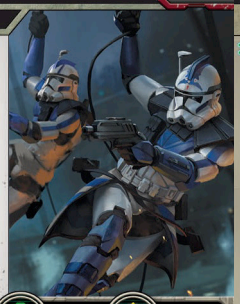
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ARC Troopers

4

CLONE TROOPER

Charge
Impervious
Scale
Scout 2
Sharpshooter 1
Tactical 1



1 2

DC-17 Hand Blasters −2 2

ARC Troopers

64

CLONE TROOPER



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ARC Troopers

Strike Team

1

CLONE TROOPER

Defend 1
Detachment: ARC Troopers
Heavy Weapon Team
Impervious
Incognito
Prepared Position



1 2

DC-17 Hand Blasters −2 2

ARC Troopers

Strike Team

23

CLONE TROOPER



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ARC Troopers

Strike Team

1

CLONE TROOPER

Defend 1
Detachment: ARC Troopers
Heavy Weapon Team
Impervious
Incognito
Prepared Position



1 2

DC-17 Hand Blasters −2 2

ARC Troopers

Strike Team

23

CLONE TROOPER



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Galactic Republic - Unit & Command Card Packs

ARC Troopers
Strike Team
Clone Trooper

1

Defend 1
Detachment: ARC Troopers
Heavy Weapon Team
Impervious
Incognito
Prepared Position



1 2

DC-17 Hand Blasters −2 | 2

ARC Troopers
Strike Team
Clone Trooper

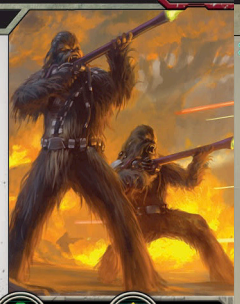
23



Wookiee Warriors
Kashyyyk Defenders
Wookiee Trooper

3

Indomitable
Scale
Sharpshooter 1



Combat Training | 1 1

X1 Carbine 1–3 | 2

3 2

Wookiee Warriors
Kashyyyk Defenders
Wookiee Trooper

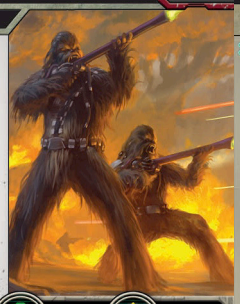
72



Wookiee Warriors
Kashyyyk Defenders
Wookiee Trooper

3

Indomitable
Scale
Sharpshooter 1



Combat Training | 1 1

X1 Carbine 1–3 | 2

3 2

Wookiee Warriors
Kashyyyk Defenders
Wookiee Trooper

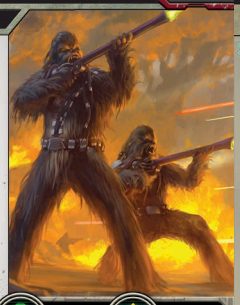
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Wookiee Warriors
Kashyyyk Defenders
Wookiee Trooper

3

Indomitable
Scale
Sharpshooter 1



Combat Training | 1 1

X1 Carbine 1–3 | 2

3 2

Wookiee Warriors
Kashyyyk Defenders
Wookiee Trooper

72



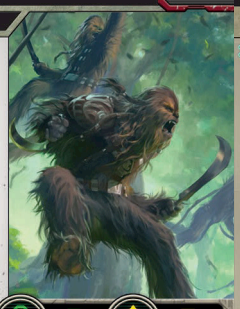
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Wookiee Warriors
Noble Fighters
Wookiee Trooper
3

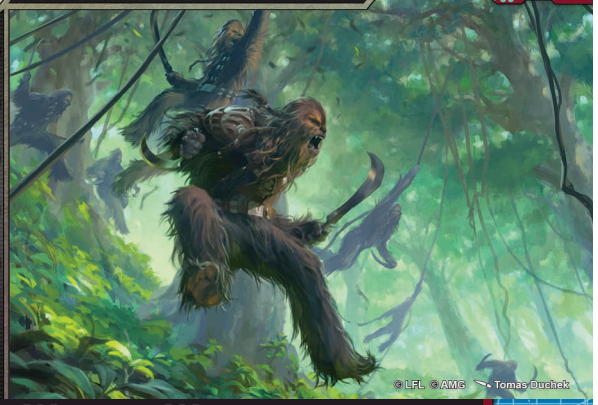
Charge
Duelist
Indomitable
Scale

Ryyk Blade — 2
Kashyyyk Pistol — 1–2 — 1 1

3 2



Wookiee Warriors
Noble Fighters
Wookiee Trooper
69

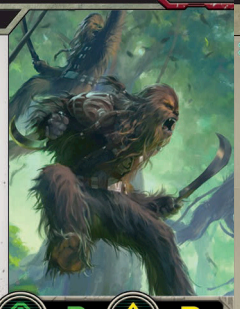


Wookiee Warriors
Noble Fighters
Wookiee Trooper
3

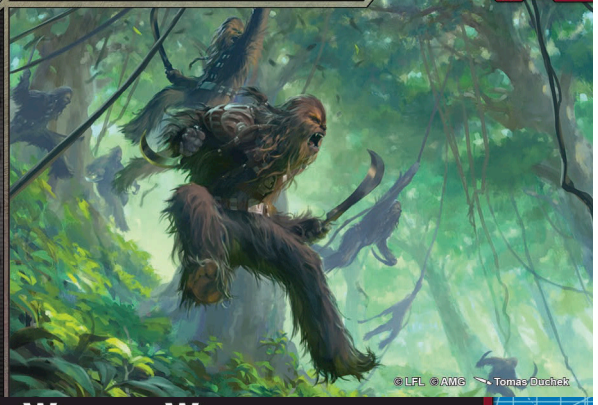
Charge
Duelist
Indomitable
Scale

Ryyk Blade — 2
Kashyyyk Pistol — 1–2 — 1 1

3 2



Wookiee Warriors
Noble Fighters
Wookiee Trooper
69

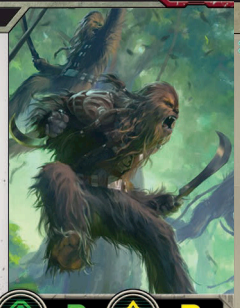


Wookiee Warriors
Noble Fighters
Wookiee Trooper
3

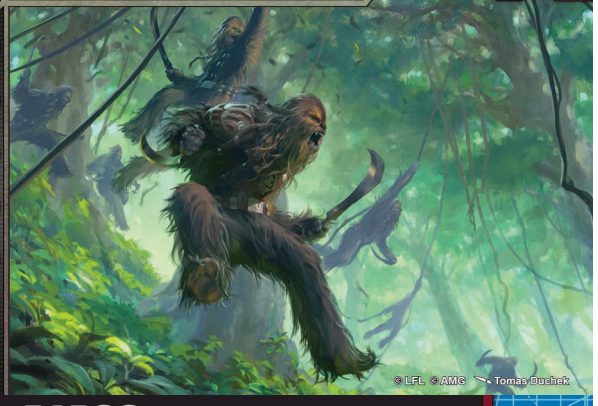
Charge
Duelist
Indomitable
Scale

Ryyk Blade — 2
Kashyyyk Pistol — 1–2 — 1 1

3 2



Wookiee Warriors
Noble Fighters
Wookiee Trooper
69

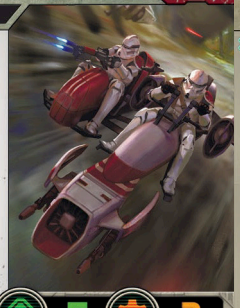


BARC Speeder
Repulsor Vehicle
1

Arsenal 2
Cover 1
Speeder 1

DC-15A Blaster Rifle — 1–3 — 1
Twin Blaster Cannon — 1–3 — 1 1 1
Fixed: Front

5 3



BARC Speeder
Repulsor Vehicle
65



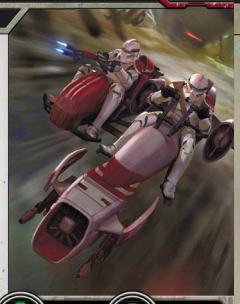
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BARC Speeder

1

REPULSOR VEHICLE

Arsenal 2
Cover 1
Speeder 1



DC-15A Blaster Rifle 1–3 | 1

Twin Blaster Cannon 1–3 | 1 1 1
Fixed: Front

5 3

—

BARC Speeder

65

REPULSOR VEHICLE



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BARC Speeder

1

REPULSOR VEHICLE

Arsenal 2
Cover 1
Speeder 1



DC-15A Blaster Rifle 1–3 | 1

Twin Blaster Cannon 1–3 | 1 1 1
Fixed: Front

5 3

—

BARC Speeder

65

REPULSOR VEHICLE



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AT-RT

1

GROUND VEHICLE

Armor 2
Climbing Vehicle
Expert Climber
Scout 1



Grappling Claws | 3
Impact 1

Rocket Launcher 1–3 | 2 1
Critical 1. Impact 1

6 4

—

AT-RT

60

GROUND VEHICLE



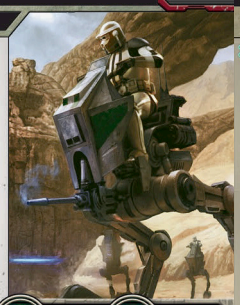
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AT-RT

1

GROUND VEHICLE

Armor 2
Climbing Vehicle
Expert Climber
Scout 1



Grappling Claws | 3
Impact 1

Rocket Launcher 1–3 | 2 1
Critical 1. Impact 1

6 4

—

AT-RT

60

GROUND VEHICLE



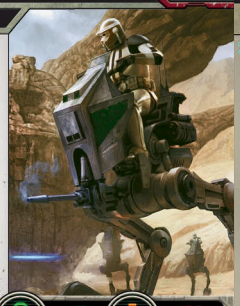
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AT-RT

1

GROUND VEHICLE



- **Armor 2**
- **Climbing Vehicle**
- **Expert Climber**
- **Scout 1**

Grappling Claws		3
Impact 1		

Rocket Launcher	1–3	2 1
Critical 1, Impact 1		

6 4

–

AT-RT

60

GROUND VEHICLE



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Raddaugh Gnasp Fluttercraft

1

REPULSOR VEHICLE



- **Cover 2**
- **Immune: Blast, Melee, 1 Weapons**
- **Reposition**
- **Speeder 2**

Pilot's Kashyyyk Pistol	1–2	1 1

6 3

Raddaugh Gnasp Fluttercraft

55

REPULSOR VEHICLE



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Raddaugh Gnasp Fluttercraft

1

REPULSOR VEHICLE



- **Cover 2**
- **Immune: Blast, Melee, 1 Weapons**
- **Reposition**
- **Speeder 2**

Pilot's Kashyyyk Pistol	1–2	1 1

6 3

Raddaugh Gnasp Fluttercraft

55

REPULSOR VEHICLE



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Raddaugh Gnasp Fluttercraft

1

REPULSOR VEHICLE



- **Cover 2**
- **Immune: Blast, Melee, 1 Weapons**
- **Reposition**
- **Speeder 2**

Pilot's Kashyyyk Pistol	1–2	1 1

6 3

Raddaugh Gnasp Fluttercraft

55

REPULSOR VEHICLE



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Raddaugh Gnasp Fluttercraft

Attack Craft

Repulsor Vehicle

1

Cover 2

Equip:

Immune: Blast, Melee, Weapons

Reposition

Special Issue: Wookiee War Grove

Speeder 2



6 3

Pilot's Kashyyyk Pistol 1–2

2 2



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62

Raddaugh Gnasp Fluttercraft

Attack Craft

Repulsor Vehicle

1

Cover 2

Equip:

Immune: Blast, Melee, Weapons

Reposition

Special Issue: Wookiee War Grove

Speeder 2



6 3

Pilot's Kashyyyk Pistol 1–2

2 2



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62

Raddaugh Gnasp Fluttercraft

Attack Craft

Repulsor Vehicle

1

Cover 2

Equip:

Immune: Blast, Melee, Weapons

Reposition

Special Issue: Wookiee War Grove

Speeder 2



6 3

Pilot's Kashyyyk Pistol 1–2

2 2



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62

Wookiee Chieftain

Clan Leader

Wookiee Trooper

1

Agile 1

Charge

Duelist

Indomitable

Scale

Special Issue: Wookiee War Grove

Ancestral Weapon

2 2 2

Chieftain's Bowcaster 1–3

Impact 2. Pierce 1

4



7 2



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85

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Wookiee Chieftain
Clan Leader
Wookiee Trooper

1

Agile 1
Charge
Duelist
Indomitable
Scale
Special Issue: Wookiee War Grove

Ancestral Weapon

Chieftain's Bowcaster 1–3
Impact 2. Pierce 1



7 2

Wookiee Chieftain
Clan Leader
Wookiee Trooper

85

Agile 1
Charge
Duelist
Indomitable
Scale
Special Issue: Wookiee War Grove

Ancestral Weapon

Chieftain's Bowcaster 1–3
Impact 2. Pierce 1



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Wookiee Chieftain
Clan Leader
Wookiee Trooper

1

Agile 1
Charge
Duelist
Indomitable
Scale
Special Issue: Wookiee War Grove

Ancestral Weapon

Chieftain's Bowcaster 1–3
Impact 2. Pierce 1



7 2

Wookiee Chieftain
Clan Leader
Wookiee Trooper

85

Agile 1
Charge
Duelist
Indomitable
Scale
Special Issue: Wookiee War Grove

Ancestral Weapon

Chieftain's Bowcaster 1–3
Impact 2. Pierce 1



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Clone Commandos
Clone Trooper

4

Complete the Mission
Equip: Katarn Pattern Armor
Infiltrate
Recharge 1
Shielded 1
Target 1

Gauntlet Vibroblade

DC-17M ICWS Blaster 1–2
Suppressive



1 2

Clone Commandos
Clone Trooper

90

Complete the Mission
Equip: Katarn Pattern Armor
Infiltrate
Recharge 1
Shielded 1
Target 1

Gauntlet Vibroblade

DC-17M ICWS Blaster 1–2
Suppressive



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Clone Commandos
Clone Trooper

4

Complete the Mission
Equip: Katarn Pattern Armor
Infiltrate
Recharge 1
Shielded 1
Target 1

Gauntlet Vibroblade

DC-17M ICWS Blaster 1–2
Suppressive



1 2

Clone Commandos
Clone Trooper

90

Complete the Mission
Equip: Katarn Pattern Armor
Infiltrate
Recharge 1
Shielded 1
Target 1

Gauntlet Vibroblade

DC-17M ICWS Blaster 1–2
Suppressive



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Clone Commandos

4

Clone Trooper



- Complete the Mission
- Equip: Katarn Pattern Armor
- Infiltrate
- Recharge 1
- Shielded 1
- Target 1

Gauntlet Vibroblade		2
DC-17M ICWS Blaster	1–2	1 1
Suppressive		

1 2 – –

Clone Commandos

90

Clone Trooper



Saber-class Tank

1

Repulsor Vehicle



- Armor 5
- Arsenal 2
- Hover: Ground
- Outmaneuver
- Weak Point 1: Rear, Sides

Heavy Laser Cannons	1–4	2 2 2
Fixed: Front. Critical 1. Impact 2		

9 6 – –

Saber-class Tank

155

Repulsor Vehicle



Saber-class Tank

1

Repulsor Vehicle



- Armor 5
- Arsenal 2
- Hover: Ground
- Outmaneuver
- Weak Point 1: Rear, Sides

Heavy Laser Cannons	1–4	2 2 2
Fixed: Front. Critical 1. Impact 2		

9 6 – –

Saber-class Tank

155

Repulsor Vehicle



Saber-class Tank

1

Repulsor Vehicle



- Armor 5
- Arsenal 2
- Hover: Ground
- Outmaneuver
- Weak Point 1: Rear, Sides

Heavy Laser Cannons	1–4	2 2 2
Fixed: Front. Critical 1. Impact 2		

9 6 – –

Saber-class Tank

155

Repulsor Vehicle

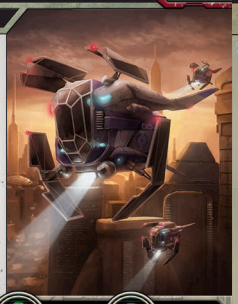


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LAAT/le Patrol Transport

1

REPULSOR VEHICLE



- Armor 5
- Arsenal 2
- Cover 1
- Hover: Air 2
- Immune: Blast, Melee, Weapons
- Transport

8 6

Twin Laser Cannons	1–3	2 2
Fixed: Front. Impact 1		

LAAT/le Patrol Transport

100

REPULSOR VEHICLE



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LAAT/le Patrol Transport

1

REPULSOR VEHICLE

- Armor 5
- Arsenal 2
- Cover 1
- Hover: Air 2
- Immune: Blast, Melee, Weapons
- Transport

8 6

Twin Laser Cannons	1–3	2 2
Fixed: Front. Impact 1		

LAAT/le Patrol Transport

100

REPULSOR VEHICLE

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LAAT/le Patrol Transport

1

REPULSOR VEHICLE

- Armor 5
- Arsenal 2
- Cover 1
- Hover: Air 2
- Immune: Blast, Melee, Weapons
- Transport

8 6

Twin Laser Cannons	1–3	2 2
Fixed: Front. Impact 1		

LAAT/le Patrol Transport

100

REPULSOR VEHICLE

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Infantry Support Platform

1

REPULSOR VEHICLE



- Armor 3
- Cover 1
- Hover: Ground
- Weak Point 1: Rear, Sides

7 5

DC-15A Blaster Rifles	1–3	2

Infantry Support Platform

65

REPULSOR VEHICLE



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Infantry Support Platform

1

Repulsor Vehicle



Armor 3

Cover 1

Hover: Ground

Weak Point 1: Rear, Sides

7 5

DC-15A Blaster Rifles 1–3 | 2

Infantry Support Platform

65

Repulsor Vehicle



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Infantry Support Platform

1

Repulsor Vehicle



Armor 3

Cover 1

Hover: Ground

Weak Point 1: Rear, Sides

7 5

DC-15A Blaster Rifles 1–3 | 2

Infantry Support Platform

65

Repulsor Vehicle



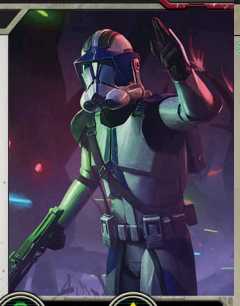
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Clone Commander

Trained for Leadership

1

Clone Trooper



Bolster 2

Direct: ▲Clone Trooper Unit

Sharpshooter 1

4 2

Combat Training | 2

DC-15 Blaster Rifle 1–3 | 3

Clone Commander

Trained for Leadership

60

Clone Trooper



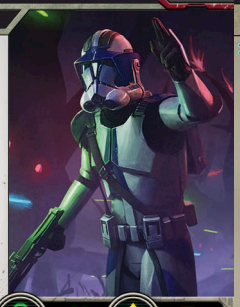
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Clone Commander

Trained for Leadership

1

Clone Trooper



Bolster 2

Direct: ▲Clone Trooper Unit

Sharpshooter 1

4 2

Combat Training | 2

DC-15 Blaster Rifle 1–3 | 3

Clone Commander

Trained for Leadership

60

Clone Trooper



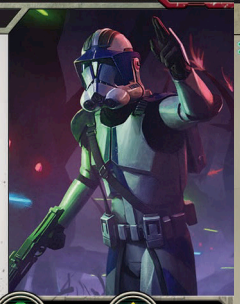
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Clone Commander
Trained for Leadership
Clone Trooper

1

Bolster 2
Direct: ▲Clone Trooper Unit
Sharpshooter 1

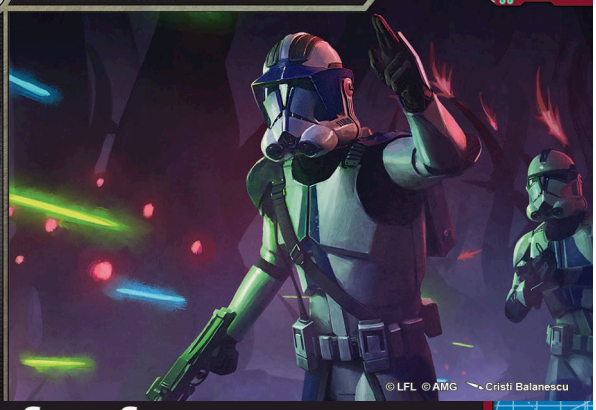


Combat Training — 2
DC-15 Blaster Rifle — ✱1–3 — 3

4 2 – –

Clone Commander
Trained for Leadership
Clone Trooper

60

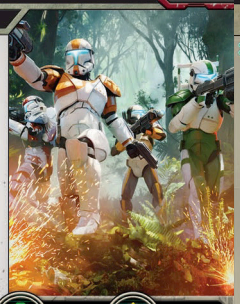


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Clone Commandos
•Delta Squad
Clone Trooper

4

Complete the Mission
Equip: Katarn Pattern Armor
Independent: Recover
Infiltrate
Recharge 1. Shielded 1
Target 2



Gauntlet Vibroblade — 2
DC-17M ICWS Blaster — ✱1–2 — Suppressive — 2

1 - – –

Clone Commandos
•Delta Squad
Clone Trooper

105



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•Obi-Wan Kenobi
Civilized Warrior
Trooper

1

Jump 1
Charge
Deflect
Guardian 3
Immune: Pierce
Master of the Force 1
Soresu Mastery



Obi-Wan's Lightsaber — Critical 2. Impact 2. Pierce 2 — 2 2 2

6 3 – –

•Obi-Wan Kenobi
Civilized Warrior
Trooper

150



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•C-3PO
Human Cyborg Relations
Droid Trooper



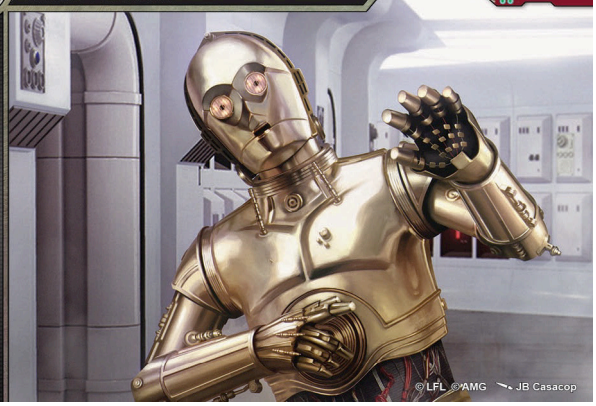
2

Calculate Odds
Distract
Counterpart: R2-D2

Clumsy Kick — 1

•C-3PO
Human Cyborg Relations
Droid Trooper

15



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•Clone Captain Rex

Honorable Soldier

CLONE TROOPER

1

Gunslinger
Scout 1
Scouting Party 2
Sharpshooter 1
Tactical 1

Combat Training — 2

DC-17 Hand Blasters — 1–2 — 3



5 2

—

•Clone Captain Rex

Honorable Soldier

CLONE TROOPER

95



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•Anakin Skywalker

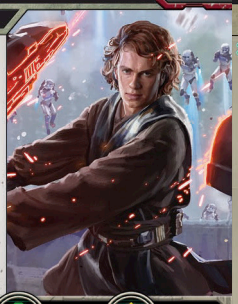
The Chosen One

TROOPER

1

Jump 1
Charge
Deflect
Djem So Mastery
Immune: Pierce
Master of the Force 1
Tempted

Anakin's Lightsaber — 5
Impact 3. Pierce 3



6 3

—

•Anakin Skywalker

The Chosen One

TROOPER

170



© LFL © AMG Artist: Daniel Clarke

•Yoda

Grand Master of the Jedi Order

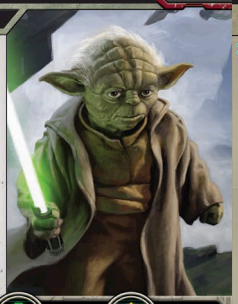
TROOPER

1

Guidance: Trooper
Ataru Mastery
Deflect
Immune: Pierce
Master of the Force 2

Yoda's Lightsaber — 4
Impact 2. Pierce 2

Force Wave — 1–2 — 4
Blast. Suppressive



5 4

•Yoda

Grand Master of the Jedi Order

TROOPER

170



© LFL © AMG Artist: Colin Boyer

•Chewbacca

Hero of Kashyyyk

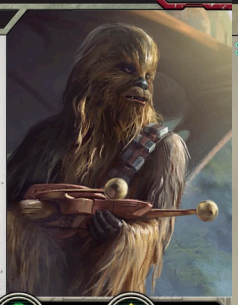
WOOKIEE TROOPER

1

Enrage 4
Guardian 2:
Reliable 2
Scale

Overwhelm — 4
Lethal 1

Chewbacca's Bowcaster — 1–3 — 2 2
Critical 1. Impact 1. Pierce 1



9 2

—

•Chewbacca

Hero of Kashyyyk

WOOKIEE TROOPER

90



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•Clone Commander Cody

Leader of the 212th

Clone Trooper

1

Observe 2

Jump 1

Take Cover 1

Direct: Vehicle

Target 1

Combat Training — 2

DC-15A Blaster Rifle — 1–4 — 2 1 1

Lethal 1. Impact 1

5 2 — —





•Clone Commander Cody

Leader of the 212th

Clone Trooper

105

© LFL © AMG Dan Watson

•R2-D2

Hero of a Thousand Devices

Droid Trooper

1

Repair 2: Capacity 2

Inconspicuous

Infiltrate

Secret Mission

Electro-Shock — 1 — 3

Suppressive

4 2





•R2-D2

Hero of a Thousand Devices

Droid Trooper

55

© LFL © AMG Martin Diego Sadaba

•Padmé Amidala

Spirited Senator

Trooper

1

Bolster 2

Agile 1

Inspire 2

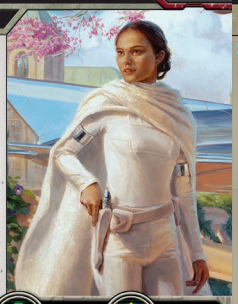
Nimble

Sharpshooter 2

Martial Arts — 3

Padmé's Blaster — 1–2 — 3

6 3





•Padmé Amidala

Spirited Senator

Trooper

60

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•The Bad Batch

Clone Force 99

Clone Trooper

0

Equip: Crosshair, Echo, Hunter, Tech, Wrecker

Impervious

Scale. Sharpshooter 1

Steady

We're Not Regs

Combat Training — 1

DC-17 Hand Blaster — 1–2 — 1 1

2 3 — —





•The Bad Batch

Clone Force 99

Clone Trooper

160

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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

26



▾▲▾ ARC Troopers Only.

Add 1 DC-15x ARC Trooper Gunner miniature.

DC-15x Blaster Rifle	❋1-3	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	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	1	3
Overwhelm			

DC-15x ARC Trooper Gunner

26



ARC Troopers, Strike Team Only.

Add 1 DC-15x ARC Trooper Sniper miniature.

DC-15x Sniper Rifle	❋2-5	2	1
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	2	1
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	2	1
High Velocity. Overwhelm. Sniper Team			

DC-15x ARC Trooper Sniper

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22



Clone Trooper Infantry Only.

Add 1 DP-23 Clone Trooper miniature.

DP-23 Blaster	⊗-2	2
Pierce 1		

DP-23 Clone Trooper

22

Clone Trooper Infantry Only.

Add 1 DP-23 Clone Trooper miniature.

DP-23 Blaster	⊗-2	2
Pierce 1		

DP-23 Clone Trooper

22

Clone Trooper Infantry Only.

Add 1 DP-23 Clone Trooper miniature.

DP-23 Blaster	⊗-2	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	6

Z-6 Clone Trooper

22

Clone Trooper Infantry Only.

Add 1 Z-6 Clone Trooper miniature.

Z-6 Rotary Blaster	✱1-3	6

Z-6 Clone Trooper

22

Clone Trooper Infantry Only.

Add 1 Z-6 Clone Trooper miniature.

Z-6 Rotary Blaster	✱1-3	6

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 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 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 1
Cumbersome. Impact 2		

RPS-6 Clone Trooper

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20



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Mortar Clone Trooper miniature.

Mortar	2-4	2
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	2
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	2
Critical 1. Cumbersome. Suppressive.		

Mortar Clone Trooper

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		2

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		2

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		2

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		2

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		2

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		2

Battle Shield Wookiee

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26



Wookiee Warriors Only.

Add 1 Long Gun Wookiee miniature.

Long Gun	1–4	2
Suppressive		

Long Gun Wookiee

26



Wookiee Warriors Only.

Add 1 Long Gun Wookiee miniature.

Long Gun	1–4	2
Suppressive		

Long Gun Wookiee

26



Wookiee Warriors Only.

Add 1 Long Gun Wookiee miniature.

Long Gun	1–4	2
Suppressive		

Long Gun Wookiee

31



Wookiee Warriors Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1–3	1 1
Impact 1. Pierce 1		

Bowcaster Wookiee

31



Wookiee Warriors Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1–3	1 1
Impact 1. Pierce 1		

Bowcaster Wookiee

31



Wookiee Warriors Only.

Add 1 Bowcaster Wookiee miniature.

Bowcaster	1–3	1 1
Impact 1. Pierce 1		

Bowcaster Wookiee

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

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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

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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

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

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0



Clone Commandos Only.

When this unit would suffer 1 or more Wounds from a non-Melee attack, you may ✕ 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 ✕ 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 ✕ 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 ↱ 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

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 ↱ 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

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 ↱ 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

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

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

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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

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

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

20



Raddaugh Gnasp Fluttercraft Only.

Thermal Detonators	2 2
Overrun 2. Suppressive	

Gnasp Bombardier

20

Raddaugh Gnasp Fluttercraft Only.

Thermal Detonators	2 2
Overrun 2. Suppressive	

Gnasp Bombardier

20

Raddaugh Gnasp Fluttercraft Only.

Thermal Detonators	2 2
Overrun 2. Suppressive	

Gnasp Bombardier

15



Raddaugh Gnasp Fluttercraft Only.

Heavy Bowcaster	1-3	2 2
Fixed: Rear. Impact 1. Pierce 1		

Gnasp Gunner

15

Raddaugh Gnasp Fluttercraft Only.

Heavy Bowcaster	1-3	2 2
Fixed: Rear. Impact 1. Pierce 1		

Gnasp Gunner

15

Raddaugh Gnasp Fluttercraft Only.

Heavy Bowcaster	1-3	2 2
Fixed: Rear. Impact 1. Pierce 1		

Gnasp Gunner

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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

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

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	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	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	1
Impact 2				

BARC RPS-6 Gunner

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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

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	2
Fixed: Front. Blast. Spray		

AT-RT Flamethrower

15



AT-RT Only.

Flamethrower	-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

20



AT-RT Only.

Rotary Blaster	1-3	5
Fixed: Front		

AT-RT Rotary Blaster

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15



Saber-class Tank Only.

Beam Cannon ✱1-4 | 2

Beam 2

Beam Turret

15



Saber-class Tank Only.

Beam Cannon ✱1-4 | 2

Beam 2

Beam Turret

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

14



Saber-class Tank Only.

Twin Laser Cannon ✱1-3 | 3

Critical 1

Twin Laser 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

30



Infantry Support Platform Only.

Twin Beam Cannons ✱1-4 | 2 2

Fixed: Front. Beam 2

Twin Beam Cannons

30



Infantry Support Platform Only.

Twin Beam Cannons ✱1-4 | 2 2

Fixed: Front. Beam 2

Twin Beam Cannons

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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.

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.

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

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

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. 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. 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

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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.

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.

DC-17m ICWS Launcher	1–2	2
Impact 1. Scatter		

DC-17m ICWS Anti-Armor Configuration

0



The Bad Batch Only.

Add 1 Echo miniature.

This unit gains **Reliable 3**.

•Echo, Clone Force 99

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 Hunter miniature.

Leader.

Choose a non- or non- enemy Trooper unit within 1 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 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
High Velocity. Pierce 1		

•Crosshair

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 1

•Wrecker

8



LAAT/le Patrol Transport Only.

This unit gains **Observe 4**.

•Hound and Grizzer

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10



LAAT/le Patrol Transport Only.

This unit gains **Field Commander**.

» Choose an allied Trooper unit within 2 of this unit. The chosen unit gains 1 Surge token and may remove 1 Suppression token.

•Clone Commander Fox

5



Saber-class Tank Only.

This unit gains **Field Commander** and **Inspire 2**.

•Aayla Secura

9



Saber-class Tank Only.

↱» This unit gains **Agile 2** until the end of its Activation.

•Plo Koon

36

1



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Fives miniature.

This unit increases its ◈ by 1 and gains **Charge** and **Coordinate: Clone Trooper**.

Leader.

Fives' Blaster	✕ 3	◈ 3

•Fives

22

1



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Waxer miniature.

This unit gains **Disciplined 2**.

Once per Turn, when a miniature in this unit is defeated, after the effect is resolved, this unit gains 1 Surge token.

Leader.

•Waxer

20

1



Clone Trooper Infantry or Clone Trooper Marksmen Only.

Add 1 Boil miniature.

This unit gains **Guardian 1**.

When this unit defends against a Ranged attack, if it suffered no Wounds from that attack, it does not gain Suppression tokens during the **Assign Suppression Token to Defender** step of that attack. Additionally this unit does not gain Suppression tokens from using the **Guardian X** keyword.

•Boil

36

1



Arc Troopers or Clone Trooper Marksmen Only.

Add 1 Echo, Arc Marksman miniature.

This unit gains **Reliable 1**.

Leader.

DC-15x	✱ 1–5	2
Critical 1. Lethal 1. Immune: Deflect		

•Echo, ARC Marksman

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