

4 LEADER UNIT GROUND

◆ **NALA SE**
CLONE ENGINEER



1 **KAMINOAN** **7**

Ignore the aspect penalty on **CLONE** units you play.
Each friendly **CLONE** unit gains:
"When Defeated: Heal 2 damage from your base."

MARC ESCACIK

◆ **NALA SE**
CLONE ENGINEER

Ignore the aspect penalty on **CLONE** units you play.

Epic Action: If you control 4 or more resources, deploy this leader. **U7**



LEADER

KAMINOAN

MARC ESCACIK

30 BASE

TIPOCA CITY



KAMINO

SEBASTIAN GUIDOBONO

3 UNIT GROUND

INFANTRY OF THE 212TH



2 **REPUBLIC • CLONE • TROOPER** **4**

COORDINATE – SENTINEL (Gain this keyword while you control 3 or more units. Units in this arena can't attack your non-Sentinel units or your base.)

SEBASTIAN GUIDOBONO

3 UNIT GROUND

INFANTRY OF THE 212TH



2 **REPUBLIC • CLONE • TROOPER** **4**

COORDINATE – SENTINEL (Gain this keyword while you control 3 or more units. Units in this arena can't attack your non-Sentinel units or your base.)

SEBASTIAN GUIDOBONO

3 UNIT GROUND

INFANTRY OF THE 212TH



2 **REPUBLIC • CLONE • TROOPER** **4**

COORDINATE – SENTINEL (Gain this keyword while you control 3 or more units. Units in this arena can't attack your non-Sentinel units or your base.)

SEBASTIAN GUIDOBONO

2 UNIT GROUND

CORUSCANT GUARD



3 **REPUBLIC • CLONE • TROOPER** **2**

COORDINATE – AMBUSH (Gain this keyword while you control 3 or more units, including this one. When you play this unit, it may ready and attack an enemy unit.)

KYLE FETCHECK

2 UNIT GROUND

CORUSCANT GUARD



3 **REPUBLIC • CLONE • TROOPER** **2**

COORDINATE – AMBUSH (Gain this keyword while you control 3 or more units, including this one. When you play this unit, it may ready and attack an enemy unit.)

KYLE FETCHECK

2 UNIT GROUND

CORUSCANT GUARD



3 **REPUBLIC • CLONE • TROOPER** **2**

COORDINATE – AMBUSH (Gain this keyword while you control 3 or more units, including this one. When you play this unit, it may ready and attack an enemy unit.)

KYLE FETCHECK

UNIT GROUND

3 501ST LIBERATOR



3 REPUBLIC • CLONE • TROOPER 3

When Played: If you control another **REPUBLIC** unit, you may heal 3 damage from a base.

ANDRE MEALHA © LFL © FFG TWI • EN 109/257

UNIT GROUND

1 332ND STALWART



1 REPUBLIC • CLONE • TROOPER 2

COORDINATE – This unit gets **Lead**. (Gain this ability while you control 3 or more units.)

ARIQ MURTI © LFL © FFG TWI • EN 240/257

UNIT GROUND

1 332ND STALWART



1 REPUBLIC • CLONE • TROOPER 2

COORDINATE – This unit gets **Lead**. (Gain this ability while you control 3 or more units.)

ARIQ MURTI © LFL © FFG TWI • EN 240/257

UNIT GROUND

1 332ND STALWART



1 REPUBLIC • CLONE • TROOPER 2

COORDINATE – This unit gets **Lead**. (Gain this ability while you control 3 or more units.)

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UNIT GROUND

6 ♦ CAPTAIN REX

LEAD BY EXAMPLE



4 REPUBLIC • CLONE • TROOPER 4

When Played: Create 2 Clone Trooper tokens.

ERIC HIBBELER © LFL © FFG TWI • EN 057/257

UNIT GROUND

6 ♦ CAPTAIN REX

LEAD BY EXAMPLE



4 REPUBLIC • CLONE • TROOPER 4

When Played: Create 2 Clone Trooper tokens.

ERIC HIBBELER © LFL © FFG TWI • EN 057/257

UNIT GROUND

3 REPUBLIC COMMANDO



2 REPUBLIC • CLONE • TROOPER 5

COORDINATE – **SABOTEUR** (Gain this keyword while you control 3 or more units. When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

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UNIT GROUND

3 REPUBLIC COMMANDO



2 REPUBLIC • CLONE • TROOPER 5

COORDINATE – **SABOTEUR** (Gain this keyword while you control 3 or more units. When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

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UNIT GROUND

3 BATCH BROTHERS



2 REPUBLIC • CLONE • TROOPER 1

When Played: Create a Clone Trooper token.

TATSIANA MAKSHUK © LFL © FFG TWI • EN 144/257

3 UNIT GROUND

BATCH BROTHERS

2 REPUBLIC • CLONE • TROOPER **1**

When Played: Create a Clone Trooper token.

TATSIANA MAKSIMUK © LFL © FF6 TWI • EN 144/257

3 UNIT GROUND

BATCH BROTHERS

2 REPUBLIC • CLONE • TROOPER **1**

When Played: Create a Clone Trooper token.

TATSIANA MAKSIMUK © LFL © FF6 TWI • EN 144/257

2 UNIT GROUND

REPUBLIC TACTICAL OFFICER

1 REPUBLIC • CLONE **4**

When Played: You may attack with a **REPUBLIC** unit. It gets $\heartsuit 2/\heartsuit 0$ for this attack.

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2 UNIT GROUND

REPUBLIC TACTICAL OFFICER

1 REPUBLIC • CLONE **4**

When Played: You may attack with a **REPUBLIC** unit. It gets $\heartsuit 2/\heartsuit 0$ for this attack.

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2 UNIT GROUND

REPUBLIC TACTICAL OFFICER

1 REPUBLIC • CLONE **4**

When Played: You may attack with a **REPUBLIC** unit. It gets $\heartsuit 2/\heartsuit 0$ for this attack.

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2 UNIT GROUND

◆ ECHO
VALIANT ARC TROOPER

2 REPUBLIC • CLONE • TROOPER **2**

COORDINATE – This unit gets $\heartsuit 2/\heartsuit 2$. (Gain this ability while you control 3 or more units.)

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2 UNIT GROUND

◆ ECHO
VALIANT ARC TROOPER

2 REPUBLIC • CLONE • TROOPER **2**

COORDINATE – This unit gets $\heartsuit 2/\heartsuit 2$. (Gain this ability while you control 3 or more units.)

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2 UNIT GROUND

◆ ECHO
VALIANT ARC TROOPER

2 REPUBLIC • CLONE • TROOPER **2**

COORDINATE – This unit gets $\heartsuit 2/\heartsuit 2$. (Gain this ability while you control 3 or more units.)

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4 UNIT GROUND

◆ HEVY
STAUNCH MARTYR

4 REPUBLIC • CLONE • TROOPER **4**

COORDINATE – RAID 2 (Gain this keyword while you control 3 or more units. This unit gets +2/+0 while attacking.)

When Defeated: Deal 1 damage to each enemy ground unit.

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4 UNIT GROUND

◆HEVY
STAUNCH MARTYR

4 REPUBLIC • CLONE • TROOPER 4

COORDINATE – RAID 2 (Gain this keyword while you control 3 or more units. This unit gets +2/+0 while attacking.)

When Defeated: Deal 1 damage to each enemy ground unit.

SEBASTIAN GUIDOBONO © LFL © FFG TWI • EN 184/257

1 UNIT GROUND

SOLDIER OF THE 501ST

1 REPUBLIC • CLONE • TROOPER 3

RAID 1 (This unit gets +1/+0 while attacking.)

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1 UNIT GROUND

SOLDIER OF THE 501ST

1 REPUBLIC • CLONE • TROOPER 3

RAID 1 (This unit gets +1/+0 while attacking.)

KYLE PETCHOCK © LFL © FFG TWI • EN 141/257

1 UNIT GROUND

SOLDIER OF THE 501ST

1 REPUBLIC • CLONE • TROOPER 3

RAID 1 (This unit gets +1/+0 while attacking.)

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3 UNIT GROUND

PHASE II CLONE TROOPER

3 REPUBLIC • CLONE • TROOPER 2

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

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3 UNIT GROUND

PHASE II CLONE TROOPER

3 REPUBLIC • CLONE • TROOPER 2

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

OPERCAN CIRIT © LFL © FFG TWI • EN 242/257

2 UNIT GROUND

PHASE I CLONE TROOPER

3 REPUBLIC • CLONE • TROOPER 2

ARIO ANINDITO © LFL © FFG TWI • EN 241/257

2 UNIT GROUND

PHASE I CLONE TROOPER

3 REPUBLIC • CLONE • TROOPER 2

ARIO ANINDITO © LFL © FFG TWI • EN 241/257

2 UNIT GROUND

PHASE I CLONE TROOPER

3 REPUBLIC • CLONE • TROOPER 2

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5 UNIT GROUND

♣ **CLONE COMMANDER CODY**
COMMANDING THE 212TH



4 REPUBLIC • CLONE • TROOPER 4

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
COORDINATE – Each other friendly unit gets $\frac{1}{1}$ and gains **OVERWHELM**. (Gain this ability while you control 3 or more units.)

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2 UNIT GROUND

CLONE HEAVY GUNNER



1 REPUBLIC • CLONE • TROOPER 3

COORDINATE – This unit gets $\frac{2}{0}$. (Gain this ability while you control 3 or more units.)

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2 UNIT GROUND

CLONE HEAVY GUNNER



1 REPUBLIC • CLONE • TROOPER 3

COORDINATE – This unit gets $\frac{2}{0}$. (Gain this ability while you control 3 or more units.)

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2 UNIT GROUND

CLONE HEAVY GUNNER



1 REPUBLIC • CLONE • TROOPER 3

COORDINATE – This unit gets $\frac{2}{0}$. (Gain this ability while you control 3 or more units.)

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5 UNIT GROUND

♣ **FIVES**
IN SEARCH OF TRUTH



5 REPUBLIC • CLONE • TROOPER 5

SABOTEUR
When you play an event: You may put a **CLONE** unit from your discard pile on the bottom of your deck. If you do, draw a card.

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3 UNIT GROUND

41ST ELITE CORPS



3 REPUBLIC • CLONE • TROOPER 3

COORDINATE – This unit gets $\frac{0}{3}$. (Gain this ability while you control 3 or more units.)

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3 UNIT GROUND

ADVANCED RECON COMMANDO



4 REPUBLIC • CLONE • TROOPER 3

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

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3 UNIT GROUND

ADVANCED RECON COMMANDO



4 REPUBLIC • CLONE • TROOPER 3

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

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3 UNIT GROUND

ADVANCED RECON COMMANDO



4 REPUBLIC • CLONE • TROOPER 3

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

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UNIT GROUND

1 CLONE DIVE TROOPER



2 REPUBLIC • CLONE • TROOPER 1

COORDINATE – While this unit is attacking, the defender gets $-E/D-1$. (Gain this ability while you control 3 or more units.)

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UNIT GROUND

1 CLONE DIVE TROOPER



2 REPUBLIC • CLONE • TROOPER 1

COORDINATE – While this unit is attacking, the defender gets $-E/D-1$. (Gain this ability while you control 3 or more units.)

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UNIT SPACE

3 REPUBLIC ARC-170



3 REPUBLIC • VEHICLE • FIGHTER 4

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UNIT SPACE

3 REPUBLIC ARC-170



3 REPUBLIC • VEHICLE • FIGHTER 4

SEBASTIÁN GUIDOBONO © LFL © FFG TWI • EN 111/257

UNIT SPACE

3 REPUBLIC ARC-170



3 REPUBLIC • VEHICLE • FIGHTER 4

SEBASTIÁN GUIDOBONO © LFL © FFG TWI • EN 111/257

UNIT SPACE

2 HEADHUNTER SQUADRON



1 REPUBLIC • VEHICLE • FIGHTER 4

FRENCH CARLOMAGNO © LFL © FFG TWI • EN 253/257

UNIT SPACE

2 HEADHUNTER SQUADRON



1 REPUBLIC • VEHICLE • FIGHTER 4

FRENCH CARLOMAGNO © LFL © FFG TWI • EN 253/257

UNIT SPACE

2 HEADHUNTER SQUADRON



1 REPUBLIC • VEHICLE • FIGHTER 4

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