

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 ESCAICH

↔ 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. 1/7



KAMINOAN

LEADER

MARC ESCAICH

TIPOCA CITY

BASE

30

KAMINO

SEBASTIÁN 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.)

SEBASTIÁN 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.)

SEBASTIÁN 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.)

SEBASTIÁN 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 PETCHOCK

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 PETCHOCK

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 PETCHOCK

3 UNIT GROUND

**501ST LIBERATOR**



3 REPUBLIC • CLONE • TROOPER 3

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

ANDRÉ NEALHA © LFL © FFG TWI • EN 109/257

1 UNIT GROUND

**332ND STALWART**



1 REPUBLIC • CLONE • TROOPER 2

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

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

1 UNIT GROUND

**332ND STALWART**



1 REPUBLIC • CLONE • TROOPER 2

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

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

1 UNIT GROUND

**332ND STALWART**



1 REPUBLIC • CLONE • TROOPER 2

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

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6 UNIT GROUND

**♦ 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

6 UNIT GROUND

**♦ 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

3 UNIT GROUND

**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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3 UNIT GROUND

**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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3 UNIT GROUND

**BATCH BROTHERS**



2 REPUBLIC • CLONE • TROOPER 1

**When Played:** Create a Clone Trooper token.

TATSIANA MAKSIMUK © 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 © 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 © FFG 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  $\frac{2}{2}/\frac{0}{0}$  for this attack.

ARIO ANINDITO © LFL © FFG TWI • EN 091/257

**2** UNIT GROUND

**REPUBLIC TACTICAL OFFICER**

**1** REPUBLIC • CLONE **4**

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

ARIO ANINDITO © LFL © FFG TWI • EN 091/257

**2** UNIT GROUND

**REPUBLIC TACTICAL OFFICER**

**1** REPUBLIC • CLONE **4**

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

ARIO ANINDITO © LFL © FFG TWI • EN 091/257

**2** UNIT GROUND

**◆ ECHO**  
VALIANT ARC TROOPER

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

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

SEBASTIÁN GUIDOBONO © LFL © FFG TWI • EN 090/257

**2** UNIT GROUND

**◆ ECHO**  
VALIANT ARC TROOPER

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

**COORDINATE** – This unit gets  $\frac{2}{2}/\frac{2}{2}$ . (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  $\frac{2}{2}/\frac{2}{2}$ . (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 164/257

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.)

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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.)

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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.)

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

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.)

OMERCAN 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  $\frac{2}{1}$ . (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  $\frac{2}{1}$ . (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  $\frac{2}{1}$ . (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  $\frac{1}{1}$ . (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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1 UNIT GROUND

### CLONE DIVE TROOPER



2 REPUBLIC • CLONE • TROOPER 1

**COORDINATE** – While this unit is attacking, the defender gets  $\leq 2$   $\leq 1$ . (Gain this ability while you control 3 or more units.)

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1 UNIT GROUND

### CLONE DIVE TROOPER



2 REPUBLIC • CLONE • TROOPER 1

**COORDINATE** – While this unit is attacking, the defender gets  $\leq 2$   $\leq 1$ . (Gain this ability while you control 3 or more units.)

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3 UNIT SPACE

### REPUBLIC ARC-170



3 REPUBLIC • VEHICLE • FIGHTER 4

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3 UNIT SPACE

### REPUBLIC ARC-170



3 REPUBLIC • VEHICLE • FIGHTER 4

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

3 UNIT SPACE

### REPUBLIC ARC-170



3 REPUBLIC • VEHICLE • FIGHTER 4

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

2 UNIT SPACE

### HEADHUNTER SQUADRON



1 REPUBLIC • VEHICLE • FIGHTER 4

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

2 UNIT SPACE

### HEADHUNTER SQUADRON



1 REPUBLIC • VEHICLE • FIGHTER 4

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

2 UNIT SPACE

### HEADHUNTER SQUADRON



1 REPUBLIC • VEHICLE • FIGHTER 4

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