

**7** LEADER UNIT GROUND

♦ **COUNT DOOKU**  
FACE OF THE CONFEDERACY



**5** FORCE • SEPARATIST • SITH **9**

**OVERWHELM** (When attacking an enemy unit, deal excess damage to the opponent's base.)  
**On Attack:** The next **SEPARATIST** card you play this phase gains **EXPLOIT 3**.

ERIC HIBBELER

♦ **COUNT DOOKU**  
FACE OF THE CONFEDERACY

**Action** [↻]: Play a **SEPARATIST** card from your hand. It gains **EXPLOIT 1**. (You may defeat 1 unit you control. If you do, that card costs 2 less.)

**Epic Action:** If you control 7 or more resources, deploy this leader.



LEADER

FORCE • SEPARATIST • SITH

ERIC HIBBELER

**30** BASE

**JABBA'S PALACE**



TATOOINE

TYLER EDLIN

**8** UNIT GROUND

**HAILFIRE TANK**



**7** SEPARATIST • DROID • VEHICLE • TANK **6**

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

SEBASTIÁN GUIDOBONO

**8** UNIT GROUND

**HAILFIRE TANK**



**7** SEPARATIST • DROID • VEHICLE • TANK **6**

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

SEBASTIÁN GUIDOBONO

**5** UNIT GROUND

♦ **KRAKEN**  
CONFEDERATE TACTICIAN



**2** SEPARATIST • DROID **5**

**When Played:** Create 2 Battle Droid tokens.  
**On Attack:** Give each friendly token unit 1V1 for this phase.

AITOR PRIETO REYES

**5** UNIT GROUND

♦ **KRAKEN**  
CONFEDERATE TACTICIAN



**2** SEPARATIST • DROID **5**

**When Played:** Create 2 Battle Droid tokens.  
**On Attack:** Give each friendly token unit 1V1 for this phase.

AITOR PRIETO REYES

**4** UNIT GROUND

♦ **RUSH CLOVIS**  
BANKING CLAN SCION



**3** SEPARATIST • OFFICIAL **5**

**RAID 2**  
**On Attack:** If the defending player controls no ready resources, create a Battle Droid token.

MONA FINDEN

**4** UNIT GROUND

♦ **RUSH CLOVIS**  
BANKING CLAN SCION



**3** SEPARATIST • OFFICIAL **5**

**RAID 2**  
**On Attack:** If the defending player controls no ready resources, create a Battle Droid token.

MONA FINDEN



3 UNIT GROUND

### DROID COMMANDO



4 SEPARATIST • DROID • TROOPER 3

While you control another **SEPARATIST** unit, this unit gains **AMBUSH**. (When you play this unit, it may ready and attack an enemy unit.)

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3 UNIT GROUND

### DROID COMMANDO



4 SEPARATIST • DROID • TROOPER 3

While you control another **SEPARATIST** unit, this unit gains **AMBUSH**. (When you play this unit, it may ready and attack an enemy unit.)

KYLE PETCHOCK © LFL © FFG TWI • EN 081/257

3 UNIT GROUND

### DROID COMMANDO



4 SEPARATIST • DROID • TROOPER 3

While you control another **SEPARATIST** unit, this unit gains **AMBUSH**. (When you play this unit, it may ready and attack an enemy unit.)

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7 UNIT GROUND

### TRI-DROID SUPPRESSOR



4 SEPARATIST • DROID • VEHICLE • WALKER 7

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

**When Played:** Exhaust an enemy ground unit.

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7 UNIT GROUND

### TRI-DROID SUPPRESSOR



4 SEPARATIST • DROID • VEHICLE • WALKER 7

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

**When Played:** Exhaust an enemy ground unit.

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2 UNIT GROUND

### POGGLE THE LESSER

ARCHDUKE OF THE STALGASIN HIVE



1 SEPARATIST • OFFICIAL 4

**When you play another unit:** You may exhaust this unit. If you do, create a Battle Droid token.

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2 UNIT GROUND

### POGGLE THE LESSER

ARCHDUKE OF THE STALGASIN HIVE



1 SEPARATIST • OFFICIAL 4

**When you play another unit:** You may exhaust this unit. If you do, create a Battle Droid token.

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2 UNIT GROUND

### POGGLE THE LESSER

ARCHDUKE OF THE STALGASIN HIVE



1 SEPARATIST • OFFICIAL 4

**When you play another unit:** You may exhaust this unit. If you do, create a Battle Droid token.

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8 UNIT GROUND

### BAKTOID SPIDER DROID



5 SEPARATIST • DROID • WALKER 6

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

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

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**8** UNIT GROUND

**BAKTOID SPIDER DROID**



**5** SEPARATIST • DROID • WALKER **6**

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

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

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**1** UNIT GROUND

**VANGUARD INFANTRY**



**1** TROOPER **2**

**When Defeated:** You may give an Experience token to a unit.

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**1** UNIT GROUND

**VANGUARD INFANTRY**



**1** TROOPER **2**

**When Defeated:** You may give an Experience token to a unit.

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**1** UNIT GROUND

**VANGUARD INFANTRY**



**1** TROOPER **2**

**When Defeated:** You may give an Experience token to a unit.

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**5** UNIT GROUND

**B2 LEGIONNAIRES**



**5** SEPARATIST • DROID • TROOPER **4**

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

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

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**5** UNIT GROUND

**B2 LEGIONNAIRES**



**5** SEPARATIST • DROID • TROOPER **4**

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

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

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**5** UNIT GROUND

**B2 LEGIONNAIRES**



**5** SEPARATIST • DROID • TROOPER **4**

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

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

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**5** UNIT GROUND

**PATROLLING AAT**



**4** SEPARATIST • VEHICLE • TANK **5**

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

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**5** UNIT GROUND

**PATROLLING AAT**



**4** SEPARATIST • VEHICLE • TANK **5**

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

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UNIT SPACE

2 CONFEDERATE COURIER



2 SEPARATIST • VEHICLE • FIGHTER 1

When Defeated: Create a Battle Droid token.

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UNIT SPACE

2 CONFEDERATE COURIER



2 SEPARATIST • VEHICLE • FIGHTER 1

When Defeated: Create a Battle Droid token.

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UNIT SPACE

2 CONFEDERATE COURIER



2 SEPARATIST • VEHICLE • FIGHTER 1

When Defeated: Create a Battle Droid token.

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UNIT SPACE

8 ♦ THE INVISIBLE HAND  
IMPOSING FLAGSHIP



4 SEPARATIST • VEHICLE • CAPITAL SHIP 7

When Played: Create 4 Battle Droid tokens.  
On Attack: Exhaust any number of friendly SEPARATIST units. Deal 1 damage to the defending player's base for each unit exhausted this way.

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UNIT SPACE

8 ♦ THE INVISIBLE HAND  
IMPOSING FLAGSHIP



4 SEPARATIST • VEHICLE • CAPITAL SHIP 7

When Played: Create 4 Battle Droid tokens.  
On Attack: Exhaust any number of friendly SEPARATIST units. Deal 1 damage to the defending player's base for each unit exhausted this way.

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UNIT SPACE

5 GEONOSIS PATROL FIGHTER



3 SEPARATIST • VEHICLE • FIGHTER 2

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)  
When Played: You may return a non-leader unit that costs 3 or less to its owner's hand.

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UNIT SPACE

5 GEONOSIS PATROL FIGHTER



3 SEPARATIST • VEHICLE • FIGHTER 2

**EXPLOIT 2** (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)  
When Played: You may return a non-leader unit that costs 3 or less to its owner's hand.

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EVENT

3 NOW THERE ARE TWO OF THEM

TRICK

If you control exactly one unit, play a non-VEHICLE unit from your hand that shares a TRAIT with the unit you control. It costs 5 less.



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EVENT

3 NOW THERE ARE TWO OF THEM

TRICK

If you control exactly one unit, play a non-VEHICLE unit from your hand that shares a TRAIT with the unit you control. It costs 5 less.



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**3** EVENT

**MERCILESS CONTEST**

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.

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**3** EVENT

**MERCILESS CONTEST**

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.

JAMES DALY © LFL © FFG TWI • EN 238/257

**2** EVENT

**DROID DEPLOYMENT**

SUPPLY

Create 2 Battle Droid tokens.

SEBASTIÁN GUIDOBONO © LFL © FFG TWI • EN 237/257

**2** EVENT

**DROID DEPLOYMENT**

SUPPLY

Create 2 Battle Droid tokens.

SEBASTIÁN GUIDOBONO © LFL © FFG TWI • EN 237/257

**2** EVENT

**DROID DEPLOYMENT**

SUPPLY

Create 2 Battle Droid tokens.

SEBASTIÁN GUIDOBONO © LFL © FFG TWI • EN 237/257

**3** EVENT

**WAYLAY**

TRICK

Return a non-leader unit to its owner's hand.

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**3** EVENT

**WAYLAY**

TRICK

Return a non-leader unit to its owner's hand.

AMÉLIE MUTT © LFL © FFG 7 SOR • EN 31/70

**3** EVENT

**WAYLAY**

TRICK

Return a non-leader unit to its owner's hand.

AMÉLIE MUTT © LFL © FFG 7 SOR • EN 31/70

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $\frac{2}{2}$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

FRANÇOIS CANNELS © LFL © FFG SOR • EN 082/252



**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $+2/+2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.



FRANCOIS CANNELS © LFL © FFG SOR • EN 082/252

**1** EVENT

**TIMELY INTERVENTION**

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

**SMUGGLE** [2] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



DENIS MEDRI © LFL © FFG SHD • EN 129/262

**1** EVENT

**TIMELY INTERVENTION**

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

**SMUGGLE** [2] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



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**1** EVENT

**TIMELY INTERVENTION**

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

**SMUGGLE** [2] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



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**3** EVENT

**REPROCESS**

SUPPLY

Choose up to 4 units in your discard pile. Put them on the bottom of your deck in a random order and create that many Battle Droid tokens.



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**3** EVENT

**REPROCESS**

SUPPLY

Choose up to 4 units in your discard pile. Put them on the bottom of your deck in a random order and create that many Battle Droid tokens.



ARTHUR MOUGNE © LFL © FFG TWI • EN 088/257

**4** EVENT

**PRISONER OF WAR**

TACTIC

A friendly unit captures an enemy non-leader, non-VEHICLE unit. If the enemy unit costs less than the friendly unit, create 2 Battle Droid tokens. (Put the captured card facedown under the friendly unit until that unit leaves play.)



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**4** EVENT

**PRISONER OF WAR**

TACTIC

A friendly unit captures an enemy non-leader, non-VEHICLE unit. If the enemy unit costs less than the friendly unit, create 2 Battle Droid tokens. (Put the captured card facedown under the friendly unit until that unit leaves play.)



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**3** UPGRADE

**SHADOWED INTENTIONS**

Attached unit gains: "This unit can't be captured, defeated, or returned to its owner's hand by enemy card abilities."

**SHADOWED INTENTIONS**

INNATE

**+0**



RENO © LFL © FFG TWI • EN 220/257

3

UPGRADE

SHADOWED INTENTIONS



Attached unit gains: "This unit can't be captured, defeated, or returned to its owner's hand by enemy card abilities."

+0

SHADOWED INTENTIONS

INNATE

+0

RENO

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