

**6** LEADER UNIT GROUND

◆ **GENERAL GRIEVOUS**  
GENERAL OF THE DROID ARMIES



**4** SEPARATIST • OFFICIAL **8**

**On Attack:** You may give a **DROID** unit  $\frac{1}{0}$  and **SENTINEL** for this phase.

DAVID BURSAN

LEADER

◆ **GENERAL GRIEVOUS**  
GENERAL OF THE DROID ARMIES

**Action [ ]:** Give a **DROID** unit **SENTINEL** for this phase. (Units in its arena can't attack your non-Sentinel units or your base.)

**Epic Action:** If you control 6 or more resources, deploy this leader. (Flip him, ready him, and move him to the ground arena.)

SEPARATIST • OFFICIAL

DAVID BURSAN

**24** BASE

**DROID MANUFACTORY**



**When you deploy a leader:** Create 2 Battle Droid tokens.

GEONOSIS

RODRI ESPIN

TWI • EN 027/257

**1** UNIT GROUND

**OBEDIENT VANGUARD**



**1** SEPARATIST • DROID • TROOPER **1**

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

**When Defeated:** You may give a **TROOPER** unit  $\frac{2}{2}$  for this phase.

EJ DELA CRUZ

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**1** UNIT GROUND

**OBEDIENT VANGUARD**



**1** SEPARATIST • DROID • TROOPER **1**

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

**When Defeated:** You may give a **TROOPER** unit  $\frac{2}{2}$  for this phase.

EJ DELA CRUZ

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**1** UNIT GROUND

**OBEDIENT VANGUARD**



**1** SEPARATIST • DROID • TROOPER **1**

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


**When Defeated:** You may give a **TROOPER** unit  $\frac{2}{2}$  for this phase.

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**2** UNIT GROUND

**B1 SECURITY TEAM**



**3** SEPARATIST • DROID • TROOPER **1**


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

STEFANO LANDINI

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**2** UNIT GROUND

**B1 SECURITY TEAM**



**3** SEPARATIST • DROID • TROOPER **1**

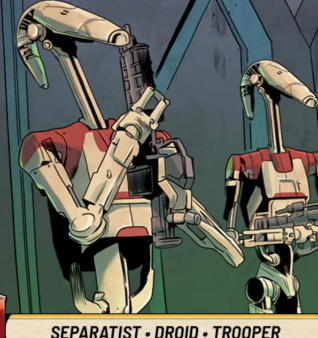
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STEFANO LANDINI

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**2** UNIT GROUND

**B1 SECURITY TEAM**



**3** SEPARATIST • DROID • TROOPER **1**

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

STEFANO LANDINI

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UNIT GROUND

2 **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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UNIT GROUND

2 **POGGLE THE LESSER**  
ARCHDUKE OF THE STALGASIN HIVE



1 SEPARATIST • OFFICIAL 4

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UNIT GROUND

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UNIT GROUND

2 **SEPARATIST COMMANDO**



2 SEPARATIST • DROID • TROOPER 3

While you control another SEPARATIST unit, this unit gains **RAID 2**. (It gets +2/+0 while attacking.)

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UNIT GROUND

2 **SEPARATIST COMMANDO**



2 SEPARATIST • DROID • TROOPER 3

While you control another SEPARATIST unit, this unit gains **RAID 2**. (It gets +2/+0 while attacking.)

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UNIT GROUND

2 **SEPARATIST COMMANDO**



2 SEPARATIST • DROID • TROOPER 3

While you control another SEPARATIST unit, this unit gains **RAID 2**. (It gets +2/+0 while attacking.)

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UNIT GROUND

3 **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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UNIT GROUND

3 **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

UNIT GROUND

3 **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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UNIT GROUND

**2** VIPER PROBE DROID



3 IMPERIAL • DROID 2

**When Played:** Look at an opponent's hand.

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UNIT GROUND

**2** VIPER PROBE DROID



3 IMPERIAL • DROID 2

**When Played:** Look at an opponent's hand.

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UNIT GROUND

**2** VIPER PROBE DROID



3 IMPERIAL • DROID 2

**When Played:** Look at an opponent's hand.

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UNIT GROUND

**3** PHASE-III DARK TROOPER



3 IMPERIAL • DROID • TROOPER 3

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

**When combat damage is dealt to this unit:** Give an Experience token to this unit (if it survives the damage).

MARC ESCAICH © LFL © FFG SHD • EN 084/252

UNIT GROUND

**3** PHASE-III DARK TROOPER



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MARC ESCAICH © LFL © FFG SHD • EN 084/252

UNIT GROUND

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**When combat damage is dealt to this unit:** Give an Experience token to this unit (if it survives the damage).

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UNIT GROUND

**4** INFILTRATING DEMOLISHER



4 SEPARATIST • DROID 5

**EXPLOIT 1**  
**SABOTEUR**

AND NURTI © LFL © FFG TWI • EN 447

UNIT GROUND

**4** INFILTRATING DEMOLISHER



4 SEPARATIST • DROID 5

**EXPLOIT 1**  
**SABOTEUR**

AND NURTI © LFL © FFG TWI • EN 447

UNIT GROUND

**4** INFILTRATING DEMOLISHER



4 SEPARATIST • DROID 5

**EXPLOIT 1**  
**SABOTEUR**

AND NURTI © LFL © FFG TWI • EN 447

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

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5 UNIT GROUND

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

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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  $\otimes 1/\otimes 1$  and gains **OVERWHELM**. (Gain this ability while you control 3 or more units.)

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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  $\otimes 1/\otimes 1$  and gains **OVERWHELM**. (Gain this ability while you control 3 or more units.)

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5 UNIT GROUND

### ♠ CLONE COMMANDER CODY

COMMANDING THE 212TH

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1 UNIT SPACE

### ♠ SOULLESS ONE

CUSTOMIZED FOR GRIEVOUS

1 SEPARATIST • VEHICLE • FIGHTER 2

**On Attack:** You may exhaust a friendly **DROID** unit or General Grievous (leader or unit). If you do, this unit gets  $\otimes 2/\otimes 0$  for this attack.

FRENCH CARLOMAGNO © LFL © FFG TWI • EN 179/257

1 UNIT SPACE

### ♠ SOULLESS ONE

CUSTOMIZED FOR GRIEVOUS

1 SEPARATIST • VEHICLE • FIGHTER 2

**On Attack:** You may exhaust a friendly **DROID** unit or General Grievous (leader or unit). If you do, this unit gets  $\otimes 2/\otimes 0$  for this attack.

FRENCH CARLOMAGNO © LFL © FFG TWI • EN 179/257

1 UNIT SPACE

### ♠ SOULLESS ONE

CUSTOMIZED FOR GRIEVOUS

1 SEPARATIST • VEHICLE • FIGHTER 2

**On Attack:** You may exhaust a friendly **DROID** unit or General Grievous (leader or unit). If you do, this unit gets  $\otimes 2/\otimes 0$  for this attack.

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UNIT SPACE

3 MAGNA GUARD WING LEADER



3 SEPARATIST • VEHICLE • FIGHTER 4

**Action:** Attack with a **DROID** unit. Then, attack with another **DROID** unit. Use this ability only once each round.

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UNIT SPACE

3 MAGNA GUARD WING LEADER



3 SEPARATIST • VEHICLE • FIGHTER 4

**Action:** Attack with a **DROID** unit. Then, attack with another **DROID** unit. Use this ability only once each round.

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UNIT SPACE

3 MAGNA GUARD WING LEADER



3 SEPARATIST • VEHICLE • FIGHTER 4

**Action:** Attack with a **DROID** unit. Then, attack with another **DROID** unit. Use this ability only once each round.

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UNIT SPACE

4 KIHRAZX HEAVY FIGHTER



3 VEHICLE • FIGHTER 3

**OVERWHELM** (When attacking an enemy unit, deal excess damage to the opponent's base.)  
**On Attack:** You may exhaust another friendly unit. If you do, this unit gets  $\ominus E/\heartsuit$  for this attack.

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UNIT SPACE

4 KIHRAZX HEAVY FIGHTER



3 VEHICLE • FIGHTER 3

**OVERWHELM** (When attacking an enemy unit, deal excess damage to the opponent's base.)  
**On Attack:** You may exhaust another friendly unit. If you do, this unit gets  $\ominus E/\heartsuit$  for this attack.

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UNIT SPACE

4 KIHRAZX HEAVY FIGHTER



3 VEHICLE • FIGHTER 3

**OVERWHELM** (When attacking an enemy unit, deal excess damage to the opponent's base.)  
**On Attack:** You may exhaust another friendly unit. If you do, this unit gets  $\ominus E/\heartsuit$  for this attack.

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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  $\ominus 2$  less for each unit defeated this way.)  
**When Played:** You may return a non-leader unit that costs  $\ominus 3$  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  $\ominus 2$  less for each unit defeated this way.)  
**When Played:** You may return a non-leader unit that costs  $\ominus 3$  or less to its owner's hand.

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EVENT TRICK

3

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



AMELIE HUIT © LFL © FFG 308 • EN 31/70

**3** EVENT

**WAYLAY**

TRICK

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



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

**3** EVENT

**WAYLAY**

TRICK

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



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

**4** EVENT

**ON THE DOORSTEP**

SUPPLY

Create 3 Battle Droid tokens and ready them.



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**4** EVENT

**ON THE DOORSTEP**

SUPPLY

Create 3 Battle Droid tokens and ready them.



AMAD MIR © LFL © FFG TWI • EN 190/257

**4** EVENT

**ON THE DOORSTEP**

SUPPLY

Create 3 Battle Droid tokens and ready them.



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**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

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



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**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

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



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**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

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



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