

Imperial Officer

	85		<i>Life 3</i>
	Human		<i>Move 5</i>
	Uncommon Hero		<i>Range 6</i>
	Officer		<i>Attack 2</i>
	Inspiring		<i>Defense 2</i>
	Galactic Empire		Medium 5

IMPERIAL COMMAND

All common figures you control with a Range number of 4 or more who follow the Galactic Empire and are within 4 clear sight spaces of at least one Imperial Officer you control add 1 to their Range Number.

WE'RE SENDING A SQUAD UP

After revealing a '1' Order Marker on this card and instead of taking a turn with this Imperial Officer, you may also reveal an 'X' Order Marker on this card. You may then place one full Squad of your own previously destroyed Common Squad figures who follow the Galactic Empire on this Army Card. If an opponent takes permanent control of this Army Card, remove any Squad figures from this card. At the end of the round, place any Squad figures on this card onto any empty spaces in your start zone, if possible, even if this Imperial Officer is destroyed.

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Rebel Captain

	65		<i>Life 3</i>
	Human		<i>Move 5</i>
	Uncommon Hero		<i>Range 6</i>
	Captain		<i>Attack 3</i>
	Disciplined		<i>Defense 3</i>
	Rebel Alliance		Medium 5

REBEL ASSAULT

After revealing an Order Marker on this card and taking a turn with this Rebel Captain, you may choose one of the following:

- Move up to 6 Common Squad figures you control that have the Hold Steady Special Power
- Take a single turn with up to 4 Common Squad figures you control that have the Hold Steady Special Power, during which the chosen figures may only attack

Figures chosen for Rebel Assault must be within 5 clear sight spaces of this Rebel Captain. At the end of your turn, you may place the Hold Steady marker on the Army Card of one of the chosen figures.

REBEL COMMAND

Any figure you control that has a Hold Steady Marker on its Army Card and is within 5 clear sight spaces of at least one Rebel Captain you control may add 1 to its Range number.

Rebel Captain

	65		<i>Life 3</i>
	Human		<i>Move 5</i>
	Uncommon Hero		<i>Range 6</i>
	Captain		<i>Attack 3</i>
	Disciplined		<i>Defense 3</i>
	Rebel Alliance		Medium 5

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REBEL COMMAND

Any figure you control that has a Hold Steady Marker on its Army Card and is within 5 clear sight spaces of at least one Rebel Captain you control may add 1 to its Range number.

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	65		<i>Life 3</i>
	Human		<i>Move 5</i>
	Uncommon Hero		<i>Range 6</i>
	Captain		<i>Attack 3</i>
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REBEL COMMAND

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AT-ST

	200		<i>Life 6</i>
	Vehicle		<i>Move 5</i>
	Uncommon Hero		<i>Range 1</i>
	Scout		<i>Attack 3</i>
	Intimidating		<i>Defense 4</i>
	Galactic Empire		Huge 14

BIPEDAL WALKER

Heavy snow and elevation changes of up to 2 levels only count as one space when moving. This AT-ST does not have to stop its movement when entering water spaces and may move through small and medium figures. This AT-ST never takes leaving engagement attacks from small or medium figures and never makes leaving engagement attacks.

DOUBLE CANNON SPECIAL ATTACK

Range 5. Attack 4.

Choose up to two non-adjacent figures that are adjacent to each other to target. While engaged, this AT-ST may attack non-adjacent figures with Double Cannon Special Attack. When using Double Cannon Special Attack, you may attack one additional time. This AT-ST may attack either targeted figure with each attack.

DURASTEEL ARMOR

When defending against a normal attack, add 1 automatic shield to whatever is rolled

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	Vehicle		<i>Move 5</i>
	Uncommon Hero		<i>Range 1</i>
	Scout		<i>Attack 3</i>
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E-Web Trooper

	100	 Life 3
Human	 Move 4	
Uncommon Hero	 Range 1	
Gunner	 Attack 2	
Disciplined	 Defense 4	
 Galactic Empire	Medium 5	

PRE-CHARGED WEAPON

If you move at least one space, you may not use E-Web Special Attack unless you reveal an 'X' Order Marker on this card.

E-WEB SPECIAL ATTACK

Range 8. Attack 3 + Special.

When attacking with E-Web Special Attack, you may attack one additional time. If there is a Human Squad figure you control adjacent to this E-Web Trooper, you may attack a third time and you may roll one additional attack die on any or all of your attacks.

POWER OVERLOAD

After using E-Web Special Attack, if you moved at least one space, rolled an additional attack die on any attack, or attacked more than 2 times, roll the 20 sided die. Subtract 2 from your roll if you used the Pre-Charged Weapon Special Power this turn. If you roll a 3 or lower destroy this E-Web Trooper and roll 1 unblockable attack die, one at a time, against each figure adjacent to this E-Web Trooper.

E-Web Trooper

	100	 Life 3
Human	 Move 4	
Uncommon Hero	 Range 1	
Gunner	 Attack 2	
Disciplined	 Defense 4	
 Galactic Empire	Medium 5	

PRE-CHARGED WEAPON

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Probe Droid

	25	 Life 3
Droid	 Move 6	
Uncommon Hero	 Range 5	
Scout	 Attack 1	
Systematic	 Defense 3	
 Galactic Empire	Large 6	

FULL SPECTRUM SCANNING

When a figure you control attacks an opponent's figure that is within 8 spaces of a Probe Droid you control, any special power preventing clear sight to the defending figure is negated for that attack. The defending figure may not roll any additional defense dice or use any special abilities due to the type of terrain it occupies or is adjacent to.

SELF-DESTRUCT PROGRAMMING

If this Probe Droid is attacked and at least 1 skull is rolled, instead of rolling defense dice, you may roll 1 attack die against each figure adjacent to this Probe Droid. A skull counts as an unblockable hit on that figure. After using Self-Destruct Programming, destroy this Probe Droid.

HOVER REPULSORLIFTS

This Probe Droid may move over water and molten lava without stopping, and Slippery Ice and Heavy Snow only count as 1 space when moving. This Probe Droid never receives a Road movement bonus or rolls for molten lava or lava field damage. If this Probe Droid's Hover Repulsorlifts power is negated because of any special power on an Army Card or Glyph, destroy this Probe Droid.

Probe Droid

	25	 Life 3
Droid	 Move 6	
Uncommon Hero	 Range 5	
Scout	 Attack 1	
Systematic	 Defense 3	
 Galactic Empire	Large 6	

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Atgar Cannon

	50	 Life 3
Weapon	 Move 0	
Uncommon Hero	 Range 6	
Gunner	 Attack 2	
Unreliable	 Defense 3	
 Rebel Alliance	Medium 6	

LASER CANNON SPECIAL ATTACK

Range 9. Attack 2 + Special.

Choose a figure to attack and add up to 4 attack dice to Laser Cannon Special Attack. Before rolling attack dice for this special attack, you must roll the 20-sided die. Subtract one from your roll for each additional attack die you added to this special attack this turn. If you roll a 1-2, your turn immediately ends and this Atgar Cannon may not use its Laser Cannon Special Attack for the remainder of the game. If you roll a 3 or higher, roll attack dice normally. When attacking a Droid or Vehicle with Laser Cannon Special Attack, the defending figure rolls one fewer defense die for each skull rolled.

PERMANENT EMPLACEMENT

This Atgar Cannon may not be moved by any special power on an Army Card or glyph.

Atgar Cannon

	50	 Life 3
Weapon	 Move 0	
Uncommon Hero	 Range 6	
Gunner	 Attack 2	
Unreliable	 Defense 3	
 Rebel Alliance	Medium 6	

LASER CANNON SPECIAL ATTACK

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	50	 Life 3
Weapon	 Move 0	
Uncommon Hero	 Range 6	
Gunner	 Attack 2	
Unreliable	 Defense 3	
 Rebel Alliance	Medium 6	

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PERMANENT EMPLACEMENT

This Atgar Cannon may not be moved by any special power on an Army Card or glyph.

Rebel Heavy Gunner		Rebel Heavy Gunner		Rebel Heavy Gunner	
	65  Life 3		65  Life 3		65  Life 3
Human	Move 4	Human	Move 4	Human	Move 4
Uncommon Hero	Range 5	Uncommon Hero	Range 5	Uncommon Hero	Range 5
Gunner	Attack 2	Gunner	Attack 2	Gunner	Attack 2
Loyal	Defense 3	Loyal	Defense 3	Loyal	Defense 3
 Rebel Alliance	Medium 5	 Rebel Alliance	Medium 5	 Rebel Alliance	Medium 5

REPEATING BLASTER CANNON SPECIAL ATTACK
Range 7. Attack 2.
 This Rebel Heavy Gunner may use this special attack 4 times in the same turn and may attack the same figure or different figures with each attack. This Rebel Heavy Gunner may not use this special attack if he moved at least one space this turn.

REPEATING BLASTER CANNON SPECIAL ATTACK
Range 7. Attack 2.
 This Rebel Heavy Gunner may use this special attack 4 times in the same turn and may attack the same figure or different figures with each attack. This Rebel Heavy Gunner may not use this special attack if he moved at least one space this turn.

REPEATING BLASTER CANNON SPECIAL ATTACK
Range 7. Attack 2.
 This Rebel Heavy Gunner may use this special attack 4 times in the same turn and may attack the same figure or different figures with each attack. This Rebel Heavy Gunner may not use this special attack if he moved at least one space this turn.

Wampa		Wampa		Wampa	
	110  Life 5		110  Life 5		110  Life 5
Wampa	Move 5	Wampa	Move 5	Wampa	Move 5
Uncommon Hero	Range 1	Uncommon Hero	Range 1	Uncommon Hero	Range 1
Beast	Attack 5	Beast	Attack 5	Beast	Attack 5
Ferocious	Defense 4	Ferocious	Defense 4	Ferocious	Defense 4
 Independent	Large 7	 Independent	Large 7	 Independent	Large 7

AMBUSH
 If this Wampa starts its turn unengaged, for this turn add 2 dice to its attack.

SNOW CAMOUFLAGE
 If this Wampa is on a snow space, opponents' figures must be adjacent to this Wampa to attack it with a normal attack.

SNOW AND ICE ENHANCED MOVEMENT
 Slippery Ice and Heavy Snow only count as 1 space when moving.

AMBUSH
 If this Wampa starts its turn unengaged, for this turn add 2 dice to its attack.

SNOW CAMOUFLAGE
 If this Wampa is on a snow space, opponents' figures must be adjacent to this Wampa to attack it with a normal attack.

SNOW AND ICE ENHANCED MOVEMENT
 Slippery Ice and Heavy Snow only count as 1 space when moving.

AMBUSH
 If this Wampa starts its turn unengaged, for this turn add 2 dice to its attack.

SNOW CAMOUFLAGE
 If this Wampa is on a snow space, opponents' figures must be adjacent to this Wampa to attack it with a normal attack.

SNOW AND ICE ENHANCED MOVEMENT
 Slippery Ice and Heavy Snow only count as 1 space when moving.

Rancor		Rancor		Rancor	
	205  Life 7		205  Life 7		205  Life 7
Rancor	Move 5	Rancor	Move 5	Rancor	Move 5
Uncommon Hero	Range 1	Uncommon Hero	Range 1	Uncommon Hero	Range 1
Beast	Attack 7	Beast	Attack 7	Beast	Attack 7
Ferocious	Defense 5	Ferocious	Defense 5	Ferocious	Defense 5
 Independent	Huge 14	 Independent	Huge 14	 Independent	Huge 14

PREDATORY INSTINCT
 Before taking a turn with this Rancor, you must first roll the 20-sided die. If you roll 1-4, choose an opponent. That opponent will now control this Rancor for the remainder of your turn, but will not be able to view any unrevealed order markers on this card. At the end of that turn, control of this Rancor returns to you. All order markers that were on this Rancor's card will stay on this card.

REACH
 If an opponent's figure is within 2 spaces of this Rancor and its base is no more than 3 levels above this Rancor's height or 3 levels below its base, this Rancor may add 1 to its Range when attacking that figure.

RAKING SWIPE SPECIAL ATTACK
Range 1. Attack 5.
 Choose a figure to attack. Any figures adjacent to both this Rancor and the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

DEVOUR
 Once per round, when this Rancor destroys a small or medium figure with its normal attack, you may remove a wound marker from this card. This Rancor may not Devour Droids or destructible objects.

PREDATORY INSTINCT
 Before taking a turn with this Rancor, you must first roll the 20-sided die. If you roll 1-4, choose an opponent. That opponent will now control this Rancor for the remainder of your turn, but will not be able to view any unrevealed order markers on this card. At the end of that turn, control of this Rancor returns to you. All order markers that were on this Rancor's card will stay on this card.

REACH
 If an opponent's figure is within 2 spaces of this Rancor and its base is no more than 3 levels above this Rancor's height or 3 levels below its base, this Rancor may add 1 to its Range when attacking that figure.

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Range 1. Attack 5.
 Choose a figure to attack. Any figures adjacent to both this Rancor and the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

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REACH
 If an opponent's figure is within 2 spaces of this Rancor and its base is no more than 3 levels above this Rancor's height or 3 levels below its base, this Rancor may add 1 to its Range when attacking that figure.

RAKING SWIPE SPECIAL ATTACK
Range 1. Attack 5.
 Choose a figure to attack. Any figures adjacent to both this Rancor and the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

DEVOUR
 Once per round, when this Rancor destroys a small or medium figure with its normal attack, you may remove a wound marker from this card. This Rancor may not Devour Droids or destructible objects.

Rebel Vanguard



75	Life 4
Human	Move 5
Uncommon Hero	Range 5
Gunner	Attack 3
Steady	Defense 2
Rebel Alliance	Medium 5

PLX-1 PORTABLE MISSILE LAUNCHER SPECIAL ATTACK

Range 8. Attack 3.

Choose a non-adjacent figure to attack. Before rolling attack dice, you may choose to either have the targeted figure roll 2 fewer defense dice or have all figures adjacent to the chosen figure also be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. This Rebel Vanguard may only use this special attack once per round.

Rebel Vanguard



75	Life 4
Human	Move 5
Uncommon Hero	Range 5
Gunner	Attack 3
Steady	Defense 2
Rebel Alliance	Medium 5

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75	Life 4
Human	Move 5
Uncommon Hero	Range 5
Gunner	Attack 3
Steady	Defense 2
Rebel Alliance	Medium 5

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Droideka



120	Life 3
Droid	Move 7
Uncommon Hero	Range 6
Destroyer	Attack 4
Efficient	Defense 3
Separatist Alliance	Large 5

DEFLECTOR SHIELD GENERATOR

Start the game with a Shield Marker on this card. Before moving with this figure, you may remove the Shield Marker from this card. Instead of attacking with this figure, you may place the Shield Marker on this card. When the Shield Marker is on this card, subtract 5 from this Droideka's Move and if this Droideka is attacked, you may ignore any attack roll that resulted in 2 or fewer hits.

SHIELD OVERLOAD

While the Shield Marker is on this card, if this Droideka is attacked and the attack roll results in 3 or more hits, or if this Droideka would take any wounds from a special ability or glyph, ignore any wounds, remove the Shield Marker from this card, and you may not place a Shield Marker on this card for the remainder of the game.

TWIN BLASTER SPECIAL ATTACK

Range 6. Attack 4.

When using this Special Attack, this figure may attack one additional time.



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TWIN BLASTER SPECIAL ATTACK

Range 6. Attack 4.

When using this Special Attack, this figure may attack one additional time.

Militiagung Cavalry



50	Life 3
Gungan	Move 7
Uncommon Hero	Range 1
Cavalry	Attack 3
Determined	Defense 3
Galactic Republic	Large 6

KAADU CHARGE

This Militiagung Cavalry receives 2 additional attack dice when making a normal attack against a figure that was at least 4 clear sight spaces away from him at the start of his turn.

CESTA SPECIAL ATTACK

Range 5. Attack 3 + Special.

This Militiagung Cavalry may use this special attack at any time before during or after its move. Add 1 die to this attack against Droids or Vehicles.

Militiagung Cavalry



50	Life 3
Gungan	Move 7
Uncommon Hero	Range 1
Cavalry	Attack 3
Determined	Defense 3
Galactic Republic	Large 6

KAADU CHARGE

This Militiagung Cavalry receives 2 additional attack dice when making a normal attack against a figure that was at least 4 clear sight spaces away from him at the start of his turn.

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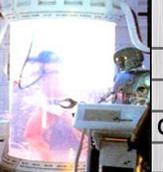
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Shield Generator			Anti-Infantry Battery			Bacta Tank		
		Life 6			Life 5			Life 4
		Move			Move			Move
		Range			Range			Range
	Huge 6	Attack	Occupancy 3		Attack	Occupancy 1		Attack
 Destructible Object		Defense 5	 Destructible Object		Defense 5	 Destructible Object		Defense 3
<p>MASSIVE EQUIPMENT INSTALLATION</p> <p>When a small or medium figure targets this Shield Generator for a normal attack, add 1 die to its defense.</p> <p>PERMANENT EMPLACEMENT</p> <p>This Shield Generator may not be moved by any special power on an Army Card or glyph.</p>			<p>ENERGY BLAST SPECIAL ATTACK</p> <p>Range 10. Attack 1 + Special.</p> <p>After revealing an Order Marker for a figure on this card and instead of taking a turn with that card, you may use this Anti-Infantry Battery's Energy Blast Special Attack. Choose a non-adjacent figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. This Anti-Infantry Battery only needs a clear sight shot at the chosen figure. Add 1 die to your attack for each figure on this Army Card. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. When using this special attack, you may not use any special powers on the Army Cards of any figures occupying this Anti-Infantry Battery. This special attack may only be used once per turn.</p> <p>PERMANENT EMPLACEMENT</p> <p>This Anti-Infantry Battery may not be moved by any special power on an Army Card or Glyph.</p>			<p>MEDICAL EQUIPMENT</p> <p>Droids and figures without wound markers on their Army Card may not occupy this Bacta Tank.</p> <p>BACTA HEALING</p> <p>After you reveal a numbered order marker on an Army Card you control, before taking that turn, if a figure you control is on this card, you may:</p> <ul style="list-style-type: none"> Remove one wound from the Army Card of the figure on this card; or Place the figure on this card on any empty space adjacent to this Bacta Tank. Figures may not exit the Bacta Tank by any other means. <p>PERMANENT EMPLACEMENT</p> <p>This Bacta Tank may not be moved by any special power on an Army Card or Glyph.</p>		