

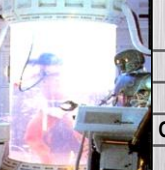





Shield Generator			Anti-Infantry Battery			Bacta Tank		
		<b>Life 6</b>			<b>Life 5</b>			<b>Life 4</b>
		<b>Move</b>			<b>Move</b>			<b>Move</b>
		<b>Range</b>			<b>Range</b>			<b>Range</b>
	<b>Huge 6</b>	<b>Attack</b>	<b>Occupancy 3</b>		<b>Attack</b>	<b>Occupancy 1</b>		<b>Attack</b>
	<b>Destructible Object</b>	<b>Defense 5</b>		<b>Destructible Object</b>	<b>Defense 5</b>		<b>Destructible Object</b>	<b>Defense 3</b>

**MASSIVE EQUIPMENT INSTALLATION**  
When a small or medium figure targets this Shield Generator for a normal attack, add 1 die to its defense.

**PERMANENT EMPLACEMENT**  
This Shield Generator may not be moved by any special power on an Army Card or glyph.

**ENERGY BLAST SPECIAL ATTACK**  
**Range 10. Attack 1 + Special.**  
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.







**PERMANENT EMPLACEMENT**  
This Anti-Infantry Battery may not be moved by any special power on an Army Card or Glyph.

**MEDICAL EQUIPMENT**  
Droids and figures without wound markers on their Army Card may not occupy this Bacta Tank.

**BACTA HEALING**  
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:

- 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.

**PERMANENT EMPLACEMENT**  
This Bacta Tank may not be moved by any special power on an Army Card or Glyph.

Chemical Canister			Container			Crate		
		<b>Life 2</b>			<b>Life 3</b>			<b>Life 1</b>
		<b>Move</b>			<b>Move</b>			<b>Move</b>
		<b>Range</b>			<b>Range</b>			<b>Range</b>
	<b>Small 3</b>	<b>Attack</b>	<b>Medium 4</b>		<b>Attack</b>	<b>Small 3</b>		<b>Attack</b>
	<b>Destructible Object</b>	<b>Defense 3</b>		<b>Destructible Object</b>	<b>Defense 2</b>		<b>Destructible Object</b>	<b>Defense 2</b>

**SMALL OBSTACLE**  
Chemical Canisters are considered Small Obstacles. Up to 2 Small Obstacles may occupy the same space at the same time. Figures may move through, but not stop on, a space occupied by one or more Small Obstacles. If a huge figure moves through a space occupied by one or more Small Obstacles, roll 1 attack die. A skull rolled counts as an unblockable hit against all Small Obstacles on that space.

**PARTIAL COVER 12**  
Before a small or medium figure adjacent to this Chemical Canister rolls defense dice against an attack from a non-adjacent figure, you may choose to have the defending figure take cover behind this Canister. Roll the 20-sided die. If you roll 12 or higher, add 1 Wound Marker to this Army Card and add 1 automatic shield to whatever is rolled by the defending figure. You may only take cover behind one object each time you roll defense dice.

**HAZARDOUS MATERIAL**  
When this Chemical Canister is destroyed, roll 1 unblockable attack die against each adjacent figure. Destructible objects are not affected by this Canister's Hazardous Material special power.

**MEDIUM OBSTACLE**  
Containers are considered Medium Obstacles. Figures may move through, but not stop on, a space occupied by a Medium Obstacle. If a huge figure moves through a space occupied by a Medium Obstacle, roll 1 attack die. A skull rolled counts as an unblockable hit against that Medium Obstacle.

**PARTIAL COVER 10**  
Before a small or medium figure adjacent to this Container rolls defense dice against an attack from a non-adjacent figure, you may choose to have the defending figure take cover behind this Container. Roll the 20-sided die. If you roll 10 or higher, add 1 Wound Marker to this Army Card and add 1 automatic shield to whatever is rolled by the defending figure. You may only take cover behind one object each time you roll defense dice.

**SMALL OBSTACLE**  
Crates are considered Small Obstacles. Up to 2 Small Obstacles may occupy the same space at the same time. Figures may move through, but not stop on, a space occupied by one or more Small Obstacles. If a huge figure moves through a space occupied by one or more Small Obstacles, roll 1 attack die. A skull rolled counts as an unblockable hit against all Small Obstacles on that space.

**PARTIAL COVER 14**  
Before a small or medium figure adjacent to this Crate rolls defense dice against an attack from a non-adjacent figure, you may choose to have the defending figure take cover behind this Crate. Roll the 20-sided die. If you roll 14 or higher, add 1 Wound Marker to this Army Card and add 1 automatic shield to whatever is rolled by the defending figure. You may only take cover behind one object each time you roll defense dice.