

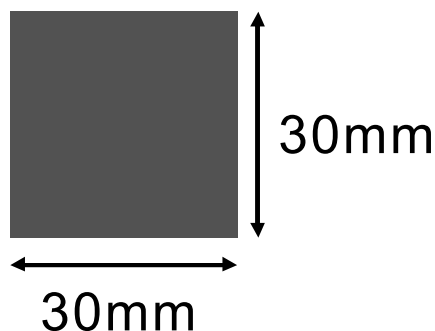
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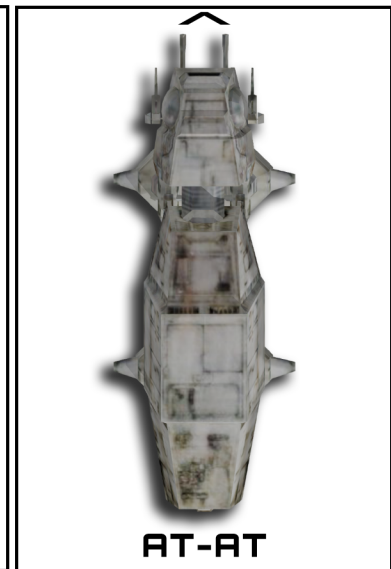
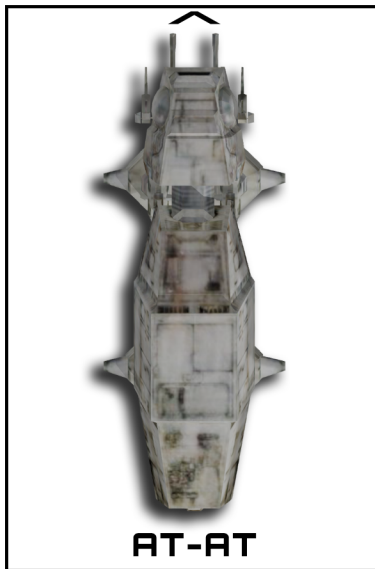
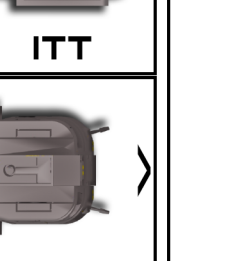
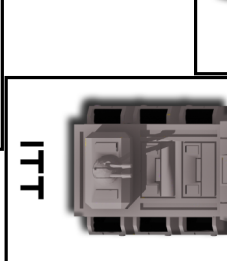
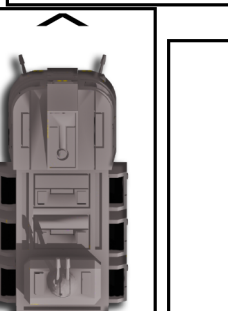
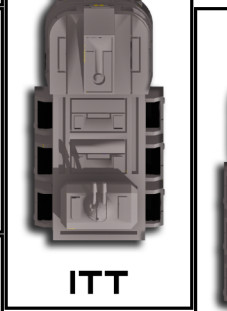
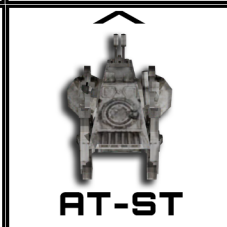
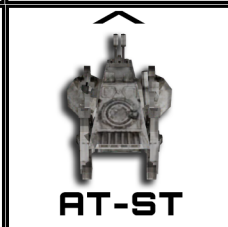
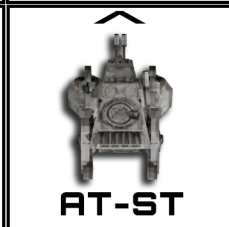
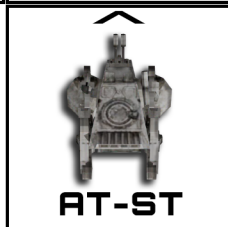
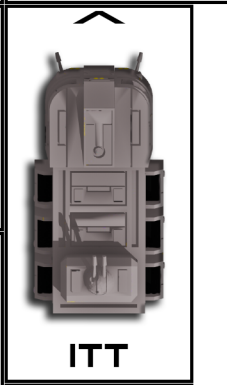
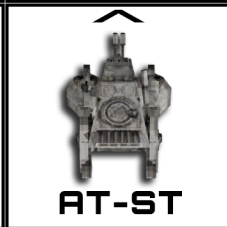
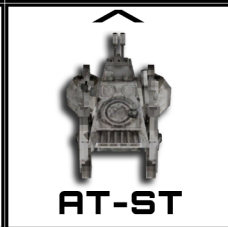
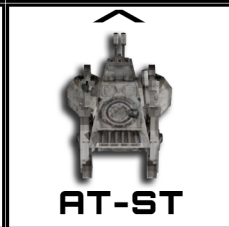
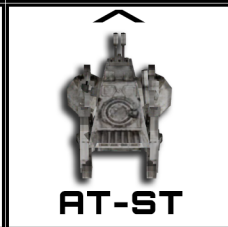
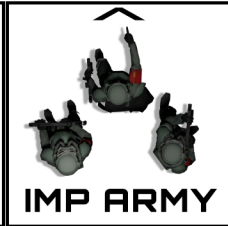
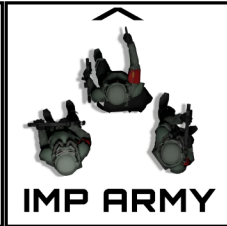
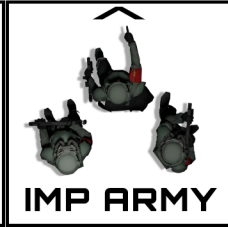
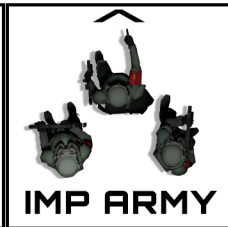
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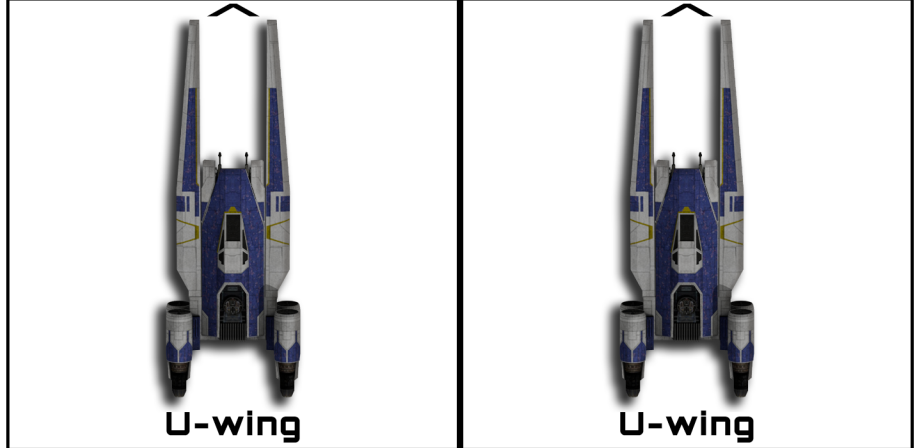
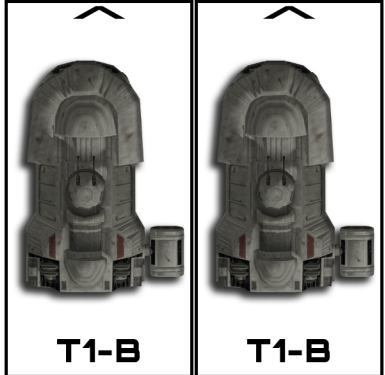
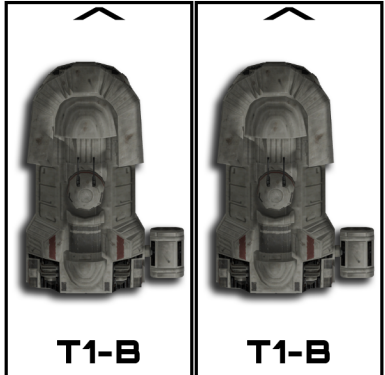
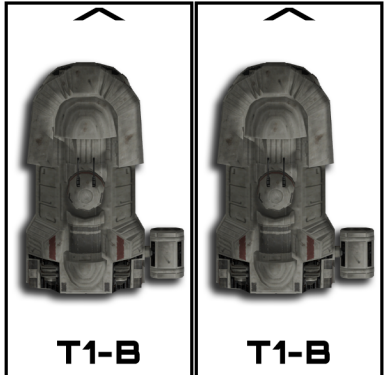
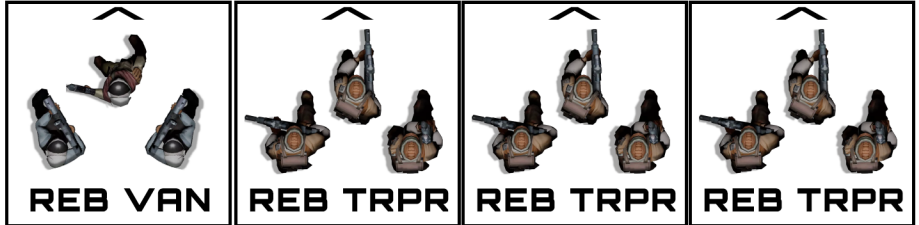
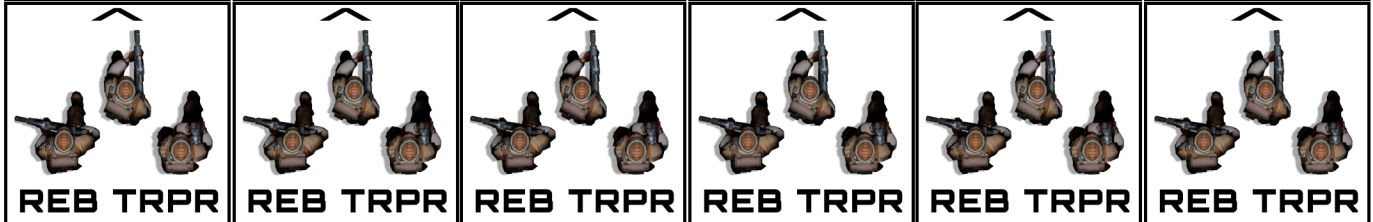
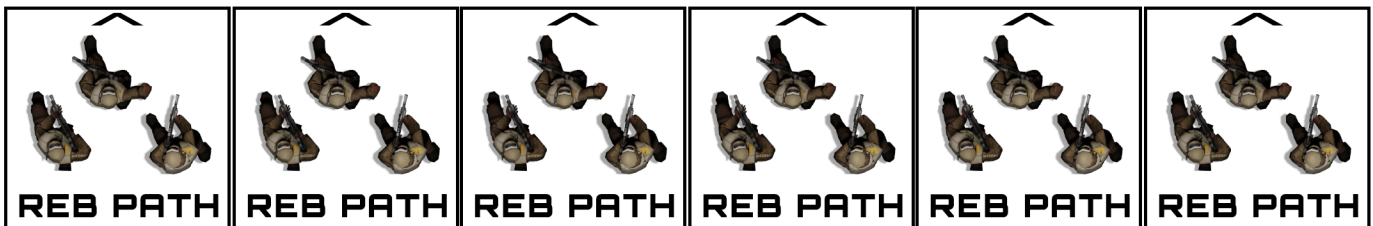
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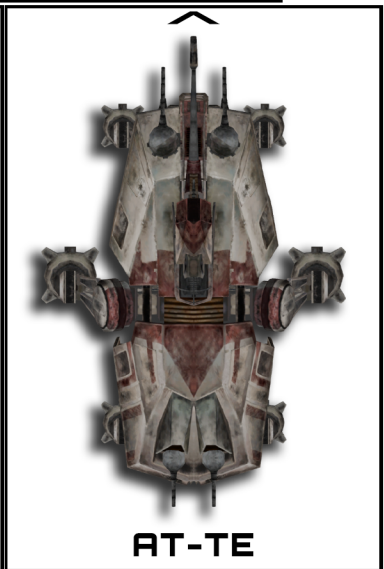
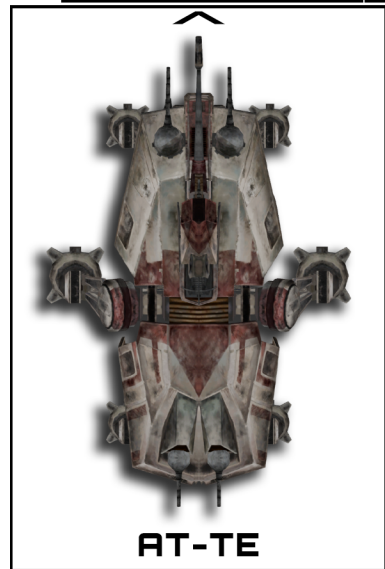
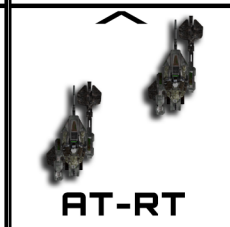
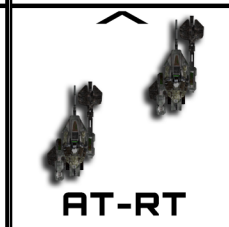
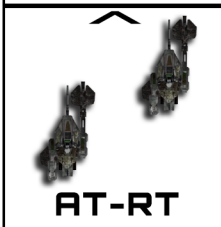
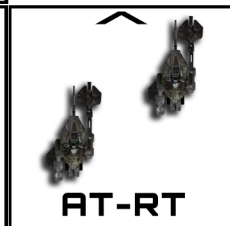
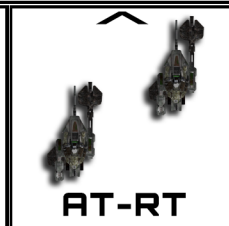
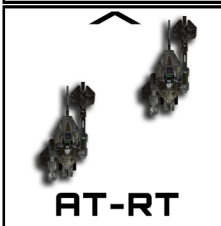
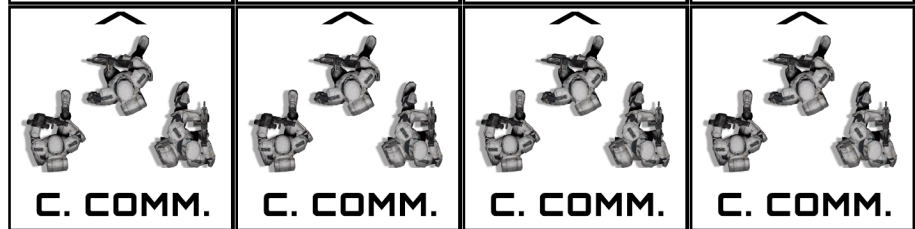
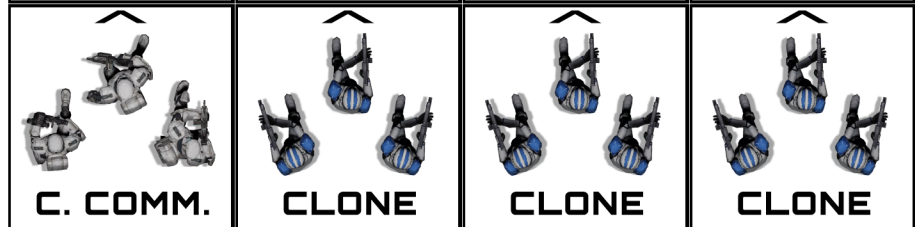
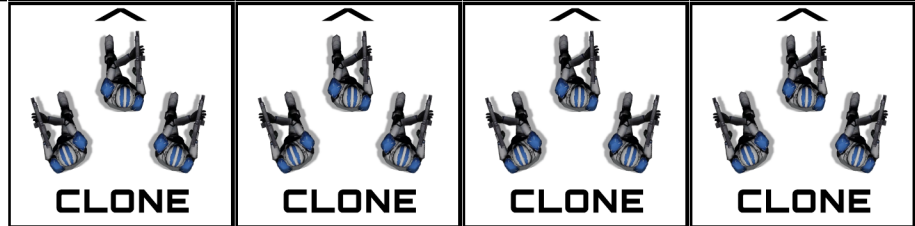
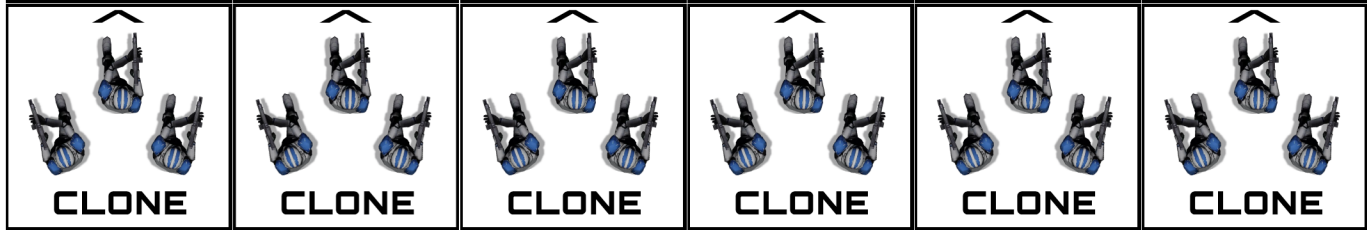
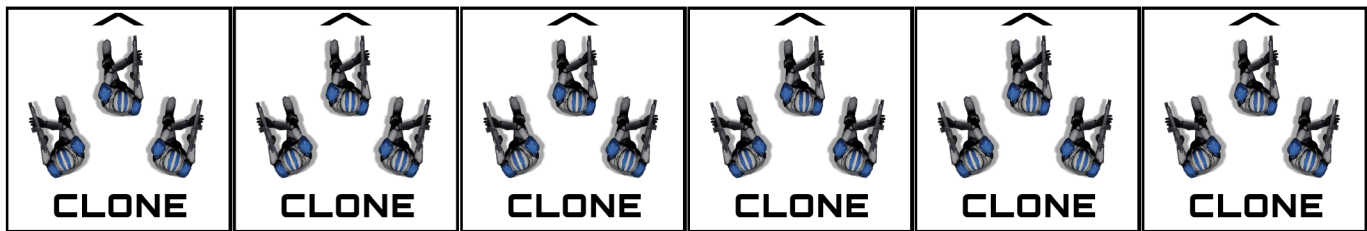
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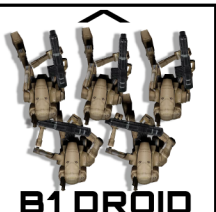
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B1 DROID



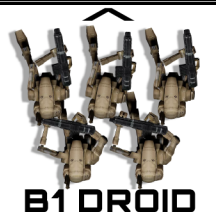
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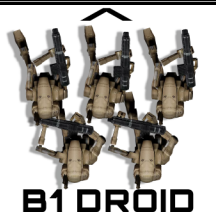
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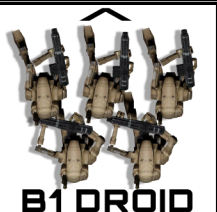
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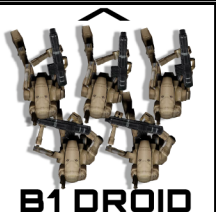
B1 DROID



B1 DROID



B1 DROID



B1 DROID



B2 SBD



B2 SBD



B1 DROID



B1 DROID



B1 DROID



B1 DROID



B2 SBD



B2 SBD



DROIDEKA



DROIDEKA



DROIDEKA



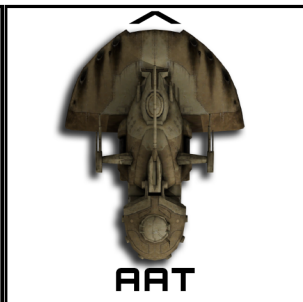
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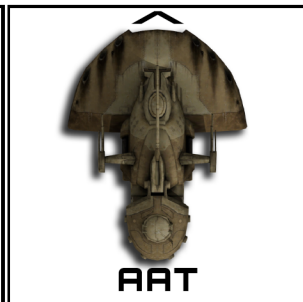
AAT



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J-1 PROTON



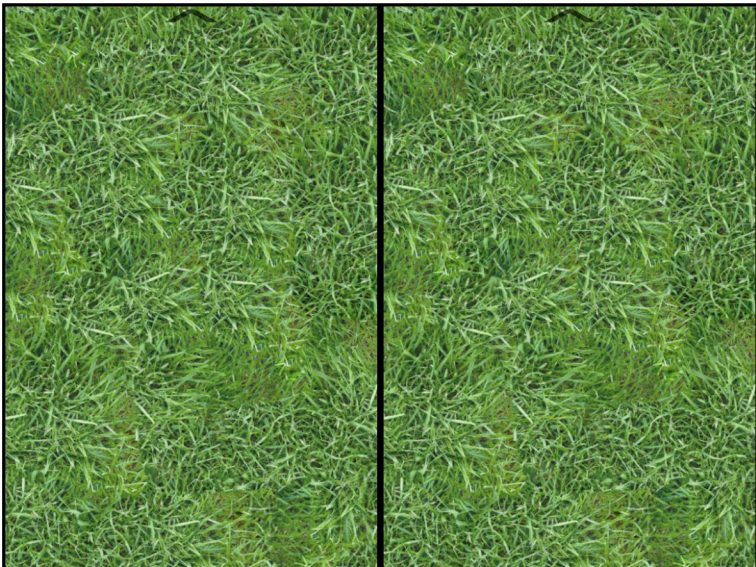
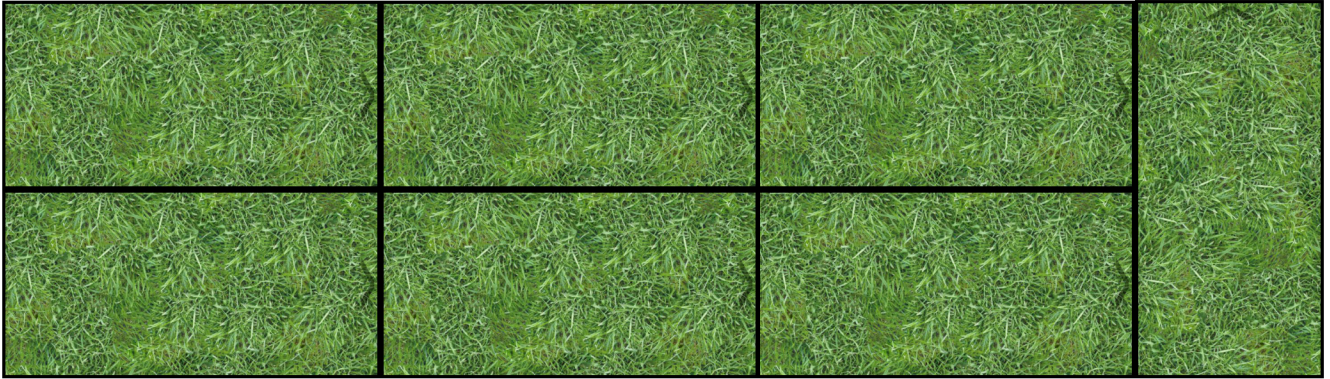
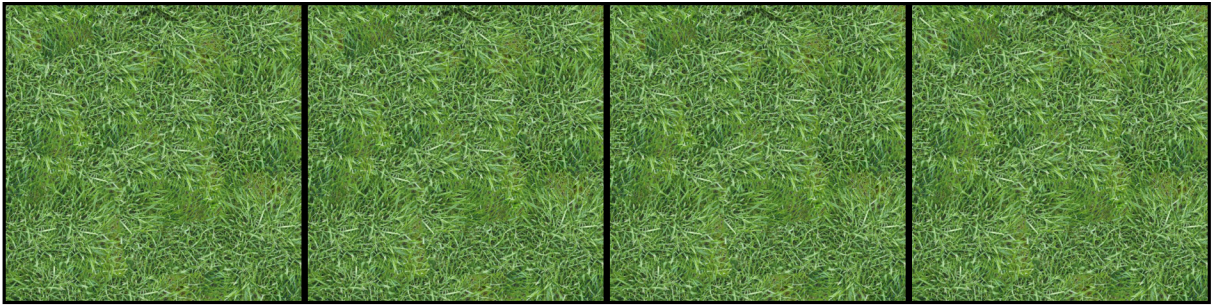
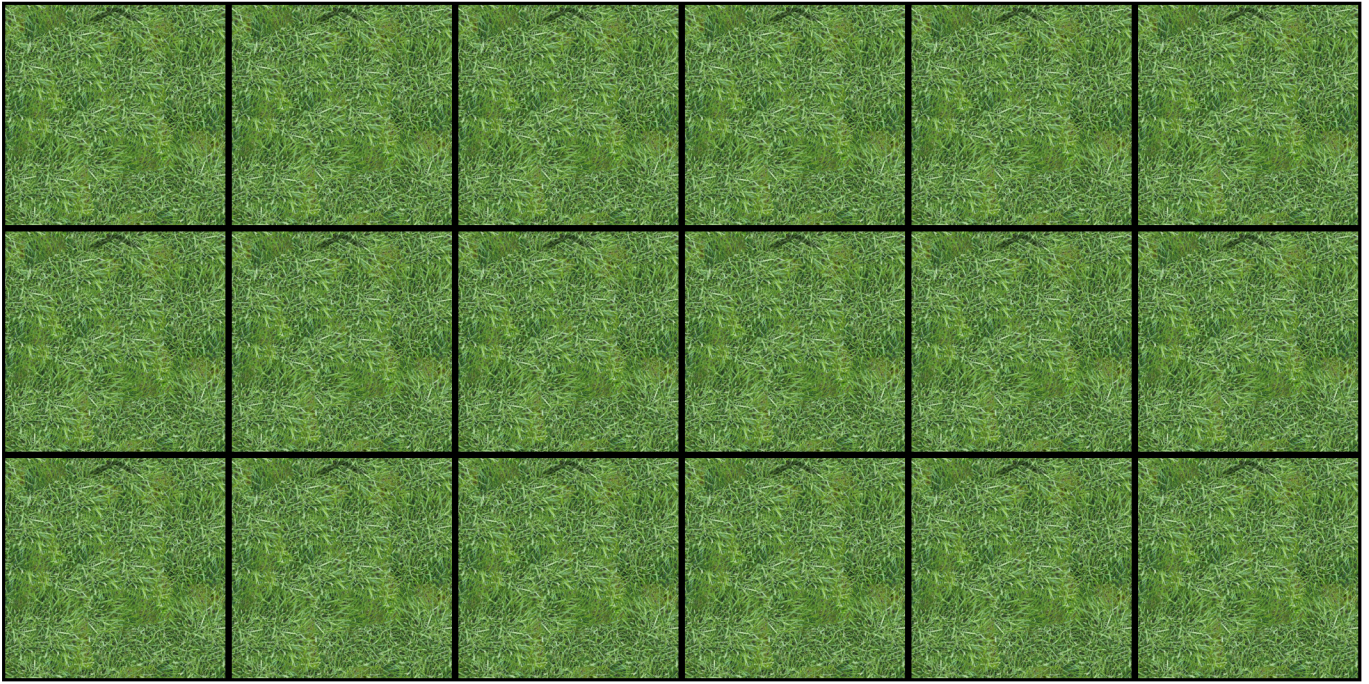
J-1 PROTON



MTT



MTT



## Meeting Engagement

Type: Maneuver

### Description

An accidental encounter where two forces must scramble to secure a foothold before the enemy can consolidate.

### Setup

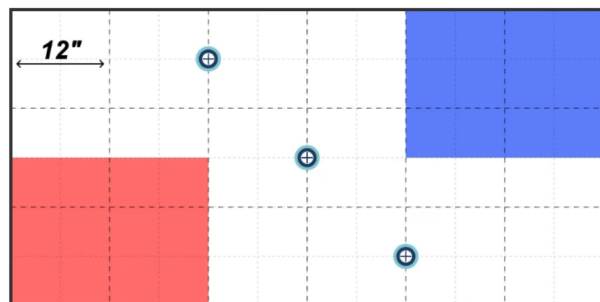
Place 3 objective points on the diagonal line as shown on the deployment map. Players alternate deploying units one at a time, starting with the Red player.

### Scoring

During each End Phase, players score 1 victory point for each objective point they control. If a player controls the objective point farthest from their deployment zone, they score 2 VP instead of 1.

### Special Rules

During Round 1, all units increase their Move speed by 2" but suffer a +1 to-hit penalty to all ranged attacks.



## Breakthrough

Type: Maneuver

### Description

A concentrated spearhead exploits a gap in the line, racing to split the defenders in two before they can consolidate.

### Setup

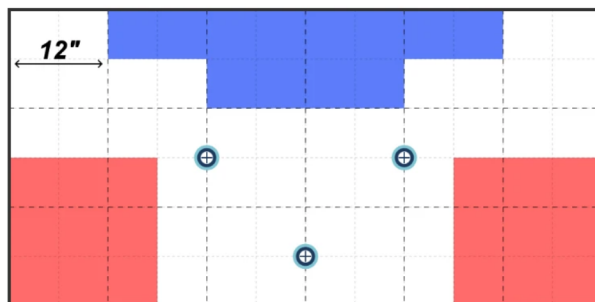
Place 3 objective points (in the central corridor gap) as shown on the deployment map. Blue player deploys all units first.

### Scoring

Starting at the beginning of Round 2, players score 1 victory point for each objective point they control during the End Phase. If a player controls the furthest middle objective point, they score 2 VP instead of 1.

### Special Rules

The furthest middle objective point grants +1 tactical point to the player controlling it during the End Phase.



## Trench Warfare

Type: Defensive

### Description

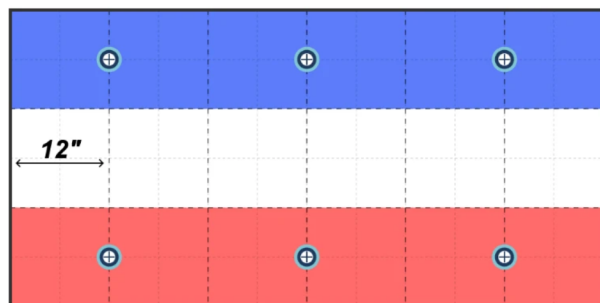
A grueling war of attrition where survival is as difficult as the assault itself.

### Setup

Place 6 objective points (three 6" behind each player's deployment line) as shown on the deployment map. Red player deploys all units first.

### Scoring

Starting at the beginning of Round 3, players score 1 victory point for each objective point they control during the End Phase.



## Prepared Defense

Type: Defensive

### Description

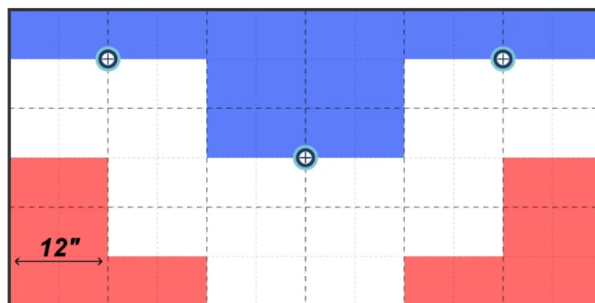
A force must hold a pre-established line of resistance against a determined enemy assault.

### Setup

Place 3 objective points (on the blue deployment boundaries) as shown on the deployment map. Blue player deploys all units first.

### Scoring

Starting at the beginning of Round 3, players score victory points for each objective point they control during the End Phase. The Red player scores 2 VP per objective, while the Blue player scores 1 VP per objective.



## Frontline Clash

Type: Aggressive

### Description

A pitched battle where two forces meet in open combat to seize a vital line of control.

### Setup

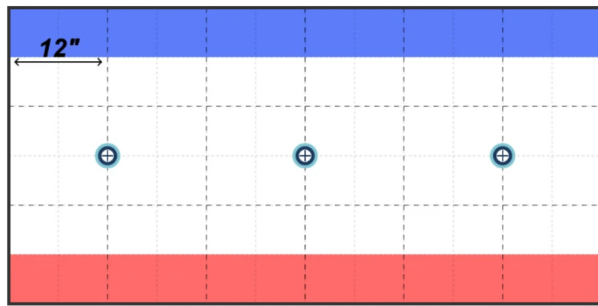
Place 3 objective points (on the centerline) as shown on the deployment map. Red player deploys all units first.

### Scoring

During each End Phase, players score 1 victory point for each objective point they control.

### Special Rules

The center objective point grants +1 tactical point to the player controlling it during the End Phase.



## Ambush

Type: Aggressive

### Description

A force caught in a deadly crossfire must hold their ground against a coordinated pincer attack.

### Setup

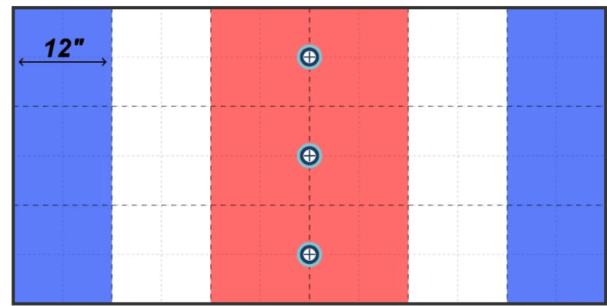
Place 3 objective points (on the vertical centerline) as shown on the deployment map. Red player deploys all units first.

### Scoring

Starting at the beginning of Round 2, players score victory points for each objective point they control during the End Phase. The Blue player scores 2 VP per objective, while the Red player scores 1 VP per objective.

### Special Rules

During Round 1, all Red player units suffer a -1 penalty to their Command rolls.



## BOMBING RUN

Offensive

Double Card (Long)

7+

Place a long double card template. Roll 5 attack dice against each unit under the template. This attack has a base To-Hit of 4+ and is subject to standard Cover penalties.

Keywords: None

65 pts

## ARTILLERY BARRAGE

Offensive

Double Card (Wide)

8+

Place a wide double card template. Roll 5 attack dice against each unit under the template. This attack has a base To-Hit of 4+ and the Blast keyword.

Keywords: Blast

105 pts

## COMMS JAMMING

Utility

Aura (6" Radius)

7+

Place a support token with a 6" radius aura surrounding it. Units within this aura suffer -1 to their Command Rolls. Remove the token at the end of the round.

Keywords: None

70 pts

## RECON SWEEP

Utility  
Off-Board / Meta

5+

Your opponent is forced to reveal their all of their Support Cards. These cards remains visible for the rest of the game or until used and discarded.

Keywords: None

15 pts

## MORTAR SHELLING

Offensive  
Single Unit

6+

Target 1 enemy unit and roll 4 attack dice against it. This attack has a base To-Hit of 3+ and is subject to standard Cover penalties.

Keywords: None

30 pts

## ORBITAL BOMBARDMENT

Offensive  
Point (Standard Card)

9+

Place a standard card template. Roll 6 attack dice against each unit under the template. This attack has a base To-Hit of 4+ along with the Anti-Armor and Blast keywords.

Keywords: Anti-Armor, Blast

115 pts

## ELECTRONIC COUNTERMEASURES

Defensive  
Aura (6" Radius)

7+

Place a support token with a 6" radius aura surrounding it. Any units firing through, into or out of this aura suffer a -1 penalty to their hit rolls. Remove the token at the end of the round.

Keywords: None

30 pts

## SMOKE SCREEN

Defensive  
Double Card (Long)

6+

Place a long double card template. For the duration of the round, this template is treated as being Area terrain. Remove the template at the end of the round.

Keywords: None

40 pts

## EMERGENCY REPAIRS

Sustainment  
Single Unit

6+

Target 1 friendly Vehicle and restore up to 3 lost Wounds. Replace any lost models as necessary.

Keywords: None

40 pts

## FIELD TRIAGE

Sustainment  
Single Unit

6+

Target 1 friendly Infantry unit and restore up to 3 lost Wounds and immediately remove Shaken status. Replace any lost models as necessary.

Keywords: None

35 pts

## PROPAGANDA DROP

Utility  
Aura (6" Radius)

6+

Place a support token with a 6" radius aura surrounding it. Enemy Infantry units within this aura subtract 1 from their Courage value (to a minimum of 1). Remove the token at the end of the round.

Keywords: None

15 pts

## GENERAL RIEEKAN

*Rebel Alliance (6+)*



**Restrictions:**  
None.

When any friendly unit is rolling for Support Card availability, roll 3d6 and use the two highest results.

ARMY LEADER

65 PTS

## DARTH VADER

*Galactic Empire (6+)*



**Restrictions:**  
Must be attached to an Infantry unit.

When a friendly unit within 6" would become Shaken, it may choose to take 1 wound instead and not be Shaken.

ARMY LEADER

55 PTS

## GENERAL GRIEVOUS

*Separatist Alliance (7+)*



**Restrictions:**  
Must be attached to an Infantry unit.

Enemy units within 8" of Grievous subtract 1 from their Courage value (minimum 1)

ARMY LEADER

75 PTS

## CAPTAIN REX

*Galactic Republic (5+)*



**Restrictions:**  
Must be attached to an Infantry unit.

The attached unit gains the Veteran keyword and does not receive a Dash Token when performing the Dash action.

ARMY LEADER

50 PTS

## LEIA ORGANA

*Rebel Alliance (6+)*



**Restrictions:**  
Must be attached to an Infantry unit.

Friendly units within 6" of the attached unit may perform the Rally action for free (0 AP).

ARMY LEADER

70 PTS

## GENERAL VEERS

*Galactic Empire (6+)*



**Restrictions:**  
Must be attached to a Walker unit.

The attached unit adds 1 attack dice to its ranged attacks and may pivot once during its activation without taking a move action.

ARMY LEADER

55 PTS

## TJ-55

*Separatist Alliance (7+)*



**Restrictions:**  
No attachment restrictions.

Friendly units within 8" of this leader may add +1 to their Command Roll result if they are within 4" of at least one other friendly unit.

ARMY LEADER

70 PTS

## OBI-WAN KENOBI

*Galactic Republic (5+)*



**Restrictions:**  
No attachment restrictions.

Friendly units within 6" of the attached unit gain Shields 1, or +1 to Shields X if they already have the keyword.

ARMY LEADER

70 PTS