

Attack of the Clones



**Anakin Skywalker (A)** *Jedi Padawan*  
 1 (R) Ch LS B 7  
 S 60 P 6 H 5  
 Pay 3 Force → Evade 3  
*"I'd rather dream of Padmé."*

**Anakin Skywalker (B)** *Jedi Padawan*  
 2 (R) Ch LS B 5  
 S 50 P 4 H 4  
 {T} → One of your units in the Ground arena gets +20 speed and +2 power until end of battle. Play only during your build step.  
 Pay 1 Force → Evade 1  
*"You know I've been flying since before I could walk. I'm very good at this."*

**Assassin Droid ASN-121 (A)** *Assassin Droid*  
 3 (R) Ch DS B 3  
 S 50 P 4 H 1  
 {T} → Choose one of your opponent's units in the Character arena. ASN-121 does 3 damage to that unit unless your opponent has a Jedi in the Character arena and pays 2 Force. Play only when ASN-121 would attack.

**Bail Organa (A)** *Alderaanian Diplomat*  
 4 (R) Ch LS B 4  
 S 40 P 3 H 2  
 {T} → Your opponent chooses one of his or her units in the Character arena. Tap that unit unless your opponent pays 3 Force. Play only during your build step.  
*"The debate is not over. The Senate will never approve the use of the clones before the Separatists attack."*

**Battle Fatigue**  
 5 (R) Ba N  
 Pay 2 Force → Choose an arena where no unit has attacked this turn. Each unit in that arena gets -1 power until end of battle.  
*The tide of battle had turned to favor Obi-Wan, but Jango wasn't ready to give up the fight.*

**Boba Fett (A)** *Clone Boy*  
 6 (R) Ch N B 2  
 S 40 P 2 H 1  
 As long as Boba is in the Character arena, each Bounty Hunter gets -10 speed.  
*"Fett demanded only one thing: an unaltered clone for himself. Curious, isn't it?" – Lama Su*

**Captain Typho (A)** *Naboo Soldier*  
 7 (R) Ch LS B 5  
 S 40 P 5 H 5  
 As long as Typho is in the Character arena, each of your other Naboo Soldiers gets +10 speed.  
*"I guess I was wrong – there was no danger after all."*

**Clear the Skies**  
 8 (R) Mi N B 3  
 The Dark Side player chooses and discards one of his or her units from each arena in which he or she has 4 or more units. Then the Light Side player does the same.  
*"I don't mind flying, but what you're doing is suicide." – Obi-Wan Kenobi*

**Clone Officer** *Clone Soldier*  
 9 (R) Ch LS B 5  
 S 40 P 5 H 4  
 As long as this unit is in the Character arena, each of your Clones gets +1 power.  
*"Clones can think creatively. You'll find them immensely superior to droids." – Lama Su*

**Dark Rendezvous**  
 10 (R) Mi DS B 4  
 Your opponent loses 7 Force. (If your opponent has less than 7 Force, he or she loses all of it.)  
*"There can be no mistakes this time." – Jango Fett*

**Dark Side's Command**  
 11 (R) Ba DS  
 Pay 8 Force → Choose one of your opponent's tapped units in the Space arena. Untap that unit. The next time it would attack this turn, you may have it attack another of your opponent's units in the Space arena.  
*"Excellent. Everything is going according to plan." – Darth Sidous*

**Dark Side's Compulsion**  
 12 (R) Ba DS  
 Pay 8 Force → Choose one of your opponent's tapped units in the Ground arena. Untap that unit. The next time it would attack this turn, you may have it attack another of your opponent's units in the Ground arena.

**Darth Sidious (A)** *Dark Jedi Master*  
 13 (R) Ch DS B 8  
 S 40 P 5 H 6  
 When the battle phase ends, if Sidious is in the Character arena, you gain +1 Force. As long as Sidious is in the Character arena, your opponent builds all cards face up.  
 Pay 2 Force → Evade 3  
*"Welcome home, Lord Tyranus. You have done well."*

**Darth Tyranus (A)** *Dark Jedi Master*  
 14 (R) Ch DS B 9  
 S 50 P 7 H 5  
 Pay 1 Force → Tyranus gets +2 power for this attack.  
 Pay 3 Force → Evade 3  
 Pay 2 Force → Deflect 1  
*"The battle is far from over."*

**Destruction of Hope**  
 15 (R) Mi DS B 2  
 Your opponent chooses and discards 2 cards from his or her hand. (If your opponent has fewer than 2 cards in his or her hand, he or she discards all of them.) You gain +1 Force.  
*Then, in one flashing move, Tyranus sliced through Anakin's arm.*

**Dexter Jettster (A)** *Diner Owner*  
 16 (R) Ch N B 4  
 S 50 P 1 H 4  
 {T} → One of your Characters gets +3 power until end of battle. Play only when Dexter would attack.  
*"I ain't seen one of these since I was prospecting on Subterrerel beyond the Outer Rim!"*

**Geonosian Sentry** *Geonosian Soldier*  
 17 (R) Ch DS B 6  
 S 40 P 4 H 4  
 As long as this unit is in the Character arena, each of your Geonosians gets +10 speed.  
*Geonosian sentries rely on their natural camouflage to ambush unsuspecting trespassers.*

**Hero's Duty**  
 18 (R) Ba LS  
 Pay 4 Force → One of your units gets +5 power for this attack. When this attack ends, discard that unit.  
*Even as Count Dooku's superior skill became clear, Obi-Wan Kenobi's courage never wavered.*

**Hero's Flaw**  
 19 (R) Ba N  
 Pay 3 Force → Choose one of your opponent's Characters. This turn, each of your Characters gets Critical Hit 2 as long as he or she is attacking that Character.

**Interference in the Senate**  
 20 (R) Ba DS  
 Pay 10 Force → Choose an arena. Each of your opponent's units in that arena gets -20 speed and -2 power until end of battle.  
*"I do not know how much longer I can hold off the vote, my friends." – Chancellor Palpatine.*

**Jango Fett (A)** *Bounty Hunter*  
 21 (R) Ch DS B 8  
 S 60 P 7 H 6  
 As long as Jango is attacking a Jedi, he gets Critical Hit 2.  
*"Always a pleasure to meet a Jedi."*

**Jango Fett (B)** *Bounty Hunter*  
 22 (R) Ch DS B 6  
 S 60 P 6 H 4  
 As long as Jango is attacking a Jedi, he gets +1 power and Critical Hit 1.  
*"I'm just a man, trying to make my way in the universe."*

# Attack of the Clones



## Jar Jar Binks (A) Gungan Diplomat

23 (R) Ch LS B 3  
S 40 P 2 H 2

When your opponent rolls one or more dice in an attack on Jar Jar, you may reroll any of those dice. (You can do this only once per attack.)

*"Mesa sooo smilen to see'en yousa. Wahooooo!"*

## Jedi Call for Help

24 (R) Mi LS B 3

Search your deck. You may take a unit card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. You may complete this Mission only if you have a Jedi in the Character arena.

*"Anakin, Anakin, do you copy?" – Obi-Wan Kenobi*

## Jedi Council Summons

25 (R) Mi LS B 2

Search your deck. You may take a Jedi card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck and gain +1 Force.

*"Perhaps someone you are familiar with...an old friend, like...Master Kenobi." – Chancellor Palpatine*

## Jedi Knight's Deflection

26 (R) Ba LS

Pay 6 Force → Prevent up to 2 damage to one of your units. That unit may do that much damage to a unit of your choice in the same arena.

*No matter how many blaster bolts Jango aimed at Obi-Wan, none of them landed.*

## Lama Su (A) Kaminoan Diplomat

27 (R) Ch N B 4  
S 20 P 3 H 3

As long as Lama is in the Character arena, each Clone costs 1 fewer build counter to deploy.

*"May I present Lama Su, Prime Minister of Kamino." – Taun We*

## Luxury Airspeeder Coruscant Speeder

28 (U) Gr N B 3  
S 60 P 2 H 2

As long as this unit is in the Ground arena, each of your other Ground units gets +10 speed.

*"I couldn't find a speeder I really liked, with an open cockpit and with the right speed capabilities, and then you know I had to get a really gonzo color." – Anakin Skywalker*

## A Moment's Rest

29 (R) Mi LS B 3

Choose one of your units. Prevent all damage to that unit this turn.

*"I don't think she liked me watching her." – Anakin Skywalker*

## Naboo Defense Station Naboo Fortification

30 (R) Gr LS B 8  
S 10 P 6 H 12

Defense stations provide a fortified position over Theed, the capital city of Naboo.

## Obi-Wan Kenobi (A) Jedi Knight

31 (R) Ch LS B 7  
S 40 P 6 H 7

Pay 2 Force → Evade 2  
Discard Obi-Wan from the Character arena → Prevent all damage to one of your Characters. Then you gain additional Force equal to the damage prevented.

*"I will never join you, Dooku."*

## Obi-Wan's Starfighter (A) Jedi Starfighter

32 (R) Sp LS B 4  
S 50 P 3 H 3

Critical Hit 2  
When the battle phase starts, if Obi-Wan's Starfighter is in the Space arena, remove all damage counters from Obi-Wan's Starfighter.

*"Blast! This is why I hate flying." – Obi-Wan Kenobi*

## Order Here

33 (R) Mi N B 2

Each Battle card costs 3 more Force to play this turn. (Battle cards with no Force cost now cost 3 Force to play.)

*"Order! The Senate will accord the representative the courtesy of a hearing!" – Mas Amedda*

## Padmé Amidala (A) Naboo Diplomat

34 (R) Ch LS B 5  
S 60 P 4 H 4

As long as Padmé is in the Character arena, each of your Jedi gets +10 speed and Anakin Skywalker gets +2 power.

*"He gave you strict orders to protect me."*

## Padmé Amidala (B) Naboo Diplomat

35 (R) Ch LS B 4  
S 40 P 3 H 2

When the roll for build points is made, if Padmé is in the Character arena, the Dark Side gets -1 build points this turn.

*"I think it would be wise of you to take advantage of my knowledge in this instance."*

## Padmé's Yacht (A) Naboo Transport

36 (R) Sp LS B 5  
S 40 P 3 H 5

Shields 1

*The design for this customized H-type Nubian yacht demonstrates a new concern for shielding powerful enough to survive the attacks of starfighters.*

## Plo Koon (A) Kel Dor Jedi Master

37 (R) Ch LS B 6  
S 50 P 5 H 5

As long as you have another Jedi in the Character arena, Plo gets +1 power.  
Pay 2 Force → Evade 2

*Because his goggles and breath mask make his expressions all but unreadable, he often relies on his imposing appearance to intimidate.*

## Plot the Secession

38 (R) Mi DS B 3

Discard your hand. Then draw 5 cards.

*"We shall have an army greater than anything in the galaxy. The Republic will be overwhelmed." – Darth Tyrannus*

## Power Dive

39 (R) Ba N

Pay 3 Force → Untap one of your tapped Starfighters in the Space arena or tapped Speeders in the Ground arena. (It can attack again.)

*"This is a shortcut, I think." – Anakin Skywalker*

## Queen Jamillia (A) Naboo Diplomat

40 (R) Ch LS B 4  
S 30 P 3 H 2

{T} → Retreat one of your Diplomats. Play only when Jamillia would attack.

*"We must keep our faith in the Republic. The day we stop believing democracy can work is the day we lose it."*

## R2-D2 (A) Astromech Droid

41 (R) Ch LS B 3  
S 10 P 2 H 3

{T} → Each of your units in the Space arena gets Critical Hit 1 until end of battle. Play only during your build step.

*"Don't worry. We've got Artoo with us." – Anakin Skywalker*

## San Hill (A) IG Banking Clan Diplomat

42 (U) Ch DS B 2  
S 20 P 1 H 2

{T} → You get +2 build points this turn. Your opponent gets +1 build point this turn. Play only during your build step.

*"The InterGalactic Banking Clan will support you wholeheartedly, but only in a non-exclusive arrangement."*

## Second Effort

43 (R) Ba N

Pay 5 Force → Choose one or more of your attack dice. Reroll those dice. (Do this before damage prevention.)

*"I'm a slow learner." – Anakin Skywalker*

## Seek the Council's Wisdom

44 (R) Mi LS B 2

You gain +4 Force.

*"What about Senator Amidala? She will still need protecting." – Obi-Wan Kenobi  
"Handle that, your Padawan will." – Yoda*

## Shu Mai (A) Commerce Guild Diplomat

45 (U) Ch DS B 3  
S 30 P 3 H 2

{T} → Draw a card, then discard a card from your hand. Play only during your build step.

*"We will support you in secret."*

# Attack of the Clones



<b>Slave I (A)</b>	<i>Patrol Ship</i>
46 (R) Sp DS B 4 S 40 P 5 H 3	As long as Slave I is in the Space arena, your opponent can't retreat any Space unit with damage counters on them during his or her retreat step.  <i>Jango Fett modified the Firespray-class patrol ship to meet his requirements for a ship to track down his prey.</i>
<b>Spirit of the Fallen</b>	
47 (R) Ba LS	Pay 2 Force → Each of your Characters gets +2 power until end of battle. Play only if one of your Characters has been discarded from the Character arena this turn.  <i>Enraged at the blow to his Jedi Master, Anakin sprang to the attack.</i>
<b>Target the Senator</b>	
48 (R) Mi DS B 3	When the battle phase starts, choose one of your opponent's units in any arena. Target the Senator does 4 dice of damage to that unit.  <i>"We had a big scare today. The thought of losing you is unbearable." – Chancellor Palpatine</i>
<b>Taun We (A)</b>	<i>Kaminoan Diplomat</i>
49 (R) Ch N B 2 S 20 P 2 H 3	As long as Taun is in the Character arena, each of your Clones gets +10 speed.  <i>"We have kept the Jedi's involvement a secret until your arrival just as your Master requested."</i>
<b>Trade Federation Battleship Core</b>	<i>Trade Federation Fortification</i>
50 (R) Gr DS B 9 S 10 P 10 H 12	  <i>Once separated from its battleship, the core has limited mobility. But its weapons remain fully armed and operational.</i>
<b>Tyranus's Edict</b>	
51 (R) Mi DS B 3	Choose one of your units. As long as that unit is in an arena, your other units in that arena can't be attacked this turn.  <i>"Master Kenobi, you disappoint me." – Darth Tyranus</i>
<b>Tyranus's Geonosian Speeder (A)</b>	<i>Geonosian Speeder</i>
52 (R) Gr DS B 6 S 40 P 2 H 1	{T} → Search your deck. You may take a Battle card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. Play only during your build step.  <i>"It's Dooku – go after him!" – Anakin Skywalker</i>
<b>Tyranus's Solar Sailer (A)</b>	<i>Geonosian Starfighter</i>
53 (R) Sp DS B 4 S 60 P 2 H 2	Critical Hit 2 When its attack ends, you may retreat Tyranus's Solar Sailer.  <i>With Yoda and the Jedi Knights distracted, Tyranus made his escape from Geonosis within his private solar sailer.</i>
<b>Tyranus's Wrath</b>	
54 (R) Ba DS	Pay 8 Force → The attacking unit gets +7 power for this attack.  <i>"I would have thought you'd have learned your lesson." – Darth Tyranus</i>
<b>War Will Follow</b>	
55 (R) Ba DS	Pay 3 Force → Choose a Space unit in your opponent's build zone. Put that unit into the Space arena. If it's tapped, untap it.  <i>"Be mindful of your danger, Padmé. Accept our help." – Yoda</i>
<b>Ward of the Jedi</b>	
56 (R) Ba LS	Pay 4 Force → Choose one of your units. That unit can't be attacked this turn as long as you have any other units in the same arena.  <i>"I'm going to save Obi-Wan. So if you plan to protect me, you will have to come along." – Padmé Amidala</i>

<b>Windu's Solution</b>	
57 (R) Ba LS	Pay 2 Force → One of your units gets +30 speed and +2 power until end of battle.  <i>"We will deal with Count Dooku." – Mace Windu</i>
<b>Yoda (A)</b>	<i>Jedi Master</i>
58 (R) Ch LS B 9 S 40 P 6 H 6	When end the battle phase does, if Yoda in the Character arena is, +1 Force you gain. 2 Force Pay → Evade 3 10 Force Pay → Deflect 3  <i>"Powerful you have become."</i>
<b>Yoda's Intervention</b>	
59 (R) Ba LS	Pay 3 Force → Prevent up to 3 damage to one of your units.  <i>"Master Yoda. Now we shall discover who is the most powerful." – Darth Tyranus</i>
<b>Zam Wesell (A)</b>	<i>Clawdite Bounty Hunter</i>
60 (R) Ch DS B 6 S 60 P 6 H 4	When the Character battle step starts, if Zam is in the Character arena, choose one: remove 1 damage counter from Zam, or Zam gets Critical Hit 2 until end of battle.  <i>"The senator's gonna die soon, anyway."</i>
<b>Acklay</b>	<i>Geonosian Creature</i>
61 (U) Ch DS B 3 S 40 P 3 H 3	As long as you have no other units in the Character arena, this unit gets +30 speed.  <i>The most dangerous creature on Geonosis is the acklay, a solitary predator with an armored exoskeleton and sharp, slashing foreclaws.</i>
<b>Anakin Skywalker (C)</b>	<i>Jedi Padawan</i>
62 (U) Ch LS B 5 S 60 P 5 H 4	Pay 2 Force → Evade 2  <i>"I feel things are going to happen in our generation that will change the galaxy in profound ways."</i>
<b>Anakin's Inspiration</b>	
63 (U) Ba LS	Pay 2 Force → Choose an arena. Each of your units in that arena gets +20 speed until end of battle.  <i>"You have unusual powers, young Padawan, but not enough to save you this time." – Darth Tyranus</i>
<b>AT-TE Walker 23X</b>	<i>Republic Assault Walker</i>
64 (U) Gr LS B 6 S 50 P 5 H 4	Critical Hit 2  <i>Jedi Master Yoda delayed his arrival on Geonosis to acquire weapons and vehicles, including this assault walker.</i>
<b>AT-TE Walker 71E</b>	<i>Republic Assault Walker</i>
65 (R) Gr LS B 6 S 60 P 5 H 4	Shields 1  <i>The walker design for the All-Terrain Tactical Enforcer is relatively new but sure to grow more popular.</i>
<b>Attract Enemy Fire</b>	
66 (U) Ba N	Pay 2 Force → Choose one of your units in the same arena as the attacking unit. The attacking unit now attacks that unit instead of the original defending unit. Play only before your opponent rolls attack dice.  <i>"We move in together, you slowly, on the left..." – Obi-Wan Kenobi</i>
<b>C-3PO (A)</b>	<i>Protocol Droid</i>
67 (U) Ch LS B 3 S 10 P 1 H 3	{T}, Discard 2 cards from your hand → Draw 2 cards. Play only during your build step.  <i>"My sad little friend. If they had wanted us to go along, they would have asked us."</i>
<b>Capture Obi-Wan</b>	
68 (U) Mi DS B 2	Your opponent loses 2 Force. (If your opponent has less than 2 Force, he or she loses all of it.) You gain +2 Force.  <i>"It may be difficult to secure your release." – Darth Tyranus</i>

# Attack of the Clones



## Chancellor Palpatine (A) Coruscant Diplomat

69 (R) Ch LS B 4  
S 30 P 4 H 4

As long as Palpatine is in the Character arena, each of your opponent's Characters gets -10 speed.

*"The power you give me, I will lay down when this crisis has abated, I promise you."*

## Chase the Villain

70 (U) Mi LS B 2

Your opponent can't retreat any Characters during his or her retreat step this turn.

*"I'd very much like to find out who he is and who he's working for." – Anakin Skywalker*

## Cheat the Game

71 (U) Ba N

Pay 3 Force → Reroll all your attack dice. (Do this before damage prevention.)

*"Jedi business. Go back to your drinks." – Anakin Skywalker*

## Cliegg Lars (A) Tatooine Farmer

72 (U) Ch LS B 2  
S 30 P 2 H 2

When you deploy Cliegg, you lose 1 Force.

*"Cliegg Lars. Shmi is my wife."*

## Clone Warrior 4/163 Clone Soldier

73 (U) Ch LS B 4  
S 40 P 4 H 4

*"You'll find they are totally obedient, taking any order without question. We modified their genetic structure to make them less independent." – Lama Su*

## Clone Warrior 5/373 Clone Soldier

74 (U) Ch LS B 3  
S 40 P 3 H 3

*"I have to admit, without the clones, it would not have been a victory." – Obi-Wan Kenobi*

## Commerce Guild Droid Platoon Commerce Guild Droid

75 (U) Gr DS B 7  
S 30 P 5 H 6

Ion Cannon 3

*The two cannons mounted onto the droid's hull allow it to fire on targets on the ground or in the air.*

## Cordé (A) Naboo Handmaiden

76 (U) Ch LS B 2  
S 30 P 2 H 1

Critical Hit 1  
Discard Cordé from the Character arena → Prevent all damage to any one non-Jedi Character.

*"You did your duty, and Cordé did hers." – Captain Typho*

## Coruscant Freighter AA-9 (A) Independent Transport

77 (U) Sp N B 7  
S 20 P 1 H 8

{T} → Draw 3 cards, then discard 2 cards from your hand. Play only during your build step.

*One of the largest freighters in production, this vessel holds more than thirty thousand passengers.*

## Dark Speed

78 (U) Ba DS

One of your units gets +30 speed until end of battle.

*Jango Fett powered up his rockets and took to the air.*

## Darth Tyranus (B) Dark Jedi Master

79 (U) Ch DS B 7  
S 50 P 6 H 4

Pay 2 Force → Tyranus gets Critical Hit 2 for this attack.  
Pay 3 Force → Evade 3

*"As you can see, my Jedi powers are far beyond yours."*

## Departure Time

80 (U) Mi N B 2

You may discard one of your units from any arena. If you do, you get +4 build points this turn.

*"I'm taking an extended leave of absence. It will be your responsibility to take my place." – Padmé Amidala*

## Destroyer Droid, P Series Trade Federation Droid

81 (U) Ch DS B 7  
S 40 P 5 H 4

When the Character battle step starts, if this unit is in the Character arena, choose one: this unit gets +20 speed, or this unit gets +2 power until end of battle.

Shields 1

*"We have them on the run, sir. They're no match for our destroyer droids." – Rune Haako*

## Down in Flames

82 (U) Ba N

Pay 4 Force → Choose one of your opponent's Speeders in the Ground arena. Your opponent discards that Speeder.

*Spinning wildly out of control, the speeder collided into the barrier at full speed.*

## Droid Control Ship Trade Federation Capital Ship

83 (U) Sp DS B 9  
S 10 P 9 H 9

As long as this unit is in the Space arena, each of your Droids gets +10 speed. When this unit is discarded from the Space arena, it does 1 damage to each of your Droids in each arena.

*The Trade Federation military relies on cheap droids that it has total control over.*

## Elan Sleazebaggano (A) Coruscant Merchant

84 (R) Ch N B 3  
S 50 P 3 H 1

As long as Elan is in the Character arena, each of your other Characters gets +20 speed. When the battle phase ends, Elan does 1 damage to each of your other Characters.

*"Wanna buy some death sticks?"*

## Geonosian Guard Geonosian Soldier

85 (U) Ch DS B 2  
S 30 P 2 H 2

*"The Geonosians aren't warriors. One Jedi has to be worth a hundred Geonosians." – Mace Windu*

## Geonosian Warrior Geonosian Soldier

86 (U) Ch DS B 3  
S 50 P 3 H 2

*Leadership among Geonosians is frequently decided by gladiatorial combat.*

## Go to the Temple

87 (U) Ba LS

Pay 2 Force → Choose an arena. Retreat any number of your units in that arena. Play only if no unit is attacking.

*The Jedi Temple is a sanctified retreat, a place of safety and nobility in a troubled galaxy.*

## Infantry Battle Droid, B1 Series Trade Federation Droid

88 (U) Ch DS B 2  
S 40 P 2 H 1

When this unit is discarded from the Character arena, draw a card.

*"Roger, roger."*

## Jango Fett (C) Bounty Hunter

89 (U) Ch DS B 5  
S 60 P 4 H 4

As long as Jango is attacking a Jedi, he gets +2 power.

*"He doesn't seem to be able to take a hint. Well, if we can't lose him, we'll have to finish him."*

## Jawa Sandcrawler Tatooine Sandcrawler

90 (U) Gr N B 4  
S 10 P 2 H 7

{T} → Draw 2 cards, then discard 2 cards from your hand. Play only during your build step.

*The Jawas of Tatooine are famous for their tendency to scavenge and collect junk.*

## Jedi Patrol Jedi Knight

91 (U) Gr LS B 3  
S 30 P 3 H 3

{T} → Draw a card, then discard a card from your hand. Play only during your build step.

*The flare of a hundred lightsabers announced the appearance of the Jedi and signaled the beginning of the Battle of Geonosis.*

## Kaminoan Guard Kaminoan Soldier

92 (U) Ch N B 4  
S 50 P 3 H 3

As long as there are one or more Clones in any arena, this unit gets +1 power.

*"Cloners? Are they friendly?" – Obi-Wan Kenobi  
"It depends...on how big your pocketbook is." – Dexter Jettster*

# Attack of the Clones



## Kit Fisto (A) Nautolan Jedi Master

93 (U) Ch LS B 5  
S 40 P 4 H 5

Pay 2 Force → Evade 2

*Nautolans are amphibians who have an enhanced sense of smell. This enables them to sense pheromones and changes in body chemistry of others.*

## Master and Apprentice

94 (U) Ba LS

Pay 3 Force → Up to 2 of your units each get +2 power until end of battle.

*"Why do I get the feeling you're going to be the death of me?" – Obi-Wan Kenobi*

## Naboo Security Guard

95 (U) Ch LS B 2  
S 30 P 2 H 2

*Naboo Soldier*

*The Security Guard is the regular infantry on Naboo, made up entirely of volunteers.*

## Naboo Spaceport

96 (U) Gr LS B 9  
S 10 P 7 H 9

*Naboo Fortification*

Ion Cannon 4

*Space is no place to hide. With hidden cannon batteries and patrol craft, the spaceport defends Naboo's surface and orbital path.*

## Nexu

97 (U) Ch DS B 5  
S 50 P 4 H 3

*Geonosian Creature*

As long as this unit is in the Character arena, each activated ability of your opponent's units costs 1 more Force to play.

*Gladiatorial arenas pay well to acquire the fierce predator, but few hunters have the skill or courage to seek them out.*

## Nute Gunray (A)

98 (U) Ch DS B 3  
S 20 P 2 H 3

*Trade Federation Diplomat*

{T} → Your opponent chooses and discards a card from his or her hand. Play only during your build step.

*"Is she dead yet? I'm not signing your treaty until I have her head on my desk."*

## Obi-Wan Kenobi (B)

99 (U) Ch LS B 5  
S 40 P 5 H 5

*Jedi Knight*

Pay 2 Force → Obi-Wan gets Critical Hit 2 for this attack.

Pay 2 Force → Evade 2

Pay 1 Force → Prevent 1 damage to Anakin Skywalker.

## Padmé Amidala (C)

100 (U) Ch LS B 4  
S 50 P 3 H 3

*Naboo Diplomat*

Put 1 damage counter on Padmé and retreat her → Prevent all damage to Padmé.

*"I suggest you reserve your opinions for some other time."*

## Poggle the Lesser (A)

101 (U) Ch DS B 4  
S 40 P 3 H 3

*Geonosian Diplomat*

{T} → Choose one of your opponent's units in the Character arena. Tap that unit unless your opponent pays 3 Force. Play only when Poggle would attack.

*"Let the executions begin!"*

## Reek

102 (U) Gr DS B 3  
S 50 P 2 H 2

*Geonosian Creature*

{T} → Draw a card, then discard a card from your hand. Play only during your build step.

*Veteran reek-fighters claim that the safest place to be is on the reek's back, where its hide is so thick that it often can't even tell it's being ridden.*

## Republic Assault Ship

103 (U) Sp LS B 7  
S 30 P 6 H 7

*Republic Capital Ship*

Bombard 2

*Four missile tubes. Twelve quad turbolasers. Twenty-four laser cannons. Three hundred speeders. Sixteen thousand troops.*

## Republic Cruiser

104 (C) Sp LS B 4  
S 30 P 4 H 3

*Republic Transport*

Shields 1

*For years, the appearance of a Republic Cruiser has brought peace to troubled situations.*

## Shaak Ti (A)

105 (U) Ch LS B 4  
S 50 P 3 H 5

*Togruta Jedi Master*

Pay 1 Force → Evade 1

*Many species are under the impression that Togrutas are venomous, but this is only a myth. It is not a myth that Shaak Ti discourages, however.*

## Ship Arrival

106 (U) Mi N B 2

Choose Space, Ground, or Character. Reveal cards from the top of your deck until you reveal a unit card of that type. Put that card into your hand and shuffle the other revealed cards into your deck.

*"There it is, Arfour." – Obi-Wan Kenobi*

## Splinter the Republic

107 (U) Mi DS B 1

Search your deck. You may take a card from your deck with the same name as one of your units in any arena. Show it to your opponent and put it into your hand. Then shuffle your deck.

*"Begun, this Clone War has." – Yoda*

## Strength of Hate

108 (U) Ba DS

Pay 2 Force → One of your units gets +3 power for this attack.

*Jango thought that missiles would be harder for the Jedi Knight to deflect.*

## Subtle Assassination

109 (U) Mi DS B 3

Choose one of your opponent's units in the Character arena with power 3 or less. Your opponent discards that unit.

*"It was a job." – Zam Wesell*

## Super Battle Droid 8EX

110 (U) Ch DS B 5  
S 40 P 5 H 5

*Trade Federation Droid*

As long as you have another Droid in any arena, this unit gets +10 speed and +1 power.

*"With these new battle droids we've built for you, Viceroy, you'll have the finest army in the galaxy." – Poggle the Lesser*

## Trade Federation Battleship

111 (U) Sp DS B 6  
S 10 P 4 H 6

*Trade Federation Capital Ship*

Bombard 4

*Even after the Battle of Naboo, the Republic remained ignorant of just how strong the Trade Federation military had grown.*

## Trade Federation C-9979

112 (U) Sp DS B 4  
S 20 P 2 H 5

*Trade Federation Transport*

{T} → Draw a card. Play only during your build step.

*Though lightly armed, one of these landing craft can carry a powerful force of troops to the battlefield.*

## Tyrannus's Gift

113 (U) Ba DS

Pay 3 Force → The attacking unit gets -5 power for this attack.

*"That's brave of you, boy, but foolish." – Darth Tyrannus*

## Underworld Connections

114 (U) Mi LS B 1

Look at your opponent's hand. Then you gain +1 Force.

*"You can tell me what this is." – Obi-Wan Kenobi*

## Wat Tambor (A)

115 (U) Ch DS B 4  
S 30 P 2 H 3

*Techno Union Diplomat*

When the roll for build points is made, if Wat is in the Character arena, you may remove a damage point this turn.

*"The Techno Unions are at your disposal."*

## Watto (A)

116 (U) Ch N B 4  
S 20 P 3 H 3

*Tatooine Merchant*

When the battle phase ends, if Watto is in the Character arena, you may remove a damage counter from one of your Droids, Speeders, or Starfighters.

*"You look like a Jedi. Whatever it is, I didn't do it."*

# Attack of the Clones



## Weapon Response

117 (U) Ba N  
 Pay 1 Force → The attacking unit gets -2 power for this attack.  
*"This weapon is your life." – Obi-Wan Kenobi*

## Wedding of Destiny

118 (U) Mi LS B 2  
 Draw 3 cards. Then you gain +1 Force.  
*Celebrating their vows of love, Anakin Skywalker and Padmé Amidala kiss.*

## Yoda (B)

119 (U) Ch LS B 5  
 S 40 P 4 H 4  
 Jedi Master  
 3 Force pay → Evade 4  
 5 Force pay → Deflect 2  
 {T} → +1 Force you gain. Only during your build step play.

## Zam's Airspeeder (A)

120 (U) Gr DS B 2  
 S 60 P 1 H 1  
 Coruscant Speeder  
 Critical Hit 3  
*Without any weaponry on her speeder, Zam relies on the accuracy of her own blaster.*

## Anakin Skywalker (D)

121 (C) Ch LS B 4  
 S 50 P 4 H 3  
 Jedi Padawan  
 Pay 1 Force → Evade 1  
*"Just being around Padmé again is intoxicating."*

## Battle Droid Squad

122 (C) Gr DS B 2  
 S 10 P 2 H 3  
 Trade Federation Droid  
*Because battle droids are so cheap to produce, the Trade Federation can afford to assemble the largest army.*

## Bravo N-1 Starfighter

123 (C) Sp LS B 3  
 S 50 P 3 H 2  
 Naboo Starfighter  
 Critical Hit 1  
*This modified starfighter sacrifices speed for a more accurate blaster cannon and reinforced armor.*

## Chancellor's Guard Squad

124 (C) Gr LS B 3  
 S 30 P 2 H 3  
 Republic Soldier  
 Critical Hit 2  
*Few in number, these guards represent the most elite of the Republic's security forces and are assigned to protect the Supreme Chancellor himself.*

## Clone Platoon

125 (C) Gr LS B 4  
 S 40 P 4 H 4  
 Clone Soldier  
*"They say Sifo-Dyas placed the order for the clones almost ten years ago. I was under the impression that he was killed before that...." – Obi-Wan Kenobi*

## Clone Squad

126 (C) Gr LS B 3  
 S 10 P 3 H 3  
 Clone Soldier  
*"The debate is over! Now we need that clone army." – Ask Aak*

## Commerce Guild Droid 81

127 (C) Gr DS B 6  
 S 30 P 7 H 5  
 Commerce Guild Droid  
*While it may resemble a metallic spider, the Commerce Guild droid wields considerable firepower in its blaster cannon.*

## Commerce Guild Starship

128 (C) Sp DS B 4  
 S 30 P 3 H 4  
 Commerce Guild Transport  
 Shields 1  
*Under Shu Mai's leadership, the Commerce Guild supports the Separatists in secret, hoping to profit from doing business with both sides.*

## Corellian Star Shuttle

129 (C) Sp LS B 4  
 S 20 P 3 H 4  
 Republic Transport  
 {T} → Draw a card. Play only during your build step.  
*This transport, usually meant for diplomatic missions, has been armed with heavy laser cannons.*

## Darth Tyranus (C)

130 (C) Ch DS B 5  
 S 50 P 5 H 4  
 Dark Jedi Master  
 Pay 2 Force → Evade 2  
*"A thousand more systems will rally to our cause with your support."*

## Destroyer Droid Squad

131 (C) Gr DS B 5  
 S 40 P 5 H 5  
 Trade Federation Droid  
*Droidekas, as they are called by their inventors, each carry a minireactor for power and a pair of heavy repeating blasters.*

## Droid Starfighter DFS-4CT

132 (C) Sp DS B 2  
 S 50 P 2 H 1  
 Trade Federation Droid Starfighter  
*Though this starfighter is fast and maneuverable, its light frame and exposed droid control computer make it easy to destroy.*

## Droid Starfighter Squadron

133 (C) Sp DS B 3  
 S 40 P 3 H 3  
 Trade Federation Droid Starfighter  
*Controlled from a central computer, a droid starfighter squadron fights almost as cohesively as Jedi.*

## Droid Starfighter Wing

134 (C) Sp DS B 4  
 S 40 P 4 H 4  
 Trade Federation Droid Starfighter  
*Droid starfighters, inexpensive and expendable, arrive in overwhelming swarms.*

## Elite Jedi Squad

135 (C) Gr LS B 3  
 S 40 P 3 H 2  
 Jedi Knight  
 Critical Hit 2  
*Even outnumbered by thousands of battle droids, Jedi Knights prove their valor.*

## Flying Geonosian Squad

136 (C) Gr DS B 6  
 S 30 P 4 H 6  
 Geonosian Soldier  
*Born of their own caste, flying Geonosians consider themselves superior to their earthbound kin.*

## Geonosian Defense Platform

137 (C) Gr DS B 7  
 S 20 P 7 H 7  
 Geonosian Fortification  
*Manned by two or more Geonosians, the blaster cannons of the defense platform have highly precise targeting computers that do most of the work.*

## Geonosian Fighter

138 (C) Sp DS B 3  
 S 50 P 2 H 2  
 Geonosian Starfighter  
 Critical Hit 1  
*With its elongated, double-wing design, the Geonosian starfighter combines speed and accuracy into an effective package.*

## Geonosian Squad

139 (C) Gr DS B 4  
 S 30 P 2 H 3  
 Geonosian Soldier  
 Critical Hit 3  
*Geonosians have little in the way of military training, but they can still surprise enemies visiting their world.*

## Gozanti Cruiser

140 (C) Sp N B 6  
 S 10 P 5 H 6  
 Independent Transport  
*Sold to independent merchants throughout the galaxy, the slow but powerful Gozanti cruiser defends valuable cargo vessels from piracy and theft.*

## Hatch a Clone

141 (C) Mi N B 1  
 Return up to 2 Ground unit cards from your discard pile to your hand.  
*"You mentioned growth acceleration...." – Obi-Wan Kenobi*  
*"Oh, yes, it's essential." – Lama Su*

# Attack of the Clones



## Hero's Dodge

142 (C) Ba N

Pay 1 Force → Prevent up to 2 damage to one of your Characters.

*With the Force as their ally, Jedi can see far enough into the future to dodge blaster fire and block lightsaber attacks.*

## High-Force Dodge

143 (C) Ba N

Pay 5 Force → Prevent up to 5 damage to one of your units.

*The vehicle shook with the impact from the barrage, but it emerged unscathed.*

## Hyperdrive Ring

144 (C) Sp LS B 3  
S 30 P 1 H 3

*Republic Device*

As long as you have a Starfighter in the Space arena, this unit gets +2 power.

*Jedi rely on hyperdrive rings to quickly convey their starfighters from system to system.*

## InterGalactic Banking Clan Starship

145 (C) Sp DS B 5  
S 20 P 4 H 5

*IG Banking Clan Transport*

Shields 1

*The InterGalactic Banking Clan has pledged to do business with the Separatists, but its Republic investments and operations continue.*

## Jango Fett (D)

146 (C) Ch DS B 4  
S 50 P 4 H 3

*Bounty Hunter*

Critical Hit 1

*"Pack your things. We're leaving."*

## Jedi Starfighter 3R3

147 (C) Sp LS B 3  
S 50 P 3 H 3

*Jedi Starfighter*

*These Kuat starfighters have the firepower and the maneuverability Jedi pilots prize.*

## Knockdown

148 (C) Ba N

Pay 4 Force → Choose an untapped Character. Tap that Character.

*"I'm not afraid to die." – Padmé Amidala*

## Lost in the Asteroids

149 (C) Ba N

Prevent all damage done by Space units this turn. Play only before any unit in the Space arena attacks.

*"We'll move into the asteroid field. He won't be able to follow us there." – Jango Fett*

## Lull in the Fighting

150 (C) Ba N

Prevent all damage done by Characters this turn. Play only before any unit in the Character arena attacks.

*"Thanks for your time, Jango." – Obi-Wan Kenobi*

## Mending

151 (C) Mi N B 2

Remove up to 4 damage counters from one of your Characters. You gain +1 Force.

*"Let me help you with that." – Anakin Skywalker*

## N-1 Starfighter

152 (C) Sp LS B 2  
S 60 P 2 H 1

*Naboo Starfighter*

*N-1 starfighters are elegant, sleek, and agile, but they remain difficult to control and easy to damage.*

## Naboo Cruiser

153 (C) Sp LS B 6  
S 10 P 6 H 7

*Naboo Transport*

*After the war with the Trade Federation, the Naboo designed and produced the cruiser to better defend themselves.*

## Naboo Royal Starship

154 (C) Sp LS B 5  
S 20 P 5 H 6

*Naboo Transport*

*With its gleaming silver contours, the Queen's Royal Starship projects the elegance and grace of the Naboo.*

## Naboo Senatorial Escort

*Naboo Soldier*

155 (C) Gr LS B 2  
S 10 P 2 H 3

*The senatorial escort exists to protect the lives of Senator Amidala and her attendants.*

## Naboo Starfighter Squadron

*Naboo Starfighter*

156 (C) Sp LS B 4  
S 40 P 4 H 4

*The Naboo space fighter corps spends most of its time performing escort missions.*

## Obi-Wan Kenobi (C)

157 (C) Ch LS B 4  
S 40 P 4 H 4

*Jedi Knight*

Pay 2 Force → Evade 2

*"I would very much like to meet this Jango Fett."*

## Padawan's Deflection

158 (C) Ba N

Pay 3 Force → Prevent 1 damage to one of your units. That unit may do that much damage to a unit of your choice in the same arena.

*To Geonosis came every available Jedi, both masters and apprentices.*

## Padmé Amidala (D)

159 (C) Ch LS B 3  
S 50 P 3 H 3

*Naboo Diplomat*

*"It's been far too long. I'm so glad that our paths have crossed again."*

## Patrol Speeder

160 (C) Gr N B 4  
S 20 P 3 H 4

*Naboo Speeder*

*Durable and reliable, SoroSuub's refitted V-series speeders are a favorite of military and law-enforcement agencies across the galaxy.*

## Peace on Naboo

161 (C) Ba N

Prevent all damage done by Ground units this turn. Play only before any unit in the Ground arena attacks.

*Though once again peaceful, Naboo remains vigilant in the aftermath of the Trade Federation invasion.*

## Pilot's Dodge

162 (C) Ba N

Pay 2 Force → Prevent up to 2 damage to one of your Space or Ground units.

*"That was too close!" – Obi-Wan Kenobi*

## Recon Speeder

163 (U) Gr N B 5  
S 30 P 4 H 3

*Republic Speeder*

Shields 1

*Military forces often rely on modified speeders to support their front-line operations.*

## Republic Attack Gunship UH-478

*Republic Gunship*

164 (C) Gr LS B 6  
S 40 P 6 H 6

*With its pilot and gunner mounted forward, the gunship rakes powerful, accurate fire upon the droid armies.*

## Repulsorlift Malfunction

165 (C) Ba N

Pay 5 Force → Choose an untapped Ground unit. Tap that unit.

*"We've stalled! You almost got us killed!" – Obi-Wan Kenobi*

## Return to Spaceport

166 (C) Mi N B 1

Remove up to 4 damage counters from one of your Ground units.

*"Time to go." – Anakin Skywalker*

## Rickshaw

167 (C) Gr N B 2  
S 20 P 2 H 2

*Tatooine Vehicle*

*Rickshaws are common on Tatooine, where droid labor is cheap.*

# Attack of the Clones



## Slumming on Coruscant

168 (C) Mi N B 1

Look at your opponent's hand. If your opponent has any Battle or Mission cards there, choose one of them. Your opponent discards that card.

*It's the seedy underbelly of the city: broken walkways, garish city lights, and panhandling droids.*

## Sonic Shockwave

169 (C) Ba N

Pay 5 Force → Choose an untapped Space unit. Tap that unit.

*"Whoa! Sonic charges! Stand by." – Obi-Wan Kenobi*

## Speeder Bike Squadron

*Republic Speeder*

170 (C) Gr LS B 5  
S 60 P 3 H 4

Shields 1

*Flying a tiny speeder bike into a battlefield requires incredible reflexes and even more incredible courage.*

## Starship Refit

171 (C) Mi N B 1

Remove up to 4 damage counters from one of your Space units.

*"My long-range transmitter is knocked out." – Obi-Wan Kenobi*

## Surge of Power

172 (C) Ba N

Pay 1 Force → One of your units gets +2 power for this attack.

*"If we keep this chase going, that creep's gonna end up deep-fried." – Anakin Skywalker*

## Swoop Bike

*Tatooine Speeder*

173 (C) Gr N B 2  
S 50 P 2 H 1

*After a day of riding Owen's speeder bike on Tatooine, Anakin spent hours repairing its delicate transmission.*

## Take the Initiative

174 (C) Mi N B 1

Return up to 2 Space unit cards from your discard pile to your hand.

*"Stay calm, son. We'll be fine." – Jango Fett*

## Target Locked

175 (C) Ba N

Pay 2 Force → One of your units gets Critical Hit 2 for this attack.

*Amid the drifting asteroids, Jango relied on his targeting computer to finish the persistent Jedi.*

## Taylander Shuttle

*Independent Transport*

176 (C) Sp N B 2  
S 20 P 2 H 2

*Sentients of all corners of the galaxy use the mass-produced Taylanders to reach their destinations.*

## Techno Union Starship

*Techno Union Capital Ship*

177 (C) Sp DS B 6  
S 30 P 6 H 6

*The defection of the Techno Union represented a terrible loss of manufacturing capability for the Republic.*

## Trade Federation War Freighter

*Trade Federation Capital Ship*

178 (C) Sp DS B 7  
S 30 P 5 H 7

Bombard 3

*Once a bulk freighter capable of carrying hundreds of tons of cargo, this vessel has been equipped with heavy quadlaser batteries.*

## Walking Droid Fighter

*Trade Federation Droid*

179 (C) Gr DS B 4  
S 20 P 6 H 2

Shields 1

*On the ground, the droid starfighter towers over battle droids like a great, winged beast.*

## Zam Wesell (B)

*Clawdite Bounty Hunter*

180 (C) Ch DS B 3  
S 40 P 3 H 3

*"I think he's a she...but I think she's a changeling." – Anakin Skywalker  
"In that case, be extra careful." – Obi-Wan Kenobi*