

Sith Rising



Aayla Secura (A) *Twilek Jedi Knight*

1 (R) Ch LS B 4
S 60 P 3 H 3

Pay 3 Force → Evade 2
When the battle phase starts, if Aayla is in the Character arena, remove all damage counters from her.

Aayla lost her memory on an early mission, and she still has no recollection of the pain she endured.

Anakin Skywalker (E) *Jedi Padawan*

2 (R) Ch LS B 6
S 50 P 6 H 4

When Anakin attacks, you may give him +5 power for that attack. If you do, when the attack ends, Anakin does 2 damage to himself.
Pay 3 Force → Evade 2

"I've got a bad feeling about this."

Aurra Sing (A) *Bounty Hunter*

3 (R) Ch DS B 6
S 50 P 5 H 5

Treat Aurra Sing as a Dark Jedi.
When Aurra damages a Jedi and that Jedi is discarded, untap Aurra. (She can attack again).
Pay 2 Force → Deflect 1

Chancellor Palpatine (B) *Coruscant Diplomat*

4 (R) Ch LS B 5
S 40 P 3 H 4

As long as Palpatine is in the Character arena, each of your opponent's Characters gets -1 power.

"In time you will learn to trust your feelings. Then you will be invincible."

Clone Captain *Clone Soldier*

5 (R) Ch LS B 4
S 40 P 5 H 2

Put any number of damage counters on one of your other Clones in any arena → Prevent that much damage to this unit.

Though clone troopers are virtually identical, some are genetically modified and specially trained to serve as field officers.

Clone Facility *Kaminoan Fortification*

6 (R) Gr LS B 7
S 10 P 2 H 5

{T} → Search your deck. You may take a Clone unit card from your deck. Show it to your opponent and put it face-down in your build zone with 1 build counter on it. Then shuffle your deck. Play only during your build step.

"We take great pride in our combat education and training programs." -- Lama Su

Darth Maul (A) *Dark Jedi - Sith Apprentice*

7 (R) Ch DS B 9
S 70 P 6 H 6

When Maul attacks, you may give him +5 power for that attack. If you do, Maul does 2 damage to himself when the attack ends.
Pay 3 Force → Evade 2

Darth Maul (C) *Dark Jedi - Sith Apprentice*

8 (R) Ch DS B 8
S 60 P 7 H 5

Pay 3 Force → Your opponent can't use Evade to prevent damage from Maul for this attack.
Pay 3 Force → Evade 1

"I told you there was more to this. The Jedi are involved."

Darth Sidious (B) *Dark Jedi - Sith Master*

9 (R) Ch DS B 7
S 40 P 3 H 5

Pay 1 Force → Evade 2
Pay 4 Force, discard one of your other Characters from the Character arena → You get a number of build points equal to that Character's total build cost. Play only during your build step.

Darth Tyranus (D) *Dark Jedi Master - Sith Lord*

10 (R) Ch DS B 8
S 50 P 6 H 6

{T}, Pay 2 Force → Choose one of your opponent's units in the Character arena. Tyranus does 4 damage to that Character. Your opponent can't use Evade to prevent that damage unless that Character is a Jedi Master. Play only when Tyranus would attack.
Pay 3 Force → Evade 3

Geonosian Picadors

11 (R) Gr DS B 2
S 40 P 1 H 2

As long as this unit is in the Ground arena, each of your Creatures gets +1 power.

Geonosians of any caste may become picadors if they can prove their worth in the arena. If chosen, they are schooled in herding and provoking creatures, and removing the bodies of victims.

Impossible Victory

12 (R) Ba LS

Pay 12 Force → Untap up to 2 of your units in one arena. (These units may attack again.)

"That doesn't seem possible. How did the Jedi come up with an army so quickly?" -- Darth Tyranus

Jango Fett (E)

13 (R) Ch DS B 8
S 60 P 7 H 6

Each Jedi gets -3 power as long as that Jedi is attacking Jango.

"Don't move, Jedi!"

Jedi Bravery

14 (R) Ba LS

Pay 6 Force → Choose an arena. Each of your units in that arena gets +2 power until end of battle.

"Anakin and I can handle this." -- Obi-Wan Kenobi

Jedi Starfighter Wing

15 (R) Sp LS B 7
S 50 P 4 H 5

This unit gets +4 power as long as there are no damage counters on it.

The first attack wave of a cohesive wing of Jedi starfighters is usually deadly to any hostile force.

Jocasta Nu (A)

16 (R) Ch LS B 6
S 30 P 2 H 5

As long as Jocasta is in the Character arena, draw 2 extra cards during your draw step and then put 2 cards from your hand on the bottom of your deck.

Pay 1 Force → Evade 2

"If an item does not appear in our records, it does not exist."

Mace Windu (A)

17 (R) Ch LS B 10
S 60 P 8 H 7

When the battle phase ends, if Mace is in the Character arena, you gain +1 Force.

Pay 5 Force → Deflect 2

Pay 2 Force → Evade 3

Mace Windu (C)

18 (R) Ch LS B 8
S 60 P 6 H 7

Stun 2

Pay 2 Force → Evade 2

"We will not be hostages for you to barter with."

Massiff

19 (R) Ch N B 3
S 60 P 2 H 2

Stun 2

Bravely or foolishly, Tusken keep the unpredictable massiffs as guards, trackers, and even pets.

Nute Gunray (B)

20 (R) Ch DS B 4
S 10 P 2 H 3

When the roll for build points is made, if Nute is in the Character arena, you get +1 build points this turn.

"This isn't how it's supposed to be! Jango, finish her!"

Republic Drop Ship

21 (R) Gr LS B 5
S 50 P 2 H 3

When you deploy this unit, you get +2 build points this turn.
Shields 1

The LAAT/c drop ship is a variant of the attack gunship. It is fitted to carry and deliver walkers, such as the AT-TE, to the battlefield.

Sith Rising



Sio Bibble (A) *Naboo Diplomat*

22 (R) Ch LS B 3
S 20 P 1 H 3

As long as Sio is in the Character arena, each other Naboo Character gets +20 speed and +1 power.

"It's unthinkable. There hasn't been a full-scale war since the formation of the Republic."

Sith Infiltrator (A) *Dark Jedi - Sith Transport*

23 (R) Sp DS B 4
S 50 P 4 H 3

When Sith Infiltrator is discarded from the Space arena, you may pay 2 Force. If you do, return it from your discard pile to your hand.

The impressive -- and illegal -- cloaking device of the Sith Infiltrator leads many of the ship's pursuers into the dangerous belief that they have destroyed it.

Slave I (B) *Patrol Ship*

24 (R) Sp DS B 5
S 50 P 5 H 4

Stun 3

With a combination of concussion missiles and pinpoint accuracy, Slave I can disable Jango Fett's targets so that they can be captured and sold for a profit.

Super Battle Droid 5TE *Trade Federation Droid*

25 (R) Ch DS B 4
S 40 P 4 H 4

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

Towering over the other battle droids, the super battle droid also has an independent computer processor.

Trade Federation Control Core *Trade Federation Fortification*

26 (R) Gr DS B 10
S 10 P 12 H 14

The heart of each battleship is a detachable core capable of descending to a planet's surface. The cargo arms and hyperdrive array remain in orbit.

Tusken Camp *Tatooine Tusken Fortification*

27 (R) Gr N B 4
S 30 P 3 H 3

When the battle phase starts, if this unit is in the Ground arena, remove 1 damage counter from each of your damaged Tusken.

Sand People travel with light tents, called urtya, made from skins, tendons, and sticks.

Twilight of the Republic

28 (R) Mi DS B 2

After you complete Twilight of the Republic, your build step ends and the Light Side build step starts. After the Light Side build step, you get another build step using your remaining build points. Also, the Light Side retreat step happens before the Dark Side retreat step this turn.

Unfriendly Fire

29 (R) Ba DS

Pay 7 Force → Choose an arena. Unfriendly Fire does 2 damage to each unit in that arena. (This includes your units.)

"You're going to pay for all of the Jedi you killed today." -- Anakin Skywalker

Yoda (C) *Jedi Master*

30 (R) Ch LS B 8
S 40 P 7 H 6

{T}, 2 Force pay → An opponent's unit you choose. In the Character arena it must be. To that Character 4 damage Yoda does. To prevent that damage your opponent Evade cannot use, unless that Character a Jedi Master or Sith Master is. Only when Yoda would attack play. 2 Force pay → Evade 3

Aiwha Rider *Kaminoan Creature Soldier*

31 (U) Gr N B 3
S 50 P 2 H 2

When you deploy this unit, look at your opponent's hand.

Aiwha riders brave the dangerous storms of Kamino to maintain constant vigilance against outsiders.

C-3PO (B) *Protocol Droid*

32 (U) Ch LS B 3
S 10 P 2 H 3

When C-3PO is discarded from the Character arena, draw 2 cards.

"I'm not made for this. I can't do it! I don't want to be destroyed!"

Careful Targeting

33 (U) Ba N

Pay 1 Force → Choose a unit with Shields. Until end of battle, that unit's Shields don't work.

"Aim right above the fuel cells." -- Anakin Skywalker

Clever Escape

34 (U) Ba N

Pay 4 Force → Untap one of your units with power 5 or less. (It can attack again.)

Wasting no time, Padmé concealed the lockpicks that she would soon use to secure her freedom.

Clone Trooper 6/298

35 (U) Ch LS B 3
S 60 P 2 H 3

Clone Soldier

"Magnificent, aren't they?" -- Lama Su

Darth Maul (B) *Dark Jedi - Sith Apprentice*

36 (U) Ch DS B 7
S 60 P 6 H 4

Pay 2 Force → Evade 2

"At last we shall reveal ourselves to the Jedi. At last we shall have revenge."

Darth Tyranus (E) *Dark Jedi Master - Sith Lord*

37 (U) Ch DS B 6
S 50 P 5 H 5

Stun 2

Pay 2 Force → Evade 2

"I have become more powerful than any Jedi."

Destroyer Droid, W Series *Trade Federation Droid*

38 (U) Ch DS B 5
S 30 P 4 H 3

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

"I want destroyer droids up here at once!" -- Nute Gunray

Female Tusken Raider *Tatooine Tusken Warrior*

39 (U) Ch N B 2
S 20 P 2 H 2

{T} → Remove 1 damage counter from each of your damaged Tusken. Play only during your build step.

"It was just before dawn. They came out of nowhere -- a hunting party of Tusken Raiders." -- Cleg Lars

Fog of War

40 (U) Mi N B 3

For each unit in the Space, Ground, and Character arenas (yours and your opponent's), roll one of your dice. If you roll 5 or 6 for a unit, tap it.

"All of our communications have been jammed. We are under attack." -- Poggle the Lesser

Geonosian Scout *Geonosian Soldier*

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

Each unit gets -2 power as long as it's attacking this unit and you have another Geonosian in the Character arena.

Geonosians of higher castes receive better stations in the Geonosian military, though many of them act only out of self-preservation.

Haifire Droid *IG Banking Clan Droid*

42 (U) Gr DS B 6
S 40 P 5 H 5

Stun 3

The haifire droid's speed and accurate weaponry allow it to strike vulnerable points in enemy lines, reducing the opposition's combat effectiveness.

Homing Spider Droid *Commerce Guild Droid*

43 (U) Gr DS B 7
S 40 P 7 H 5

Shields 1

The spindly homing spider droid stalks the battlefield of Geonosis, issuing out death and destruction to the Commerce Guild's enemies.

Sith Rising



Infantry Battle Droid 44 (U) Ch DS B 4 S 20 P 3 H 2	<i>Trade Federation Droid</i> When this unit attacks, you may give it +5 power for that attack. If you do, it does 2 damage to itself when the attack ends. When this unit is discarded from the Character arena draw a card. <i>The foot soldiers of the Trade Federation, battle droids overwhelm their enemies through eerily automated discipline, heedless of their own losses.</i>
Jedi Heroes 45 (U) Gr LS B 6 S 50 P 6 H 4	<i>Jedi Knight</i> Pay 2 Force → Evade 1 <i>"The Jedi have amassed a huge army." -- Nute Gunray</i>
Jedi Starfighter Scout 46 (U) Sp LS B 4 S 50 P 3 H 3	<i>Jedi Starfighter</i> Stun 2 <i>When forced into battle, these pilots make the best of their Jedi coordination to incapacitate enemy targets without causing casualties.</i>
Mace Windu (B) 47 (U) Ch LS B 7 S 60 P 6 H 5	<i>Jedi Master</i> Pay 2 Force → Evade 2 Pay 1 Force → Mace gets +2 power for this attack. <i>"Be wary. This disturbance in the Force is growing stronger."</i>
Moment of Truth 48 (U) Ba LS	Pay 1 Force → Prevent 1 damage to one of your units. If Mace Windu is in the Character arena, prevent up to 2 damage to that unit instead. <i>"Master Windu, how pleasant of you to join us. You're just in time for the moment of truth." -- Darth Tyrannus</i>
Obi-Wan Kenobi (D) 49 (U) Ch LS B 6 S 60 P 4 H 6	<i>Jedi Knight</i> Stun 3 Pay 2 Force → Evade 2 <i>"Don't let your personal feelings get in the way."</i>
Out of His Misery 50 (U) Ba LS	Pay 3 Force → One of your Jedi gets +20 speed and Stun 4 until end of battle <i>"Come, come, Master Kenobi. Put me out of my misery." -- Darth Tyrannus</i>
Padmé Amidala (E) 51 (U) Ch LS B 5 S 40 P 4 H 4	<i>Naboo Diplomat</i> As long as Padmé is in the Character arena, each Light Character costs 1 less build counter to deploy. <i>"Gather up what troops you can. We've got to get to that hangar. Hurry!"</i>
Passel Argente (A) 52 (U) Ch DS B 3 S 10 P 1 H 3	<i>Corporate Alliance Diplomat</i> As long as Passel is in the Character arena, each of your other Characters gets +1 power. <i>As Magistrate of the massive Corporate Alliance, Argente is fully authorized to enter into a treaty with the Separatists.</i>
Price of Failure 53 (U) Mi DS B 2	You may discard one of your units from any arena. If you do, draw 4 cards, then gain +1 Force. <i>"Toxic dart." -- Obi-Wan Kenobi</i>
R2-D2 (B) 54 (U) Ch LS B 3 S 40 P 1 H 3	<i>Astromech Droid</i> {T} → Remove up to 2 damage counters from one of your Space units. Play only during your build step. <i>"Artoo, what are you doing here?" -- C-3PO</i>
Recognition of Valor 55 (U) Mi LS B 3	Count the number of Jedi you have in the Space, Ground, and Character arenas. You gain that much Force. <i>"You have fought gallantly -- worthy of recognition in the archives of the Jedi Order." -- Darth Tyrannus</i>

Sun Fac (A) 56 (U) Ch DS B 2 S 40 P 1 H 2	<i>Geonosian Diplomat</i> As long as Sun is in the Character arena, each of your other Geonosians gets Critical Hit 1. <i>Poggle's chief lieutenant, the winged aristocrat Sun Fac, ensures that his master's will is done throughout Geonosis.</i>
Techno Union Warship 57 (U) Sp DS B 7 S 30 P 3 H 10	<i>Techno Union Transport</i> When this unit attacks, you may give it +5 power for that attack. If you do, it does 2 damage to itself when the attack ends. <i>The Techno Union is the premier developer of advanced engineering and microelectronics.</i>
Trade Federation Offensive 58 (U) Ba DS	Pay 4 Force → Choose Space or Ground. Each of your units in that arena gets +30 speed until end of battle. <i>"We must send all available battle droids into battle." -- Nute Gunray</i>
Tusken Raider 59 (U) Ch N B 2 S 30 P 1 H 2	<i>Tatooine Tusken Warrior</i> This unit gets +1 power for each other Tusken in any arena. <i>"Tuskens walk like men, but they're vicious, mindless monsters." -- Clegg Lars</i>
Visit the Lake Retreat 60 (U) Mi LS B 3	Remove up to 2 damage counters from one of your Space units. Remove up to 2 damage counters from one of your Ground units. Remove up to 2 damage counters from one of your Characters. <i>"I was thinking I would stay in the lake country. There are some places there that are very isolated." -- Padmé Amidala</i>
Acclamator-Class Assault Ship 61 (C) Sp LS B 8 S 10 P 8 H 10	<i>Republic Capital Ship</i> <i>The success of Rothana Heavy Engineering's design has not escaped the notice of its parent company, Kuat Drive Yards.</i>
Aggressive Negotiations 62 (C) Ba N	Pay 4 Force → One of your units gets Critical Hit 3 for this attack. <i>"You call this diplomacy?" -- Anakin Skywalker</i> <i>"No, I call this aggressive negotiations." -- Padmé Amidala</i>
Anakin Skywalker (F) 63 (C) Ch LS B 5 S 50 P 5 H 4	<i>Jedi Padawan</i> Stun 2 Pay 1 Force → Evade 1 <i>"I killed them all. They're dead -- every single one of them."</i>
AT-TE Troop Transport 64 (C) Gr LS B 5 S 50 P 4 H 4	<i>Republic Assault Walker</i> Shields 1 <i>The assault walker delivers the firepower of a medium tank and the carrying capacity of a troop transport.</i>
Battle Droid Assault Squad 65 (C) Gr DS B 4 S 40 P 4 H 3	<i>Trade Federation Droid</i> Critical Hit 1 <i>Battle droids are relatively fragile, but in large numbers they can bring an end to many clones and more than a few Jedi.</i>
Brutal Assault 66 (C) Ba N	Pay 2 Force → One of your units gets +5 power for this attack. When the attack ends, that unit does 2 damage to itself. <i>Fearless Jedi Knight and veteran bounty hunter throw themselves into the clash of battle, risking life and limb.</i>

Sith Rising



Clone Trooper Legion	<i>Clone Soldier</i>
67 (C) Gr LS B 7 S 30 P 7 H 7	<i>"All forward positions are advancing." -- Clone commander</i>
Commerce Guild Cruiser	<i>Commerce Guild Transport</i>
68 (C) Sp DS B 7 S 40 P 7 H 5	Shields 1 <i>The Commerce Guild doesn't have a great reputation for engineering or weapon design, but it does have great financial resources.</i>
Commerce Guild Spider Droid	<i>Commerce Guild Droid</i>
69 (C) Gr DS B 3 S 50 P 3 H 2	<i>Dwarf spider droids are less than one-fourth the size of their larger cousins, but they're faster and better equipped for hunting small groups of enemy soldiers.</i>
Concentrated Fire	
70 (C) Mi N B 2	When the battle phase starts, choose one of your opponent's units in the Space arena. Concentrated Fire does 4 dice of damage to that unit. <i>"We won't see him again." -- Jango Fett</i>
Coruscant Speeder	<i>Independent Speeder</i>
71 (C) Gr N B 2 S 30 P 2 H 1	<i>The skies of Coruscant never empty of their millions of fast-moving speeders.</i>
Darth Maul (D)	<i>Dark Jedi - Sith Apprentice</i>
72 (C) Ch DS B 5 S 50 P 4 H 4	Stun 2 Pay 1 Force → Evade 1 <i>"This is my apprentice, Lord Maul." -- Darth Sidious</i>
Diplomatic Cruiser	<i>Republic Transport</i>
73 (C) Sp LS B 3 S 10 P 2 H 4	Critical Hit 1 <i>Designed by the Corellian Engineering Corporation, the Republic cruiser most often carries diplomats and has minimal weaponry. Their pilots, however, are well trained in weapon use.</i>
Droid Starfighter DFS-1VR	<i>Trade Federation Droid Starfighter</i>
74 (C) Sp DS B 2 S 50 P 1 H 1	When this unit attacks, you may give it +5 power for that attack. If you do, it does 1 damage to itself when the attack ends. <i>The Trade Federation doesn't think twice before sacrificing its droid starfighters to achieve an objective.</i>
Geonosian Artillery Battery	<i>Geonosian Fortification</i>
75 (C) Gr DS B 5 S 50 P 5 H 3	<i>Gun batteries lie hidden on the surface of the rocky planet, rushed into construction since the planet joined the Confederacy of Independent States.</i>
Geonosian Defense Fighter	<i>Geonosian Starfighter</i>
76 (C) Sp DS B 3 S 60 P 2 H 3	<i>A tough exterior with fortified hull plating complements the Geonosian fighter's graceful design.</i>
Maul's Strategy	
77 (C) Mi DS B 3	You gain +2 Force. Your opponent loses 2 Force. If Darth Maul is in the Character arena, you gain an extra +1 Force and your opponent loses an extra 1 Force.
Mobile Assault Cannon	<i>Republic Assault Walker</i>
78 (C) Gr LS B 8 S 30 P 7 H 8	Ion Cannon 2 <i>Groups of SPHA-T mobile assault cannons scoured the rocky plains of Geonosis, destroying one fortified position after another.</i>

Naboo Starfighter Wing	<i>Naboo Squadron</i>
79 (C) Sp LS B 4 S 40 P 2 H 4	This unit gets +3 power as long as there are no damage counters on it. <i>Naboo military training has increased since the blockade and invasion of Naboo, but the performance of younger pilots flags once their squadrons suffer losses.</i>
Nubian Yacht	<i>Naboo Transport</i>
80 (C) Sp LS B 5 S 40 P 4 H 5	<i>The typical Nubian yacht is a ship of comfort and peace. Only a few have been outfitted with defensive armaments.</i>
Padawan and Senator	
81 (C) Ba N	Pay 5 Force → Up to 2 of your units each get +3 power until end of battle. <i>"I truly, deeply love you, and, before we die, I wanted you to know." -- Padmé Amidala</i>
Reassemble C-3PO	
82 (C) Mi N B 1	Remove up to 2 damage counters from one of your units. <i>"Are you sure my head's on straight?" -- C-3PO</i>
Republic LAAT/i Gunship	<i>Republic Gunship</i>
83 (C) Gr LS B 6 S 50 P 7 H 3	<i>Each Republic gunship bears three anti-personnel turrets, two mass-driver missile launchers, four composite-beam pinpoint laser turrets, and eight light air-to-air rockets -- all while traveling six hundred kilometers per hour.</i>
Retreat Underground	
84 (R) Ba N	Pay 1 Force → Retreat one of your units. Play only if no unit is attacking. <i>"I am sending all my warriors deep into the catacombs to hide." -- Poggle the Lesser</i>
Run the Gauntlet	
85 (C) Mi N B 2	When the battle phase starts, choose one of your opponent's units in the Ground arena. Run the Gauntlet does 6 dice of damage to that unit. Your opponent gains +2 Force. <i>"Anakin! How many times have I told you to stay away from the power couplings?" -- Obi-Wan Kenobi</i>
Senatorial Cruiser	<i>Naboo Transport</i>
86 (C) Sp LS B 6 S 40 P 4 H 5	When you deploy this unit, you may return a Starfighter card from your discard pile to your hand. Shields 1 <i>Naboo senatorial cruisers can refuel starfighters, allowing them to act as long-range escorts.</i>
Shoot Her or Something	
87 (C) Ba N	Pay 2 Force → Choose one or more of your opponent's attack dice. Your opponent rerolls those dice. (Do this before damage prevention). <i>"Foul! She can't do that!" -- Nute Gunray</i>
Super Battle Droid Squad	<i>Droid Squad</i>
88 (C) Gr DS B 5 S 30 P 5 H 6	<i>Unseen until Geonosis, super battle droids proved capable of taking down clone troopers -- and Jedi.</i>
Suppressing Fire	
89 (C) Ba N	Pay 2 Force → One of your units using Bombard to attack a Ground unit gets +4 power for this attack. <i>"This is not going well at all." -- Nute Gunray</i>
Trade Federation Warship	<i>Trade Federation Capital Ship</i>
90 (C) Sp DS B 8 S 20 P 8 H 8	<i>The battleship's design is based on a freighter by Hoersch-Kessel Drive, Inc., but it has extensive modifications to the armament.</i>