

Jedi Guardians



**Adi Gallia (A)** *Jedi Master - Council Member*

1 (R) Ch LS B 5  
S 50 P 4 H 4

Pay 3 Force → Evade 2  
{P} Starfighter Pilot. The Starfighter gets:  
• +20 speed.  
• +2 power.  
• Pay 2 Force → Evade 1.

*Since her rescue mission to the Kegan system, Adi has become known as one of the best starfighter pilots among the Jedi.*

**Anakin Skywalker (H)** *Jedi Padawan*

2 (R) Ch LS B 7  
S 60 P 5 H 5

Pay 1 Force → Anakin gets +2 power for this attack.  
Pay 2 Force → Evade 2  
Pay 1 Force → Prevent up to 3 damage to Padmé Amidala.

*"You call this a diplomatic solution?"*

**Aurra Sing (B)** *Bounty Hunter*

3 (R) Ch DS B 4  
S 60 P 5 H 4

Treat Aurra as a Dark Jedi.  
When the Character battle step starts, your opponent may pay 4 Force. If your opponent does, retreat Aurra.  
Pay 2 Force → Evade 2

*Aurra collects lightsabers as trophies of her kills.*

**Boba Fett (B)** *Clone Boy*

4 (R) Ch N B 3  
S 50 P 2 H 2

{P} Patrol Ship Pilot. The Patrol Ship gets "This Patrol Ship may attack a unit in the Character arena instead of a unit in the Space arena with 5 power, plus any other effects."

*"Get him! Fire!"*

**Coup de Grâce**

5 (U) Ba N

Pay 8 Force → Choose one of your opponent's units in any arena. Coup de Grâce does damage to that unit equal to the number of damage counters on it.

*"Surely you can do better." -- Darth Tyranus*

**Dark Dreams**

6 (R) Ba DS

Pay the costs (if any) of a Battle card your opponent has played this turn → Get that card's effects. You may play this card anytime that card could be played.

*"No . . . No . . . Mom! . . . No . . . Don't . . . No . . ."* -- Anakin Skywalker

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

7 (R) Ch DS B 7  
S 60 P 6 H 5

Pay 1 Force → Maul gets +20 speed until end of turn.  
Pay 2 Force → Maul gets +3 power for this attack.  
Pay 3 Force → Deflect 1  
Pay 4 Force → Evade 2

*"Yes, my Master."*

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

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

Roll Sidious's attack dice secretly. Show them to your opponent after damage prevention.  
Pay 2 Force → Evade 3

*"Do you believe what Count Dooku said about Sidious controlling the Senate?" -- Obi-Wan Kenobi*

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

9 (R) Ch DS B 10  
S 50 P 7 H 7

Pay 2 Force → Tyranus gets Critical Hit 2 for this attack.  
Pay 3 Force → Evade 3  
Reserves: {T} → Choose a face-down card in your opponent's build zone. Remove up to 2 build counters from that card. Play only during battle.

**Eeth Koth (A)** *Zabrak Jedi Master - Council Member*

10 (R) Ch LS B 7  
S 40 P 5 H 6

When Eeth Koth attacks, predict the number of hits you'll roll for that attack. If you're correct, you gain 3 Force.  
Pay 2 Force → Deflect 1  
Pay 4 Force → Evade 4

*At age four, despite a strong affinity to the Force, Eeth was considered too old to be trained; however, his discipline and dedication proved enough to overcome tradition.*

**Even Piell (A)** *Jedi Master - Council Member*

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

Pay 2 Force → One of your Jedi gets +2 power for this attack. You may play this ability any number of times during each attack.  
Pay 1 Force → Evade 1  
Reserves: {T} → You gain 1 Force. Play only during your build step.

**Furious Charge**

12 (C) Ba N

Pay 3 Force → One of your units in any arena gets Overkill for this attack. Play only before you roll attack dice.

**Gather the Council**

13 (R) Mi LS B 5

Search your deck. You may take any number of different Council Member cards from your deck, show them to your opponent, and put them into your hand. You gain Force equal to the number of cards you took. Then shuffle your deck.

**Guidance of the Chancellor**

14 (C) Mi N B 1

Look at your opponent's hand. Then choose a player. That player counts the cards in his or her hand, discards his or her hand, and draws that many cards.

*"You don't need guidance, Anakin." -- Chancellor Palpatine*

**Homing Missile**

15 (R) Mi N B 3

When the battle phase starts, choose a unit in any arena or your opponent's build zone. Drop Homing Missile from at least 30 centimeters above the playing area. If Homing Missile lands so that it touches or overlaps the chosen unit, it does 3 damage to that unit.

**Jango Fett (G)**

*Bounty Hunter*

16 (R) Ch DS B 8  
S 60 P 6 H 5

Jango can attack Characters in your opponent's build zone.

*"I was recruited by a man called Tyranus on one of the moons of Bogden."*

*Printed as: Jango Fett (E)*

**Jedi Council Quorum**

17 (R) Mi LS B 0

When this turn ends, if you have 7 or more Council Members in any arena or build zone, you win the game.

*"Don't do anything without first consulting either myself or the Council." -- Obi-Wan Kenobi*

**Jedi Youngling**

*Jedi Padawan Boy*

18 (R) Ch LS B 2  
S 40 P 2 H 1

Pay 1 Force → Evade 1  
Reserves: {T}, Pay 1 build point → You gain 2 Force. Play only during your build step.

*Between ages four and eight, Jedi students finish the first phase of their apprenticeship with Master Yoda.*

**Ki-Adi-Mundi (A)**

*Cerean Jedi Master - Council Member*

19 (R) Ch LS B 6  
S 40 P 4 H 5

Pay 2 Force → Evade 2  
Reserves: {T} → Choose an arena. Remove 1 damage counter from each of your units in that arena. Play only when no unit is attacking.

*"He is a political idealist, not a murderer."*

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<b>Kouhun</b>	<i>Insectoid Creature</i>
20 (R) Ch DS B 2 S 40 P 1 H 1	{T}, Discard this unit from the Character arena → Choose one of your opponent's units in the Character arena. This unit does 5 damage to that unit. Play only when this unit would attack.  <i>Assassins such as Zam Wesell starve their kouhuns, so they head straight for warm-blooded life forms when released.</i>
<b>Mace Windu (D)</b>	<i>Jedi Master - Council Member</i>
21 (R) Ch LS B 8 S 50 P 5 H 6	As long as Mace is in the Character arena, each of your other Jedi gets +1 power. Overkill Pay 3 Force → Evade 3
<b>Trade Federation Battle Freighter</b>	<i>Trade Federation Capital Ship</i>
22 (C) Sp DS B 8 S 10 P 7 H 7	Discard this unit from the Space arena → Show a face-down Trade Federation Fortification card in your build zone to your opponent. Put 5 build counters on that card. If there are enough build counters on it, you may finish building it (deploy it into the Ground arena). Play only when no unit is attacking.
<b>Obi-Wan Kenobi (I)</b>	<i>Jedi Knight</i>
23 (R) Ch LS B 9 S 50 P 6 H 6	Obi-Wan gets +3 power as long as he's attacking a damaged Character. Pay 3 Force → Deflect 1 Pay 3 Force → Evade 4  "We have a job to do!"
<b>Obi-Wan's Starfighter (B)</b>	<i>Jedi Starfighter</i>
24 (R) Sp LS B 4 S 60 P 3 H 3	Pay 2 Force → This turn, Obi-Wan's Starfighter may attack a Space unit in your opponent's build zone. When it does, it gets +2 power for that attack. Pay 2 Force → Evade 2  "Well Arfour, I guess we've waited long enough." -- Obi-Wan Kenobi
<b>Oppo Rancisis (A)</b>	<i>Jedi Master - Council Member</i>
25 (R) Ch LS B 4 S 40 P 3 H 3	Pay 4 Force → Choose an attacking Dark Side Character. That Character gets -4 power for this attack. Pay 1 Force → Evade 2  <i>Rancisis is a master of Malacia, a Jedi technique that induces a powerful dizziness and nausea in enemies.</i>
<b>Padmé Amidala (F)</b>	<i>Naboo Diplomat</i>
26 (R) Ch LS B 6 S 60 P 5 H 4	As long as Anakin Skywalker is in the Character arena, Padmé gets Accuracy 1. As long as Padmé is in the Character arena, Anakin Skywalker gets Accuracy 1.  "Whatever happens out there, follow my lead."
<b>Plo Koon (B)</b>	<i>Keel Dor Jedi Master - Council Member</i>
27 (R) Ch LS B 6 S 50 P 5 H 5	Plo can attack Characters in your opponent's build zone. Pay 3 Force → Evade 2  <i>Plo Koon leads several clone units to victory, striking behind enemy lines on Geonosis.</i>
<b>R2-D2 (E)</b>	<i>Astromech Droid</i>
28 (R) Ch LS B 3 S 20 P 2 H 3	Reserves: {T} → Prevent 1 damage to one of your Space or Ground units.  "Stay with the ship, Artoo." -- Padmé Amidala
<b>Remember the Prophecy</b>	
29 (R) Mi N B 1	Choose a player and a card type. (The card types are Battle, Mission, Space, Ground, Character, and Location.) That player reveals the top 5 cards of his or her deck, puts all those cards of the chosen type into his or her hand, and discards the rest.
<b>Saesee Tiin (A)</b>	<i>Iktotchi Jedi Master - Council Member</i>
30 (R) Ch LS B 7 S 30 P 5 H 6	Pay 2 Force → Evade 2 {P} Capital Ship, Starfighter, and Transport Pilot. The Space unit gets: • +10 speed • +1 power • Pay 2 Force → Evade 2

<b>Senator Tikkes (A)</b>	<i>Quarren Diplomat</i>
31 (R) Ch DS B 3 S 30 P 2 H 2	Reserves: {T}, Pay 1 build point → Draw 2 cards, then discard 1 card from your hand. Play only during your build step.  <i>Tikkes feels that the old rule of the Republic is due for a change.</i>
<b>Shaak Ti (B)</b>	<i>Togruta Jedi Master - Council Member</i>
32 (R) Ch LS B 4 S 40 P 4 H 1	Pay 1 Force → Shaak gets +2 power for this attack. Pay 2 Force → Deflect 1 Pay 1 Force → Evade 3  <i>Shaak Ti fights at her best in group combat, darting with ease through chaotic melees.</i>
<b>Shmi Skywalker (A)</b>	<i>Tatooine Farmer</i>
33 (R) Ch LS B 2 S 30 P 1 H 2	When Shmi is damaged, you may search your deck. You may take an Anakin Skywalker card from your deck, show it to your opponent and put it into your hand. Then shuffle your deck.  "Ani? Is it you?"
<b>Slave I (C)</b>	<i>Patrol Ship</i>
34 (R) Sp DS B 8 S 50 P 4 H 4	Slave I gets +2 power as long as it's attacking a Jedi. Accuracy 2  "We'll have a couple of surprises for him." -- Jango Fett
<b>Trade Federation Blockade Ship</b>	<i>Trade Federation Capital Ship</i>
35 (C) Sp DS B 6 S 20 P 4 H 4	Bombard 5 Overkill  <i>Many investors believe that the prestigious Hoersch-Kessel corporation, manufacturer of the converted freighters, will survive its current economic woes.</i>
<b>Rapid Recovery</b>	
36 (R) Ba LS	Pay 1 Force → Remove all damage counters from one of your Diplomat Characters. Untap that Character. Play only when no unit is attacking.  "Are you all right?" -- Clone trooper "Yes." -- Padmé Amidala
<b>Tipoca Training Ground</b>	<i>Kaminoan Fortification</i>
37 (R) Gr LS B 5 S 10 P 3 H 3	Reserves: • {T} → Prevent up to 2 damage to one of your Clones. • {T} → One of your Clones get Accuracy 1 for this attack.  "Yes, a clone army. And I must say one of the finest we've ever created." -- Lama Su
<b>Trade Federation Core Ship</b>	<i>Trade Federation Fortification</i>
38 (C) Gr DS B 8 S 10 P 7 H 7	Discard this unit from the Ground arena → Show a face-down Trade Federation Capital Ship card in your build zone to your opponent. Put 5 build counters on that card. If there are enough build counters on it, you may finish building it (deploy it into the Space arena). Play only when no unit is attacking.
<b>Tyranus's Geonosian Speeder (B)</b>	<i>Geonosian Dark Jedi - Sith Speeder</i>
39 (C) Gr DS B 3 S 50 P 2 H 1	When one of your opponent's units attacks this unit, you may search your deck. You may take a Geonosian card from your deck, show it to your opponent, and put it into your hand. Then shuffle your deck. Pay 1 Force → Evade 2  "I need you. If we catch him, we can end this war right now." -- Obi-Wan Kenobi  <i>Printed as: Tyranus's Geonosis Speeder (B)</i>
<b>Unified Attack</b>	
40 (U) Ba N	Pay 4 Force, {T} one of your untapped units in any arena → One of your units in the same arena gets +X power for this attack, where X is the power of the unit you tapped.  "Patience, Viceroy, patience. She will die." -- Darth Tyranus

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<b>Yoda (D)</b> 41 (R) Ch LS B 13 S 60 P 8 H 8	<i>Jedi Master - Council Member</i> {T} → +2 Force you gain. Only when Yoda would attack play. 8 Force pay → Yoda untap 2 Force pay → Evade 4 <i>"Much to learn you still have."</i>
<b>Zam Wesell (D)</b> 42 (R) Ch DS B 5 S * P * H *	<i>Clawdite Bounty Hunter</i> Each turn, choose one: • Zam's speed, power, and health are 60/4/3, and she has Critical Hit 2. • Zam's speed, power, and health are 20/4/5, and she has Accuracy 1.
<b>Zam's Airspeeder (B)</b> 43 (R) Gr DS B 2 S 50 P 2 H 2	<i>Coruscant Speeder</i> If Zam's Airspeeder is discarded and has a Pilot on it, you may move that Pilot to your build zone instead of discarding the Pilot. <i>Even though Anakin forced Zam's Koro-2 exodrive airspeeder to the ground, Zam sprang out of the wreckage, ready to fight or flee.</i>
<b>Battle Droid Division</b> 44 (U) Gr DS B 10 S 30 P 8 H 7	<i>Trade Federation Droid</i> Overkill <i>"The Commerce Guilds and the Corporate Alliance have both pledged their armies to Count Dooku." -- Obi-Wan Kenobi</i>
<b>Battle Protocol Droid (A)</b> 45 (U) Ch DS B 2 S 20 P 1 H 3	<i>Trade Federation Protocol Droid</i> When Battle Protocol Droid is discarded from the Character arena, draw 2 cards. <i>"My legs aren't functioning. I must need maintenance."</i>
<b>Call for Reinforcements</b> 46 (U) Mi N B 2	When the battle phase starts, choose Space, Ground, or Character. Each player must put all his or her units of that type into that arena. <i>"Gather what troops you can." -- Padmé Amidala</i>
<b>Tyranus's Power</b> 47 (C) Ba DS	Pay 1 Force → One of your Jedi gets +4 power for this attack. Play only when that Jedi is attacking a Jedi. <i>"I would have thought you had learned your lesson." -- Darth Tyranus</i>
<b>Clone Cadet</b> 48 (U) Ch LS B 2 S 20 P 2 H 2	<i>Clone Boy</i> <i>Clone youths grow at twice the rage of ordinary humans, so they crave information but receive only half the normal time to assimilate it.</i>
<b>Coleman Trebor (A)</b> 49 (U) Ch LS B 3 S 40 P 4 H 4	<i>Vurk Jedi Master - Council Member</i> When Coleman is discarded from the Character arena, your opponent gains 4 Force. Pay 1 Force → Evade 1 <i>Though a skilled combatant, Trebor made the fatal error of underestimating Jango Fett.</i>
<b>Corporate Alliance Tank Droid</b> 50 (U) Gr DS B 6 S 40 P 5 H 4	<i>Corporate Alliance Droid</i> Overkill Shields 1 <i>"We must persuade the Commerce Guild and the Corporate Alliance to sign the treaty." -- Darth Tyranus</i>
<b>Coruscant Air Bus</b> 51 (U) Gr LS B 3 S 20 P 1 H 3	<i>Republic Speeder</i> Reserves: {T} → Draw a card. Play only during your build step. <i>In the crowded skies of Coruscant, even Jedi use mass transit.</i>
<b>Depa Billaba (A)</b> 52 (U) Ch LS B 4 S 40 P 3 H 4	<i>Chalactan Jedi Master - Council Member</i> As long as Mace Windu is in the Character arena, Depa gets "Pay 1 Force → Evade 3." Reserves: {T} → You gain 1 Force. Play only during your build step. <i>Mace Windu trained Depa Billaba years ago, and she continues to rely on his guidance.</i>

<b>Executioner Cart</b> 53 (U) Gr DS B 4 S 20 P 2 H 2	<i>Geonosian Vehicle</i> {T} → Choose one of your opponent's units in the Character arena. That unit can't use Evade this turn. Play only when this unit would attack. <i>"I'm not afraid to die. I've been dying a little bit each day since you came back into my life." -- Padmé Amidala</i>
<b>FA-4 (A)</b> 54 (U) Ch DS B 2 S 20 P 2 H 2	<i>Pilot Droid</i> {P} Starfighter Pilot. The Starfighter gets +10 speed. <i>Popular among aristocrats, pilot droids let passengers sit back and relax during long interstellar journeys.</i>
<b>Jango Fett (F)</b> 55 (U) Ch DS B 7 S 60 P 6 H 5	<i>Bounty Hunter</i> Jango gets Accuracy 1 as long as he's attacking a Jedi. {P} Patrol Ship Pilot. The Patrol Ship gets "As long as you have no other units in the Space arena, this Patrol Ship gets +20 speed and +3 power." <i>"Master who?"</i>
<b>Jedi Arrogance</b> 56 (U) Mi DS B 2	Choose an arena. This turn, when your opponent rolls attack dice for units in that arena, you may have your opponent reroll all those dice once (before damage prevention). <i>"A flaw more and more common among Jedi. Too sure of themselves they are." -- Yoda</i>
<b>Jedi Training Exercise</b> 57 (U) Mi LS B 1	Choose one of your Jedi in any arena or your build zone. Search your deck. You may take a card with the same name as that unit from your deck, show it to your opponent, and put it into your hand. Then shuffle your deck. Jedi Training Exercise does 1 damage to that Jedi.
<b>Jedi Knight's Survival</b> 58 (U) Ba N	Pay 5 Force → Prevent all damage done by one of your opponent's units. <i>"I don't think so." -- Obi-Wan Kenobi</i>
<b>Jedi Superiority</b> 59 (U) Mi LS B 2	Until end of turn, each of your Jedi gets "Pay 1 Force → Prevent up to 4 damage to this unit. Play only if a Clone or Droid is attacking." <i>"Uh oh." -- Battle droid</i> <i>"Roger roger." -- Another battle droid</i>
<b>Lightsaber Gift</b> 60 (U) Mi N B 1	Until end of turn, each of your Jedi gets "Pay 2 Force → This unit gets +3 power for this attack." <i>"Next time, try not to lose it." -- Obi-Wan Kenobi</i>
<b>Lightsaber Loss</b> 61 (U) Ba DS	Pay 2 Force → Choose an attacking Jedi. That Jedi gets -5 power for this attack. <i>"Not again. Obi-Wan's going to kill me." -- Anakin Skywalker</i>
<b>Neimoidian Shuttle (A)</b> 62 (U) Sp DS B 5 S 30 P 3 H 5	<i>Trade Federation Transport</i> Pay 2 Force → Retreat one of your Trade Federation units from any arena. If it's untapped, tap it. Play only when no unit is attacking. <i>As the battle of Geonosis begins to turn against him, Nute Gunray chooses to make a quick exit.</i>
<b>Obi-Wan Kenobi (J)</b> 63 (U) Ch LS B 5 S 50 P 4 H 4	<i>Jedi Knight</i> 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. Play only if no unit is attacking. Pay 2 Force → Evade 2 {P} Starfighter Pilot. The Starfighter gets "Pay 4 Force → Evade 4".

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## Orray Geonosian Creature

64 (U) Gr DS B 4  
S 40 P 3 H 3

When you finish building another Creature, if this unit is in the Ground arena, draw a card.

*Leathery-skinned quadrupeds with great strength and a quick gait, orray are used as mounts for the picadors on Geonosis.*

## Padmé's Yacht (B) Naboo Transport

65 (U) Sp LS B 5  
S 50 P 3 H 4

Shields 1  
{T} → Reveal the top 3 cards of your deck. If you revealed any Character cards, put one of them face down in your build zone with a build counter on it. Discard the rest. Play only during your build step.

*"If you plan to protect me, you'll just have to come along." -- Padmé Amidala*

## Underworld Investigations

66 (C) Mi LS B 2

Look at your opponent's hand and face-down cards in his or her build zone. Then you gain 2 Force.

*"Patience. Use the Force. Think." -- Obi-Wan Kenobi*

## Protocol Battle Droid (A) Trade Federation Protocol Droid

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

When Protocol Battle Droid attacks, your opponent may pay 4 Force. If your opponent does, prevent all damage Protocol Battle Droid would do to the defending unit and Protocol Battle Droid does 2 damage to itself.

*"Die, Jedi, die!"*

## Qui-Gon Jinn (B) Jedi Master

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

When Qui-Gon is discarded from the Character arena, choose one of your other Jedi in the Character arena. That Jedi gets +4 power until end of turn. If the Jedi is tapped, untap him or her.

Pay 1 Force → Evade 1

*"It is too late."*

## Republic Communications Tower Republic Fortification

69 (U) Gr LS B 7  
S 10 P 4 H 9

As long as this unit is in the Ground arena, each of your other Ground units gets Critical Hit 1.

*On a planet of a trillion inhabitants that governs an entire galaxy, communications are critical to government -- and war.*

## RIC-920 Tatooine Service Droid

70 (U) Ch N B 3  
S 30 P 1 H 2

As long as RIC-920 is in the Character arena, each of your other Tatooine units gets +20 speed.

*RIC-920 is a wheeled mental worker, hauling travelers with tired legs through the bustle of Mos Espa.*

## Sun Fac (B) Geonosian Diplomat

71 (U) Ch DS B 6  
S 40 P 2 H 2

Reserves: {T} → Show a face-down Geonosian card in your build zone to your opponent. Put 2 build counters on that card. Play only during your build step.

*Sun Fac is adept at filling whatever role if needed to increase production in the Geonosian foundries, from cautious advisor to brutal executioner.*

## Tactical Leadership

72 (U) Ba N

Pay 5 Force → Choose an arena. Each of your units in that arena gets Overkill until end of turn. Play only when no unit is attacking.

## Tame the Beast

73 (U) Mi LS B 1

Choose one of your opponent's Creatures in any arena. This turn, you choose whether or not that unit attacks and which unit, yours or your opponent's, it attacks.

*"Jump!" -- Anakin Skywalker*

## Train for War

74 (U) Mi N B 1

Search your deck. You may take a Clone card from your deck, show it to your opponent, and put it into your hand. Then shuffle your deck.

*"I have five special commando units awaiting your orders, sir." -- Clone trooper*

## Tyranus's Return

75 (U) Mi DS B 2

Return one of your Characters to your hand. You gain Force equal to that Character's total build cost.

*While the Republic planned how to deal with the civil war, kilometers away Darth Tyranus sailed into a deserted quarter of Coruscant.*

## Tyranus's Solar Sailer (B) Geonosian Dark Jedi - Sith Starfighter

76 (U) Sp DS B 5  
S 50 P 3 H 2

Reserves: {T}, Pay 4 Force → Prevent 1 damage to one of your units in the Character arena. Retreat that Character.

*This unique vessel is a hybrid of Geonosian engineering and exotic, pre-Republic technology provided by Tyranus himself.*

## Yoda (E) Jedi Master

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

2 Force pay → Evade 2  
Reserves: {T} → Up to 2 damage to one of your units prevent.

*"Clear your mind must be, if you are to discover the real villains behind this plot."*

## Zam Wesell (C) Clawdite Bounty Hunter

78 (U) Ch DS B 6  
S 60 P 5 H 4

Zam can attack Characters in your opponent's build zone.

Reserves: {T} → Zam does a number of dice of damage equal to her power to a Character in your opponent's build zone. Play only when no unit is attacking.

## Anakin Skywalker (I) Jedi Padawan

79 (C) Ch LS B 4  
S 60 P 3 H 3

Pay 2 Force → Evade 2  
{P} Speeder Pilot. The Speeder gets:  
• +30 speed.  
• When the Ground battle step ends, move Anakin from this Speeder to the Character arena.

*"Master, if we keep this chase going any longer, that creep is going to end up deep-fried."*

## Mobile Artillery Division Republic Assault Walker

80 (C) Gr LS B 8  
S 20 P 7 H 7

Accuracy 1

*A battery of SPHA-Ts shot down the immense Trade Federation core ships that attempted to escape the first battle of the Clone Wars.*

## Captured Reek Geonosian Creature

81 (C) Gr LS B 3  
S 50 P 4 H 3

When this unit attacks, discard it unless you pay 1 Force.

*Anakin Skywalker managed to calm the aggressive reek, and he used the creature as a mount while the battle raged in the arena.*

## Clone Fire Team Clone Soldier

82 (C) Gr LS B 5  
S 40 P 4 H 4

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

*"Yes sir. Full quadrants to sector five-one-five." -- Clone commander*

## Close Pursuit

83 (C) Ba DS

Choose one of your opponent's units in the Space or Ground arena. That unit gets -20 speed.

*"Well, you've lost him." -- Obi-Wan Kenobi*

## Darth Tyranus (G) Dark Jedi Master - Sith Lord

84 (C) Ch DS B 6  
S 50 P 5 H 5

Overkill  
Pay 2 Force → Evade 2

*"Surely you can do better."*

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## Destroyer Droid Team Trade Federation Droid

85 (C) Gr DS B 6  
S 40 P 4 H 4

When the Ground battle step starts, this unit gets +20 speed until end of turn or +2 power until end of turn.  
Shields 1

*The Droidekas' superior construction and design explains their high cost, hundreds of times the price of a battle droid.*

## Diplomatic Barge Naboo Transport

86 (C) Sp LS B 7  
S 20 P 5 H 7

When this unit attacks, you may put one of your Starfighters from your build zone into the Space arena. If that unit is tapped, untap it.

*Designers added recharge sockets to the wings of the new diplomatic barge, allowing the ship to carry its own security escort through hyperspace.*

## Droid Deactivation

87 (C) Mi N B 1

Choose one of your opponent's Droids in any arena or your opponent's build zone. Tap that unit.

*"Artoo! Please be careful. You're singeing my circuits." -- C-3P0*

## Droid Starfighter Assault Wing Trade Federation Droid Squadron

88 (C) Sp DS B 4  
S 40 P 4 H 4

This unit gets -1 power for each damage counter on it.  
Overkill

*The droid starfighter was produced by Xi Charrians working in huge factories on Charros IV.*

## Trade Federation Droid Bomber Trade Federation Droid Starfighter

89 (C) Sp DS B 3  
S 60 P 2 H 2

Bombard 2

*To eliminate ground targets, the Trade Federation combines precision targeting and large numbers of starfighter bombers.*

## Forward Command Center Republic Fortification

90 (C) Gr LS B 5  
S 20 P 3 H 5

{T} → One of your units in the Ground arena gets +5 power for this attack.

*"To the forward command center, take me." -- Yoda*

## Geonosian Fighter Escort Geonosian Squadron

91 (C) Sp DS B 5  
S 50 P 3 H 4

Accuracy 1

*Though armed with only a single laser turret each, a pair of Geonosian fighters proved a match for the heroes' gunship.*

## Gondola Speeder Naboo Speeder

92 (C) Gr LS B 2  
S 30 P 1 H 1

{T} → Move one of your Characters from the Space arena into the Character arena. Play only when this unit would attack.

*A caretaker named Paddy Accu drives the water speeder that delivers Padmé and Anakin to the safety of the lake retreat.*

## Gunship Offensive

93 (C) Ba N

Pay 6 Force → Untap one of your units in the Ground arena.

*"Good call, my young Padawan." -- Obi-Wan Kenobi*

## Jedi Starfighter Squadron Jedi Squadron

94 (C) Sp LS B 6  
S 50 P 5 H 4

Overkill  
Pay 3 Force → Evade 1

*The Delta-7 Aethersprite light interceptor was inspired by prototype designs tested by Jedi Master Adi Gallia.*

## Obi-Wan's Maneuver

95 (C) Ba LS

Prevent 1 damage to one of your Space of Ground units.

*"Arfour, prepare to jettison the spare-part canisters. Fire them now!" -- Obi-Wan Kenobi*

## Plan for the Future

96 (C) Mi N B 3

You get +4 build points this turn.

*"I will take the designs with me to Coruscant. They will be much safer with my Master." -- Darth Tyrannus*

## Republic Assault Transport Republic Capital Ship

97 (C) Sp LS B 9  
S 30 P 7 H 7

{T} → Show a face-down Ground card in your build zone to your opponent. Put 3 build counters on that card. Play only during your build step.

*The Republic assault ships were built on the planet Rothana under contract to the Kaminoans as part of the original deal to build the clone army.*

## Republic Attack Gunship Republic Gunship

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

Overkill

*"Follow that speeder!" -- Obi-Wan Kenobi*

## Republic Light Assault Cruiser Republic Capital Ship

99 (C) Sp LS B 5  
S 40 P 4 H 4

Accuracy 1  
Shields 1

*As tensions with the Separatists increased, the Republic began refitting existing cruisers with advanced weapons in anticipation of difficult times ahead.*

## Republic Hyperdrive Ring Republic Device

100 (C) Sp LS B 2  
S 30 P 1 H 2

Reserves: Discard this unit → Prevent all damage to one of your Jedi Starfighters.

*Small spacefaring vessels generally do not have the powerplant yields or necessary space frame to support hyperdrives.*

## Sabaath Starfighter Independent Starfighter

101 (C) Sp N B 2  
S 40 P 2 H 1

Overkill

*Prior to the Battle of Geonosis, Darth Tyrannus made a secret pact with mercenary Captain Cavik Toth and his squadron of Sabaath starfighters to bolster Separatist defenses.*

## Scurrier Tatooine Creature

102 (C) Ch N B 2  
S 30 P 1 H 1

As long as this unit is in the Character arena, it gets +2 power for each other Scurrier in the Character arena (yours and your opponent's).

*Scurriers often travel in packs of great numbers across Tatooine.*

## Separatist Battle Droid Trade Federation Droid

103 (C) Ch DS B 3  
S 50 P 3 H 1

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

*Despite a treaty after the Battle of Naboo forbidding the expansion of Trade Federation armies, Geonosian foundries run at maximum capacity.*

## Shaak Naboo Creature

104 (C) Gr N B 2  
S 30 P 1 H 4

This unit gets +1 power for each damage counter on it.

*The rotund shaak is a large herbivore that travels over the plains of Naboo eating grasses and flowers.*

## Synchronized Systems

105 (C) Ba DS

Pay 6 Force → Up to 2 of your units in the same arena each get +3 power until end of turn. If one of those units has lower speed than the other, it gets extra speed equal to the difference until end of turn.

*Battle droids owe their victory to coordinated tactics and sheer force of numbers.*