

Ground Assault Cards

001 Advancing Assault

Combat Bonus: +1 Attack

Icon: Trooper

Ability: If the opposing unit is destroyed on your turn, you may move your unit one zone after this battle.

Card Defense: 7

Build Stars: **

Rarity: Common

002 Aerial Assault

Combat Bonus: +1 Defense

Icon: Laser

Ability: +3 attack against ground units.

Quote: Airbourne units can be a huge advantage in combat.

Their combination of speed and firepower can easily turn the tide of battle.

Card Defense: 8

Build Stars: **

Rarity: Common

003 Anger Leads to Hate

Combat Bonus: +1 Defense

Icon: Force

Ability: Unit *, ** or ***. +1 attack for each damage counter on your unit.

Card Defense: 8

Build Stars: **

Rarity: Common

004 Anti-Infantry Guns

Combat Bonus: +1 Defense

Icon: Transport

Ability: +2 defense against Trooper Icon units and Droid Icon units.

Quote: Enemy ground troops often mistake the hulking AT-AT for an easy target - a lapse in judgement that is usually fatal.

Card Defense: 9

Build Stars: **

Rarity: Common

005 Attack from Within

Combat Bonus: +1 Attack

Icon: Blaster

Ability: +1 attack. +1 damage if the opposing unit has more build stars than your unit.

Quote: Rebel troops often had to resort to unusual tactics to deal with the vast military superiority of the Empire.

Card Defense: 8

Build Stars: **

Rarity: Common

006 B1 Battle Droids

Combat Bonus: +1 Attack

Icon: Transport

Ability: +2 attack against Trooper Icon units.

Quote: The versatile design of the B1 battle droids allowed it to fill a large variety of roles in the Separatist army.

Card Defense: 8

Build Stars: *

Rarity: Common

007 Blast the Droids

Combat Bonus: +1 Damage

Icon: Blaster

Ability: +1 attack. +1 damage against Battle Droid Icon units.

Card Defense: 7

Build Stars: **

Rarity: Common

008 Blizzard

Combat Bonus: +1 Attack

Icon: Armor

Ability: +4 Defense against non-ground units.

Quote: "Your tauntaun'll freeze before you reach the first marker!" -Rebel deck officer

Card Defense: 8

Build Stars: **

Rarity: Common

009 Clone Troopers

Combat Bonus: +1 Defense

Icon: Transport

Ability: +1 defense. +1 damage if you have more units in your unit's zone than your opponent.

Quote: "As my first act with this new authority, I will create a Grand Army of the Republic." -Supreme Chancellor Palpatine

Card Defense: 7

Build Stars: *

Rarity: Common

010 Close Attack

Combat Bonus: +1 Attack

Icon: Torpedo

Ability: +2 damage. If your unit is hit, it is dealt +1 damage

Card Defense: 8

Build Stars: *

Rarity: Common

011 Cover Fire

Combat Bonus: +1 Attack

Icon: Laser

Ability: +2 defense.

Quote: "The ion cannon will fire several shots to make sure that any enemy ships will be out of your flight path." -Leia Organa

Card Defense: 8

Build Stars: *

Rarity: Common

012 Defensive Line

Combat Bonus: +1 Defense

Icon: BattleDroid

Ability: +1 attack.

Quote: "Around the survivors a perimeter create." -Yoda

Card Defense: 8

Build Stars: **

Rarity: Common

013 Deflect Shot

Combat Bonus: +1 Defense

Icon: BattleDroid

Ability: +1 defense.

Quote: "We've got to do something, Artoo!" - Anakin Skywalker

Card Defense: 9

Build Stars: **

Rarity: Common

014 Droid Assault

Combat Bonus: +1 Damage

Icon: BattleDroid

Ability: +2 attack.

Card Defense: 8

Build Stars: *

Rarity: Common

015 Ewok Ambush

Combat Bonus: +1 Defense

Icon: Armor

Ability: If you beat your opponent's base roll, the opposing unit deals no damage,

Card Defense: 8

Build Stars: **

Rarity: Common

016 Fatal Mistake

Combat Bonus: +1 Attack

Icon: Luck

Ability: Unit: *, **, or ***. After this battle, deal 2 damage to the unit that had the lowest base roll.

Card Defense: 8

Build Stars: **

Rarity: Common

017 Flanking Maneuver

Combat Bonus: +1 Attack

Icon: Blaster

Ability: +2 attack if you have more units in your unit's zone than your opponent.

Quote: "Oh, my! They'll be captured!" -C-3PO

Card Defense: 7

Build Stars: *

Rarity: Common

018 Gungan Boomers

Combat Bonus: +1 Damage

Icon: Torpedo

Ability: +1 damage.

Quote: Unique weapons, energy balls consist of unstable and explosive plasmic energy encased in a charged organic membrane.

Card Defense: 8

Build Stars: *

Rarity: Common

019 Hide in the Trees

Combat Bonus: +1 Attack

Icon: Trooper

Ability: +2 defense.

Quote: "Well, why don't you use your divine influence and get us out of this?" -Han Solo

Card Defense: 7

Build Stars: **

Rarity: Common

020 Hoth Rebel Troopers

Combat Bonus: +1 Defense

Icon: Transport

Ability: +1 defense.

Quote: The troops of Echo Base were specially trained in subzero combat and trench warfare.

Card Defense: 8

Build Stars: **

Rarity: Common

021 Jar Jar's Strategy

Combat Bonus: +1 Defense

Icon: Leader

Ability: Both units get +3 defense.

Quote: "Weesa ready to do awssan part." -Boss Nass

Card Defense: 8

Build Stars: ***

Rarity: Common

022 Jedi Defense

Combat Bonus: +1 Defense

Icon: Force

Ability: Unit *, **, or ***. +1 defense.

Quote: "Ani, find cover! Quick!" -Qui-Gon Jinn

Card Defense: 8

Build Stars: **

Rarity: Common

023 Jedi Leap

Combat Bonus: +1 Defense

Icon: Force

Ability: Unit *, **, or ***. +2 defense against ground units.

Quote: "We'll handle this." -Qui-Gon Jinn

Card Defense: 8

Build Stars: **

Rarity: Common

024 Jedi Reach

Combat Bonus: +1 Attack

Icon: Force

Ability: Unit *, **, or ***. +2 attack against ground units

Quote: "Between ourselves, I think Master Luke is in considerable danger." -C-3PO

Card Defense: 9

Build Stars: **

Rarity: Common

025 Narrow Escape

Combat Bonus: +1 Defense

Icon: Luck

Ability: Unit *. If your unit destroyed, put it into your home zone instead of your reserves.

Quote: "There's always a bigger fish." -Qui-Gon Jinn

Card Defense: 8

Build Stars: *

Rarity: Common

026 New Friends

Combat Bonus: +1 Defense

Icon: Luck

Ability: Unit *, **, or ***. Prevent 1 damage that would be dealt this battle

Quote: "Somehow I got the feeling that didn't help us very much."

-Han Solo

Card Defense: 8

Build Stars: *

Rarity: Common

027 Pursuit Fire

Combat Bonus: +1 Attack

Icon: TurboLaser

Ability: +2 attack against *, **, or *** units.

Card Defense: 7

Build Stars: *

Rarity: Common

028 Rebel Stand

Combat Bonus: +1 Defense

Icon: Leader

Ability: +2 defense if there is at least one friendly Trooper Icon unit in your unit's zone.

Quote: "Okay. Everyone to your stations. Let's go!" -Major Derlin

Card Defense: 8

Build Stars: *

Rarity: Common

029 Relentless Assault

Combat Bonus: +1 Attack

Icon: Torpedo

Ability: +2 damage if you beat your opponent's base roll.

Quote: "General, prepare your troops for a surface attack." -

Darth Vader

Card Defense: 8

Build Stars: *

Rarity: Common

030 Shielded Troops

Combat Bonus: +1 Attack

Icon: Armor

Ability: +2 defense.

Quote: "Startin' up da shield!" -Captain Tarpals

Card Defense: 8

Build Stars: **

Rarity: Common

031 Slow Advance

Combat Bonus: +1 Attack

Icon: Trooper

Ability: +2 defense.

Quote: The Gungan army bravely distracted the Trade

Federation army while Naboo pilots attempted to disable the

Droid Control Ship.

Card Defense: 8

Build Stars: **

Rarity: Common

032 Stormtroopers

Combat Bonus: +1 Defense

Icon: Transport

Ability: +1 attack.

Quote: During the Galactic Civil War, stormtroopers could be found aboard all Imperial vessels and were used as first-strike forces in most conflicts.

Card Defense: 9

Build Stars: **

Rarity: Common

033 Tight Formation

Combat Bonus: +1 Damage

Icon: BattleDroid

Ability: +1 attack.

Quote: "We are sending all troops to meet this army assembling near the swamp. It appears to be made up of primitives" -Nute

Gunray

Card Defense: 7

Build Stars: **

Rarity: Common

034 Timely Surrender

Combat Bonus: +1 Defense

Icon: Armor

Ability: +2 defense.

Quote: "My give up. My give up." -Jar Jar Binks

Card Defense: 7

Build Stars: **

Rarity: Common

035 Echo Base Command Post

Ability: You Rebel units get +1 attack during battles and strikes.

Quote: "We've picked up something outside the base in zone 12, moving east." -General Rieekan

Card Defense: 9

Build Stars: ***

Rarity: Common

036 Endor Command Post

Ability: Whenever you destroy a unit, you may draw a card and then discard a card.

Quote: Hey, don't worry. Chewie and me got into a lot of places more heavily guarded than this." -Han Solo

Card Defense: 10

Build Stars: ***

Rarity: Common

037 Ewok Village

Ability: When this objective is revealed, remove a damage counter from every friendly unit.

Quote: "Wonderful! We are now a part of the tribe." -C-3PO

Card Defense: 9

Build Stars: **

Rarity: Common

038 Hoth Drop Zone

Ability: You Empire units get +1 attack during battles and strikes.

Quote: "Echo Station Three-T-Eight. We have spotted Imperial walkers!" -Sergeant Major Callum

Card Defense: 8

Build Stars: ****

Rarity: Common

039 Otoh Gunga

Ability: Whenever one of your units destroys an opposing unit on your turn and is not destroyed, you may move your unit.

Card Defense: 9

Build Stars: **

Rarity: Common

040 Theed Royal Palace

Ability: After any battle, you may discard any number of cards and then refill your hand.

Quote: Theed's architecture is renowned for its beauty, but its most stunning structure is the Royal Palace, seat of the Naboo monarchy.

Card Defense: 8

Build Stars: **

Rarity: Common

041 Altering the Deal

Combat Bonus: +1 Attack

Icon: Luck

Ability: Unit: *, **, or ***. +1 defense. When you play this card, you may discard an objective card. If you do, choose an opponent's objective. He or she puts it on the bottom of his or her deck and replaces it with a new face-down objective.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

042 Anticipation

Combat Bonus: +1 Defense

Icon: Force

Ability: Unit: *, **, or ***. If your opponent plays a card with an attack combat bonus or a damage combat bonus, that combat bonus is ignored.

Card Defense: 8

Build Stars: *

Rarity: Uncommon

043 Antivehicle Barrage

Combat Bonus: +1 Damage

Icon: Blaster

Ability: The opposing unit's Transport Icon power match ability is ignored.

Quote: There are many ways for infantry to take down an armored vehicle, but the simplest is to get a bigger gun.

Card Defense: 8

Build Stars: ***

Rarity: Uncommon

044 Assault the Shields

Combat Bonus: +1 Attack

Icon: Armor

Ability: The opposing unit's Transport Icon and power match ability are ignored.

Quote: "All troops will debark for ground assault. Prepare to target the main generator." -General Veers

Card Defense: 7

Build Stars: *

Rarity: Uncommon

045 Avoid Detection

Combat Bonus: +1 Defense

Icon: Trooper

Ability: +1 defense. If you beat your opponent's base roll, no other battles may occur in your unit's zone this turn.

Card Defense: 7

Build Stars: *

Rarity: Uncommon

046 B2 Super Battle Droids

Combat Bonus: +1 Attack

Icon: Transport

Ability: +1 damage. +1 damage if your unit has more build stars than the opposing unit.

Quote: Super battle droids were both more powerful than the B1 model and far more ruthless.

Card Defense: 7

Build Stars: *

Rarity: Uncommon

047 Bottleneck

Combat Bonus: +1 Damage

Icon: Transport

Ability: +3 attack. The opposing unit gets +2 attack.

Quote: "There'll be no escape for the princess this time." -C-3PO

Card Defense: 7

Build Stars: *

Rarity: Uncommon

048 Celebration

Combat Bonus: +1 Attack

Icon: Leader

Ability: +1 defense. If the opposing unit is destroyed, draw three cards and then discard down to your hand size.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

049 Chain Blast

Combat Bonus: +1 Attack

Icon: BattleDroid

Ability: If the opposing unit is destroyed, deal 1 damage to another opposing unit in your unit's zone.

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

Card Defense: 8

Build Stars: **

Rarity: Uncommon

050 Chain Reaction

Combat Bonus: +1 Attack

Icon: Torpedo

Ability: If the opposing unit is destroyed, deal 1 damage to another opposing unit in your unit's zone.

Quote: "What's that? It's blowing up from the inside!" -Bravo Five

Card Defense: 8

Build Stars: *

Rarity: Uncommon

051 Damaged Control Ship

Combat Bonus: +1 Attack

Icon: Transport

Ability: All Battle Droid Icon abilities are ignored.

Quote: "The control ship has been destroyed. Look!" -Captain

Tarpals

Card Defense: 8

Build Stars: **

Rarity: Uncommon

052 Decoy

Combat Bonus: +1 Attack

Icon: Laser

Ability: Any damage dealt to your unit may be dealt instead to another friendly unit in your unit's zone.

Quote: "You did your duty-Corde did hers." -Captain Typho

Card Defense: 7

Build Stars: *

Rarity: Uncommon

053 Droid Command Officer

Combat Bonus: +1 Defense

Icon: Leader

Ability: +1 damage for each friendly Battle Droid Icon unit in your unit's zone.

Quote: Neimoidian officers were required to operate the sophisticated droid control arrays used by the Trade Federation before the Clone Wars.

Card Defense: 7

Build Stars: *

Rarity: Uncommon

054 Droid Patrol

Combat Bonus: +1 Defense

Icon: BattleDroid

Ability: +2 attack.

Quote: "We'll take the long way" - Padme Amidala

Card Defense: 8

Build Stars: **

Rarity: Uncommon

055 Ewok Squad

Combat Bonus: +1 Damage

Icon: Trooper

Ability: +3 attack against Empire units.

Quote: Ewoks are proud warriors who use their knowledge of the forests to overwhelm even the most well-armed enemies.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

056 Fallen Comrade

Combat Bonus: +1 Attack

Icon: Trooper

Ability: +1 damage for each other friendly unit destroyed this turn.

Quote: Though they fought bravely, there were a great many Ewok casualties at the Battle of Endor.

Card Defense: 8

Build Stars: *

Rarity: Uncommon

057 Fambaa Shield

Combat Bonus: +1 Defense

Icon: Armor

Ability: +1 defense. Your units gain the Transport Icon this turn.

Quote: Carried on the backs of powerful fambaas, Gungan shield generators produce a protective canopy that covers a huge area.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

058 Find Cover

Combat Bonus: +1 Defense

Icon: Armor

Ability: +3 defense against **** or ***** units.

Quote: "We don't have time for this, Captain" -Padme Amidala

Card Defense: 8

Build Stars: **

Rarity: Uncommon

059 FX-7

Combat Bonus: +1 Defense

Icon: Transport

Ability: +1 defense. If your opponent's card is a Force Icon card or Luck Icon card, reduce damage dealt to your unit by 2.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

060 Galactic Marines

Combat Bonus: +1 Attack

Icon: Transport

Ability: +1 attack. If your opponent's card is a Force Icon card, your unit gets +2 damage.

Quote: Galactic Marines were cross-trained in space- and ground-based fighting, and well-versed in zero-G combat.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

061 Kaadu Riders

Combat Bonus: +1 Damage

Icon: Trooper

Ability: +1 defense. If your unit is not destroyed, you may move it after this battle.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

062 Logray

Combat Bonus: +1 Defense

Icon: Trooper

Ability: +3 attack against Empire units.

Quote: Logray was the medicine man of Chief Chirpa's tribe. It was he who insisted on cooking the Rebels in Threepio's honor until the protocol droid's "magic" convinced him otherwise.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

063 Long-Range Barrage

Combat Bonus: +1 Attack

Icon: Torpedo

Ability: +1 damage.

Quote: "Watch that crossfire, boys." -Luke Skywalker

Card Defense: 8

Build Stars: **

Rarity: Uncommon

064 Missile Barrage

Combat Bonus: +1 Attack

Icon: Torpedo

Ability: +1 attack for each other friendly unit in your unit's zone that has your unit's affiliation.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

065 Reinforcements

Combat Bonus: +1 Defense

Icon: Transport

Ability: If your unit is not destroyed, after this battle you may choose a unit in your reserves that has the same affiliation as and fewer build stars than your unit, and then put that unit into your unit's zone.

Card Defense: 7

Build Stars: *

Rarity: Uncommon

066 Ruthless Tactics

Combat Bonus: +1 Attack

Icon: BattleDroid

Ability: +1 attack. +1 damage.

Quote: The more specialized a droid becomes in the art of war, the more vicious its temperament.

Card Defense: 7

Build Stars: *

Rarity: Uncommon

067 Scout Trooper

Combat Bonus: +1 Attack

Icon: Armor

Ability: +1 attack. You may look at your opponent's and after this battle after he or she refills his or her hand.

Card Defense: 7

Build Stars: **

Rarity: Uncommon

068 Snowtroopers

Combat Bonus: +1 Damage

Icon: Trooper

Ability: +1 attack. +1 damage against Rebel units.

Quote: "Imperial troops have entered the base. Imperial troops have entered..."

Card Defense: 8

Build Stars: *

Rarity: Uncommon

069 Strength in Numbers

Combat Bonus: +1 Defense

Icon: BattleDroid

Ability: +2 damage if you have more units in your unit's zone than your opponent.

Quote: "Brave, but foolish, my old Jedi friend. You're impossibly outnumbered." -Count Dooku

Card Defense: 7

Build Stars: *

Rarity: Uncommon

070 Submerged Attack

Combat Bonus: +1 Defense

Icon: BattleDroid

Ability: +1 attack for each Battle Droid Icon unit in your unit's zone.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

071 Tauntaun Patrol

Combat Bonus: +1 Defense

Icon: Blaster

Ability: +3 defense against Empire units.

Quote: Bipedal, hair-covered reptiles native to Hoth, tauntauns have cold-resistant blood, allowing them to survive the ice planet's harsh climate.

Card Defense: 7

Build Stars: **

Rarity: Uncommon

072 Tow Cables

Combat Bonus: +1 Damage

Icon: Force

Ability: Unit: *, ** or ***. -2 attack. If your unit hits an opposing ground unit that has more build stars, and it is not hit, the opposing unit is destroyed.

Quote: "Go for the legs. It might be our only chance of stopping them." -Luke Skywalker

Card Defense: 8

Build Stars: **

Rarity: Uncommon

073 Unstable Footing

Combat Bonus: +1 Defense

Icon: Trooper

Ability: If your unit hits, reduce damage dealt to it by 1.

Quote: All-terrain transports often have the advantage over conventional repulsor or wheeled vehicles, but their versatility does come at a price.

Card Defense: 8

Build Stars: **

Rarity: Uncommon

074 Wild Ride

Combat Bonus: +1 Defense

Icon: Luck

Ability: Unit: *, ** or ***. +1 defense. If the opposing unit is not destroyed put it into your opponent's home zone after this battle.

Quote: "I'm afraid our furry companion has gone and done something rather rash." -C-3PO

Card Defense: 8

Build Stars: *

Rarity: Uncommon

075 Dark Cave

Ability: If you and your opponent each play a combat card that has the same icon, your opponent discards his or her card and its effects are ignored.

Quote: "That place... is strong with the dark side of the Force. A domain of evil it is. In you must go." -Yoda

Card Defense: 9

Build Stars: ***

Rarity: Uncommon

076 Droid Control Array

Ability: Your Battle Droid Icon units get +1 attack during battles and strikes.

Quote: "We will send what ships we have to knock out the droid control ship orbiting the planet." -Padme Amidala

Card Defense: 9

Build Stars: ***

Rarity: Uncommon

077 Endor Base Outer Door

Ability: Whenever this objective would be destroyed, roll a die. On a 5 or 6 it is not destroyed instead.

Quote: "Well, I suppose I could hotwire this thing." -Han Solo

Card Defense: 11

Build Stars: ***

Rarity: Uncommon

078 Rebel Bunker

Ability: Your ground units get +1 defense.

Quote: "We've got to hold them till all transports are away.

Prepare for ground assault." -General Rieekan

Card Defense: 9

Build Stars: ***

Rarity: Uncommon

079 Staging Area

Ability: Whenever one of your unit's use the Carrier Icon power match ability, it may deploy an extra * of units if it deploys only ground units.

Card Defense: 10

Build Stars: **

Rarity: Uncommon

080 Support Ship

Ability: When this objective is revealed, if you have a unit in the contested zone, put up to *** of ground units from your reserves into the contested zone.

Card Defense: 9

Build Stars: *

Rarity: Uncommon

081 Boss Nass

Combat Bonus: +1 Attack

Icon: Leader

Ability: You may replace one of your objectives with a face-up objective card from your hand after this battle.

Quote: "Yousa no tinken yoursa greater den da Gungans? Mesa like dis. Maybe wesa bein friends." -Boss Nass

Card Defense: 8

Build Stars: **

Rarity: Rare

082 C-3PO

Combat Bonus: +1 Defense

Icon: Droid

Ability: +1 defense for each face-up objective in play.

Quote: "I wonder what happened to poor little Artoo. He's always getting himself into trouble." -C-3PO

Card Defense: 8

Build Stars: *

Rarity: Rare

083 Chewbacca

Combat Bonus: +1 Damage

Icon: Blaster

Ability: +1 damage for each 5 or 6 in your base roll.

Card Defense: 8

Build Stars: **

Rarity: Rare

084 Chief Chirpa

Combat Bonus: +1 Damage

Icon: Leader

Ability: +1 attack for each Rebel unit in your unit's zone.

Quote: Chirpa had been chief of his tribe for 42 seasons before the Battle of Endor.

Card Defense: 8

Build Stars: **

Rarity: Rare

085 Coleman Trebor

Combat Bonus: +1 Defense

Icon: Force

Ability: If your unit is destroyed, choose one of the opponent's objectives after this battle. He or she shuffles it into his or her deck and then plays a new face-down objective.

Card Defense: 8

Build Stars: **

Rarity: Rare

086 Count Dooku

Combat Bonus: +1 Damage

Icon: BattleDroid

Ability: +1 attack. +1 damage if your unit is hit.

Quote: "I have become more powerful than any Jedi." -Count Dooku

Card Defense: 8

Build Stars: **

Rarity: Rare

087 General Madine

Combat Bonus: +1 Attack

Icon: Transport

Ability: +2 Defense. For each 1 in your base roll, reduce damage dealt to your unit by 1.

Quote: A former imperial officer, General Madine was instrumental in creating and executing the plan that took down the second Darth Star.

Card Defense: 7

Build Stars: **

Rarity: Rare

088 General Rieekan

Combat Bonus: +1 Damage

Icon: Armor

Ability: +1 attack. The opposing unit's Transport Icon and power match ability are ignored.

Card Defense: 8

Build Stars: **

Rarity: Rare

089 IG-100 MagnaGuard

Combat Bonus: +1 Defense

Icon: BattleDroid

Ability: +1 damage if you have three or more Confederacy units in your unit's zone.

Card Defense: 7

Build Stars: ***

Rarity: Rare

090 Jar Jar Binks

Combat Bonus: +1 Defense

Icon: Armor

Ability: If your unit is destroyed, the opposing unit is dealt 1 damage after this battle.

Quote: "Yousa thinken yousa people ganna die?" -Jar Jar Binks

Card Defense: 7

Build Stars: **

Rarity: Rare

091 Lama Su

Combat Bonus: +1 Attack

Icon: Armor

Ability: +1 Defense. This combat action, your ground unit gain the Transport Icon.

Quote: "May I present Lama Su, Prime Minister of Kamino." -

Taun We

Card Defense: 7

Build Stars: *

Rarity: Rare

092 Leia Organa

Combat Bonus: +1 Defense

Icon: Droid

Ability: You may discard objective cards when you play this card.

For each objective card discarded, your unit gets +3 defense.

Card Defense: 8

Build Stars: **

Rarity: Rare

093 Luke Skywalker

Combat Bonus: +1 Damage

Icon: Luck

Ability: Unit: *, ** or ***. Double your unit's attack values.

Quote: "Well, I finished my circle. I don't pick up any life readings." -Luke Skywalker

Card Defense: 8

Build Stars: **

Rarity: Rare

094 Mas Amedda

Combat Bonus: +1 Attack

Icon: TurboLaser

Ability: Unless your opponent's card is a Force Icon card, your unit gets +3 attack.

Quote: "Order! Order!" -Mas Amedda

Card Defense: 8

Build Stars: **

Rarity: Rare

095 Nute Gunray

Combat Bonus: +1 Defense

Icon: Leader

Ability: +1 attack for each friendly Battle Droid Icon unit in your unit's zone.

Quote: "I know nothing about any Ambassadors... you must be mistaken." -Nute Gunray

Card Defense: 8

Build Stars: **

Rarity: Rare

096 Padme Amidala

Combat Bonus: +1 Defense

Icon: Carrier

Ability: +1 defense. Your opponent rerolls any die in his or her base roll that is a 6.

Quote: "I will not condone a course of action that would lead us to war." -Padme Amidala

Card Defense: 8

Build Stars: **

Rarity: Rare

097 Probe Droid

Combat Bonus: +1 Defense

Icon: BattleDroid

Ability: +1 defense. If your unit is destroyed, you may choose

another friendly unit that has not been chosen to battle this turn. Put it into your unit's zone.

Card Defense: 8

Build Stars: **

Rarity: Rare

098 R2-D2

Combat Bonus: +1 Defense

Icon: Droid

Ability: After this battle, remove a damage counter from every friendly unit in your unit's zone.

Quote: "Artoo says the chances of survival are seven hundred twenty-five... to one." -C-3PO

Card Defense: 8

Build Stars: *

Rarity: Rare

099 Rune Haako

Combat Bonus: +1 Damage

Icon: TurboLaser

Ability: Each unit uses the opposing unit's damage value.

Quote: "We will not survive this." -Rune Haako

Card Defense: 7

Build Stars: *

Rarity: Rare

100 Wampa

Combat Bonus: +1 Damage

Icon: Luck

Ability: The player with the highest base roll may destroy a * unit in your unit's zone not involved in this battle.

Quote: "Hey, Steady girl. What's the matter, you smell something?" -Luke Skywalker

Card Defense: 8

Build Stars: **

Rarity: Rare

101 Arena

Ability: If one of your units strikes and destroys an objective, you may also take a combat action that turn, using units that were chosen to strike but didn't.

Card Defense: 10

Build Stars: ***

Rarity: Rare

102 Echo Base Hangar Bay

Ability: You may attack with an extra * of units when you take a combat action.

Quote: Echo Base took over two years to build, but only a few days to evacuate.

Card Defense: 12

Build Stars: **

Rarity: Rare

103 Ewok Trap

Ability: After a unit strikes one of your objectives, roll a die. On a 5 or 6 the unit is destroyed.

Card Defense: 9

Build Stars: **

Rarity: Rare

104 Grassy Plains

Ability: When this objective is destroyed, you may choose and destroy one of your units to destroy an opposing unit that has the same or fewer build stars as the chosen unit.

Card Defense: 9

Build Stars: ***

Rarity: Rare

105 Hoth Snowfield

Ability: All units in your opponent's home zone get +2 defense during combat actions.

Quote: Hoth sees temperatures well below freezing during the day. And at night, even the indigenous life forms wisely seek shelter.

Card Defense: 11

Build Stars: ***

Rarity: Rare

106 Kashyyyk Beachhead

Ability: When this objective is revealed, choose an opposing objective. The opponent puts it on the bottom of his or her deck and then replaces it with a new face-down objective.

Card Defense: 10

Build Stars: ***

Rarity: Rare

107 Wampa Cave

Ability: Your opponent may play only Force Icon cards or Luck Icon cards when his or her units battle in your home zone.

Card Defense: 8

Build Stars: ***

Rarity: Rare

108 Anakin Skywalker

Combat Bonus: +1 Defense

Icon: Blaster

Ability: +3 attack. Both units get +1 damage.

Quote: "You call this a diplomatic solution?" -Anakin Skywalker

Card Defense: 7

Build Stars: *

Rarity: Rare

109 Darth Vader

Combat Bonus: +1 Damage

Icon: Armor

Ability: +1 attack. +1 defense. Reduce damage dealt to your unit by 1.

Card Defense: 8

Build Stars: **

Rarity: Rare

110 General Binks

Combat Bonus: +1 Defense

Icon: Leader

Ability: +1 Defense. If your unit would be hit, the opponent must reroll his or her base roll. He or she must use the new base roll result.

Quote: "...General?" -Jar Jar Binks

Card Defense: 8

Build Stars: **

Rarity: Rare

111 General Grievous

Combat Bonus: +1 Attack

Icon: BattleDroid

Ability: If the opposing unit is destroyed but your unit is not, your unit may attack another unit in its zone after this battle.

Quote: "Army or not, you must realize you are doomed." - General Grievous

Card Defense: 7

Build Stars: **

Rarity: Rare

112 General Veers

Combat Bonus: +2 Attack

Icon: Leader

Ability: +1 attack. If it is not destroyed, any friendly ground unit that is chosen to battle this turn may move after this battle.

Card Defense: 8

Build Stars: **

Rarity: Rare

113 Han Solo

Combat Bonus: +2 Defense

Icon: Blaster

Ability: +2 attack. You may move another * or ** unit from the contested zone to your home zone after this battle.

Card Defense: 8

Build Stars: **

Rarity: Rare

114 Leia Organa

Combat Bonus: +1 Attack

Icon: Blaster

Ability: You may discard objective cards from your hand when you play this card. For each objective card discarded, your unit gets +2 attack.

Card Defense: 9

Build Stars: **

Rarity: Rare

115 Mace Windu

Combat Bonus: +1 Attack

Icon: BattleDroid

Ability: If the opposing unit is destroyed, you may exchange a friendly ** unit for a *** unit in your reserves. Put the new unit in the same zone as the old unit, and assign it the same number of damage counters that the old unit had.

Card Defense: 8

Build Stars: *

Rarity: Rare

116 Obi-Wan Kenobi

Combat Bonus: +1 Defense

Icon: Transport

Ability: If the opposing unit is destroyed, you may put a * ground unit into your unit's zone from your reserves after this battle.

Card Defense: 7

Build Stars: ***

Rarity: Rare

117 Padme Amidala

Combat Bonus: +1 Defense

Icon: Blaster

Ability: Any damage dealt to your unit may be dealt to another unit in this unit's zone instead.

Quote: "If you plan to protect me, you'll just have to come along."

-Padme Amidala

Card Defense: 8

Build Stars: **

Rarity: Rare

118 Tarfful

Combat Bonus: +1 Damage

Icon: Blaster

Ability: +2 attack for each opposing Battle Droid Icon unit in your unit's zone.

Quote: "Now the time is, Commander." -Yoda

Card Defense: 8

Build Stars: **

Rarity: Rare

119 Wicket

Combat Bonus: +1 Attack

Icon: Trooper

Ability: +1 attack for each Rebel unit in your unit's zone.

Quote: Despite his youth, Wicket W. Warrick was appointed Lead Warrior after the Battle of Endor.

Card Defense: 8

Build Stars: **

Rarity: Rare

120 Yoda

Combat Bonus: +1 Defense

Icon: Armor

Ability: Prevent all damage dealt to your unit. Deal 1 damage to a friendly unit in this unit's zone after this battle.

Card Defense: 7

Build Stars: **

Rarity: Rare

S07 Echo Base

Ability: When this objective is revealed, put a Hoth Shield Generator into play in front of one of your objectives. That objective gains the Hoth Shield Generator's ability. If Echo Base leaves play, remove Hoth Shield Generator from play.

Card Defense: 9

Build Stars: ***

Rarity: Promo