










AT-ST

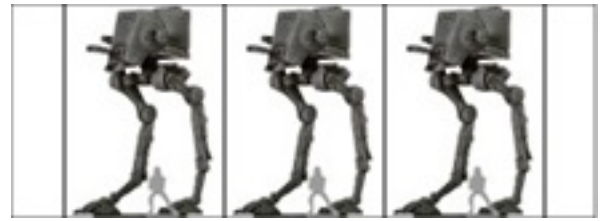


	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20	21	22	23

Scout Troopers

		1	2	3	
	1	2	3		



 <p>Attack 3*</p> <p>AT-ST</p> <p><b>TWIN LASER BLAST</b></p> <p>Play when AT-ST is attacking. *After attacking, AT-ST immediately attacks the same character again with an attack value of 3 without using an action. This attack may be defended.</p>	 <p>Attack 3*</p> <p>AT-ST</p> <p><b>TWIN LASER BLAST</b></p> <p>Play when AT-ST is attacking. *After attacking, AT-ST immediately attacks the same character again with an attack value of 3 without using an action. This attack may be defended.</p>	 <p>Attack 3*</p> <p>AT-ST</p> <p><b>TWIN LASER BLAST</b></p> <p>Play when AT-ST is attacking. *After attacking, AT-ST immediately attacks the same character again with an attack value of 3 without using an action. This attack may be defended.</p>
 <p>Attack 3*</p> <p>AT-ST</p> <p><b>TWIN LASER BLAST</b></p> <p>Play when AT-ST is attacking. *After attacking, AT-ST immediately attacks the same character again with an attack value of 3 without using an action. This attack may be defended.</p>	 <p>Attack 9</p> <p>AT-ST</p> <p><b>CONCENTRATED BLAST</b></p> <p>Play when AT-ST is attacking. If AT-ST attacked with your 1st action, you may not play this card as your 2nd action. If you play this card as your 1st action, AT-ST may not attack as your 2nd action.</p>	 <p>Attack 9</p> <p>AT-ST</p> <p><b>CONCENTRATED BLAST</b></p> <p>Play when AT-ST is attacking. If AT-ST attacked with your 1st action, you may not play this card as your 2nd action. If you play this card as your 1st action, AT-ST may not attack as your 2nd action.</p>
<p>SPECIAL</p>  <p>AT-ST</p> <p><b>METAL SURGE</b></p> <p>Play anytime on your turn. Move AT-ST and each Scout Trooper up to 4 spaces each.</p>	<p>SPECIAL</p>  <p>AT-ST</p> <p><b>METAL SURGE</b></p> <p>Play anytime on your turn. Move AT-ST and each Scout Trooper up to 4 spaces each.</p>	<p>SPECIAL</p>  <p>AT-ST</p> <p><b>METAL SURGE</b></p> <p>Play anytime on your turn. Move AT-ST and each Scout Trooper up to 4 spaces each.</p>







