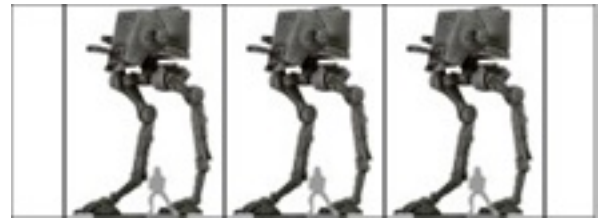


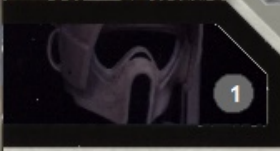
AT-ST



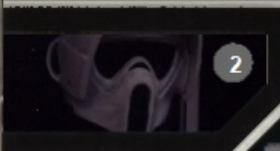
	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20	21	22	



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>IMPERIAL 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>IMPERIAL 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>IMPERIAL SURGE</b></p> <p>Play anytime on your turn. Move AT-ST and each Scout Trooper up to 4 spaces each.</p>



SPECIAL

AT-ST

### STOMP

Play anytime on your turn.  
AT-ST does 3 damage to any one adjacent character. If you have taken an action that was not an attack this turn, then playing this card does not count as an action.



SPECIAL

AT-ST

### STOMP

Play anytime on your turn.  
AT-ST does 3 damage to any one adjacent character. If you have taken an action that was not an attack this turn, then playing this card does not count as an action.



SPECIAL

AT-ST

### IMPERIAL SUPPLIES

Play anytime on your turn.  
Playing this card takes 2 actions and you must play this card as your 1st action. Draw 6 cards or recover 6 damage between your characters, or any combination up to 6.



Attack  
4  
Defend  
1



Attack  
4  
Defend  
1



Attack  
4  
Defend  
1



Attack  
3  
Defend  
1



Attack  
3  
Defend  
1



Attack  
3  
Defend  
2





