

When a Klatooinian attacks and does damage, deals 2 extra damage.

DEF 5+

ATK 5+

1 2 3 4
5 6 7 8

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ATK 5+

1 2 3 4
5 6 7 8

KLATOONIAN

When the Death Trooper marks the Empire icon, this effect is activated: Deal 1 damage to one of the opponents with the lowest resistance. Advance a random Villain Plan 1.

DEF 4+

ATK 4+

1 2 3 4
5 6 7 8

DEATH TROOPER

When the Death Trooper marks the Empire icon, this effect is activated: Deal 1 damage to one of the opponents with the lowest resistance. Advance a random Villain Plan 1.

DEF 4+

ATK 4+

1 2 3 4
5 6 7 8

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DEF 4+

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1 2 3 4
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When the Death Trooper marks the Empire icon, this effect is activated: Deal 1 damage to one of the opponents with the lowest resistance. Advance a random Villain Plan 1.

DEF 4+

ATK 4+

1 2 3 4
5 6 7 8

DEATH TROOPER

Roll a die, if the result is pair deal extra damage to an opponent random.
If the imperial icon is crossed out, from that moment the storm trooper changes its ATK value to 3+.

DEF 5+

ATK 4+

1 2 3 4
5 6 7 8

STORM TROOPER

Roll a die, if the result is pair deal extra damage to an opponent random.
If the imperial icon is crossed out, from that moment the storm trooper changes its ATK value to 3+.

DEF 5+

ATK 4+

1 2 3 4
5 6 7 8

STORM TROOPER

Roll a die, if the result is pair deal extra damage to an opponent random.
If the imperial icon is crossed out, from that moment the storm trooper changes its ATK value to 3+.

DEF 5+

ATK 4+

1 2 3 4
5 6 7 8

STORM TROOPER

Roll a die, if the result is pair deal extra damage to an opponent random.
If the imperial icon is crossed out, from that moment the storm trooper changes its ATK value to 3+.

DEF 5+

ATK 4+

1 2 3 4
5 6 7 8

STORM TROOPER

All opposing characters lose 1 Agility.

If one of the villain's plans has 8 or more marks to disable that plan, deal 2 damage to the opponent character with the least resistance.

DEF 4+

ATK 4+

MOFF GIDEON

VESTIGES OF THE EMPIRE

Villain's Plan: The Remains of the Hosts of the empire still haunt the galaxy, Imperial Troopers still control towns and regions on various planets where still rebel troops have not arrived. Reward Pocks have appeared lately over various imperial soldiers and high command in remote planets of the galaxy.

1 2

1	2	3	4	5	6	7
8	9	10	11	12	13	14

AMBUSH

Villain Plan: We must eliminate the Mandalorian and take the target to the meeting point, there is a great reward for both, either to be delivered to both dead or alive.

1 3

1	2	3	4	5	6	7
8	9	10	11	12	13	14

ATTACK ON THE VILLAGE

Villain plan: constantly attack this town, let us take advantage of the fact that the rebel troops they don't control this planet, this town it's in the middle of nowhere, let's loot this place, if the inhabitants rebel we have a machine that will make you change your mind.

1 1

1	2	3	4	5	6	7
8	9	10	11	12	13	14

DESTROY BOUNTY HUNTERS

Villain Plan: A group of mercenaries protects an item that quite a few bounty hunters have tried to obtain, the orders issued by someone with a lot of influence and credits have been met so far. "Eliminate anyone who approaches this place."

2 2

1	2	3	4	5	6	7
8	9	10	11	12	13	14

<p>4+</p> <p>CARA DUNE</p> <p>AGILITY 1 2 3 4 5 6 7 8 9 10</p> <p>+1 -1 RR + +■</p> <p>D </p> <p>ARMOR 1 1 2 2 2</p> <p>RESISTANCE</p> <p>Deal 1 damage to an enemy with less damage taken.</p>	<p>4+</p> <p>MANDO</p> <p>AGILITY 1 2 3 4 5 6 7 8 9 10</p> <p>+1 -1 RR + +■</p> <p>D </p> <p>ARMOR 1 1 2 3 3</p> <p>RESISTANCE</p> <p>Roll a die, divide the result by 2, and deal damage to a number of enemies equal to the divided result.</p>
<p>5+</p> <p>KUIIL</p> <p>AGILITY 1 2 3 4 5 6 7 8 9 10</p> <p>+1 -1 RR + +■</p> <p>D </p> <p>ARMOR 1 1 2 2 2</p> <p>RESISTANCE</p> <p>Enemies cannot play their character abilities their next turn.</p>	<p>4+</p> <p>IG 11</p> <p>AGILITY 1 2 3 4 5 6 7 8 9 10</p> <p>+1 -1 RR + +■</p> <p>D </p> <p>ARMOR 2 2 2 2 3</p> <p>RESISTANCE</p> <p>Place a token on IG 11, when i have 4 chips Deal 2 damage to IG 11 and 2 damage to each enemy.</p>

SPECIAL RULES:

Mandalorian Icon : When this icon is crossed out, deal damage to an enemy character.

Empire Icon : When this icon is crossed out, advance the least advanced plan 2 spaces.

The (armed) symbol means that you can have multiple StormTroopers, DeathTroopers, or Klatooinians in play.

Rules of WarDice in: <https://zularyzgames.blogspot.com/2021/01/gotham-wardice-exps.html>