

SWU CHALLENGES

ARENA SHOWDOWN

0 UNIT GROUND

PANICKY SPECTATOR



1 GEONOSIAN **1**

When Played: Draw a card (without looking at it).

23 BASE

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

0 UNIT GROUND

PANICKY SPECTATOR



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ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

1 UNIT GROUND

B1 BATTLE DROID



2 SEPARATIST • DROID **2**

SWARM (This unit gets +1/+0 for each other friendly unit with the exact same traits.)

60 BASE → LOWEST REMAINING HP

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

LEADER

POGGLE THE LESSER
ARCHDUKE OF GEONOSIS



When you play a GEONOSIAN card: Exhaust this leader. If you do, heal 1 damage from your base and deal 1 damage to each enemy base.

Epic Action: If you control 5 or more resources, deploy this leader. **2/7**

SEPARATIST • GEONOSIAN • OFFICIAL

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

5 LEADER UNIT GROUND

POGGLE THE LESSER
ARCHDUKE OF GEONOSIS



2 SEPARATIST • GEONOSIAN • OFFICIAL **7**

SHIELDED

When you play a GEONOSIAN card: Heal 1 damage from your base. Then, attack with the ready unit with the highest attack speed. It gets **1/1** for this attack.

33 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

BASE

PETRANAKI ARENA



25

GEONOSIS

When Played: Play top unit in your discard pile that costs **2** or less → **1/1**.
2/2: Deploy leader → play card from hand → attack.
2/2: Attack → play card from hand → deploy leader.

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ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

2 UNIT GROUND

B2 SUPER BATTLE DROID



3 SEPARATIST • DROID

AMBUSH (After you play this unit, it may ready and attack an enemy unit.)

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

87 LEADER WITH SHIELD TOKEN → UNIT WITH SHIELD TOKEN → LOWEST REMAINING HP

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2 UNIT GROUND

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ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

2 UNIT GROUND

♦B1-3PO
TERRIBLY SORRY ABOUT THIS



2 REBEL • SEPARATIST • DROID

When Played/On Attack: Reveal the top card of your deck. If it's a **SEPARATIST DROID** unit, draw it. Otherwise, put it on the bottom of your deck.

66 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

2 UNIT GROUND

♦B1-3PO
TERRIBLY SORRY ABOUT THIS



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66 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

2 UNIT GROUND

♦B1-3PO
IN NEED OF MAINTENANCE



3 REBEL • SEPARATIST • DROID

When you draw a card during the action phase: Reveal the top card of your hand. If it's a unit that costs **3** or less, play it for free.

65 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

2 UNIT GROUND

♦ **B1-3PO**
IN NEED OF MAINTENANCE



3 **REBEL • SEPARATIST • DROID** **2**

When you draw a card during the action phase: Reveal the top card of your hand. If it's a unit that costs 2 or less, play it for free.

65 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

2 UNIT GROUND

WARRIOR CASTE SOLDIER



2 **GEONOSIAN** **3**

SWARM (This unit gets +1/+0 for each other friendly unit with the exact same traits.)

49 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

2 UNIT GROUND

WARRIOR CASTE SOLDIER



2 **GEONOSIAN** **3**

SWARM (This unit gets +1/+0 for each other friendly unit with the exact same traits.)

49 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

2 UNIT GROUND

WARRIOR CASTE SOLDIER



2 **GEONOSIAN** **3**

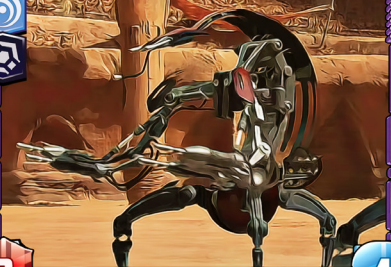
SWARM (This unit gets +1/+0 for each other friendly unit with the exact same traits.)

49 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

3 UNIT GROUND

DROIDKA



3 **SEPARATIST • DROID** **4**

GRIT (This unit gets +1/+0 for each damage on it.)

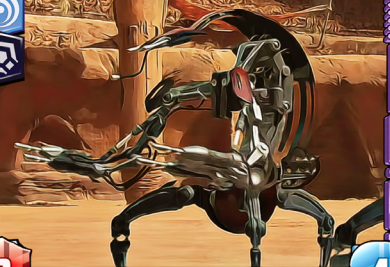
When this unit completes an attack: If the defender was defeated, give an Experience token to this unit.

84 LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

3 UNIT GROUND

DROIDKA



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GRIT (This unit gets +1/+0 for each damage on it.)

When this unit completes an attack: If the defender was defeated, give an Experience token to this unit.

84 LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

3 UNIT GROUND

ARENA HANDLER



3 **GEONOSIAN** **4**

When Played: This unit captures the unit with the highest power among upgraded enemy non-leader ground units → the enemy non-leader ground unit with the highest power.

86 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

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86 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

3 UNIT SPACE

NANTEX DEFENSE STARFIGHTER



3 GEONOSIAN • VEHICLE • FIGHTER **3**

This unit gains **RESTORE 1** for each other friendly **GEONOSIAN** unit. (When this unit attacks, heal 1 damage from your base for each of those units.)

52 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

3 UNIT SPACE

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52 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

3 UPGRADE

DRIVEN BY REVENGE



Attach to the friendly non-**VEHICLE** unit with the highest attack speed.

Attached unit gains: **"When another friendly unit that shares a TRAIT with this unit is defeated: Ready this unit."**

+3 **DRIVEN BY REVENGE** **+2**
LEARNED

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

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LEARNED

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

3 EVENT

SONIC BLAST

GEONOSIAN • TACTIC

Each enemy ground unit loses **SENTINEL** for this phase.

Deal 1 damage to each enemy ground unit.



ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

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Deal 1 damage to each enemy ground unit.



ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

4 UNIT GROUND

COLONY GUARD



3 GEONOSIAN **5**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

8 BASE

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

4 UNIT GROUND

COLONY GUARD



3 GEONOSIAN **5**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

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8 BASE

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

4 EVENT

THE FOG OF WAR

DISASTER

For this phase, all upgrades lose their modifiers and all non-DROID, non-VEHICLE units lose their abilities.



ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

4 EVENT

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ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

4 UNIT GROUND

DSD1 DWARF SPIDER



4 SEPARATIST • VEHICLE • DROID • WALKER **4**

RAID 1 (This unit gets +1/+0 while attacking.)

When Defeated: Deal 2 damage to the enemy unit with the lowest remaining HP.

64 LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

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64 LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

4 EVENT PLAN

Draw 2 cards. Deal 1 damage to each enemy base for each unit you control.



ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

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Draw 2 cards. Deal 1 damage to each enemy base for each unit you control.



ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

5 UNIT SPACE

CIS CONTROL SHIP



4 SEPARATIST • VEHICLE • CAPITAL SHIP **6**

SENTINEL. (Units in this arena can't attack your non-Sentinel units or your base.)

Friendly **SEPARATIST DROID** units gain **SHIELDED**. (When you play such a unit, give a Shield token to it.)

6 BASE

THE CLONE WARS SWU CHALLENGES: ARENA SHOWDOWN

5 UNIT SPACE

CIS CONTROL SHIP



4 SEPARATIST • VEHICLE • CAPITAL SHIP **6**

SENTINEL. (Units in this arena can't attack your non-Sentinel units or your base.)

Friendly **SEPARATIST DROID** units gain **SHIELDED**. (When you play such a unit, give a Shield token to it.)

6 BASE

THE CLONE WARS SWU CHALLENGES: ARENA SHOWDOWN

5 UNIT SPACE

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6 BASE

THE CLONE WARS SWU CHALLENGES: ARENA SHOWDOWN

5 UNIT GROUND

SUN FAC
CARRYING OUT HIS MASTER'S WILL



3 GEONOSIAN • OFFICIAL **5**

When Played/On Attack: Give a Shield token to the unit with the highest combined power and HP among friendly **GEONOSIAN** units with no Shield token.

34 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

5 UNIT GROUND

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34 BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

5 EVENT TACTIC

Opponent chooses an arena (ground or space) where they control at least one unit and you control more units than opponent. For each exhausted enemy unit in that arena, heal 1 damage from your base. Then, exhaust all enemy units in that arena.



ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

5 EVENT

OUTNUMBER

TACTIC

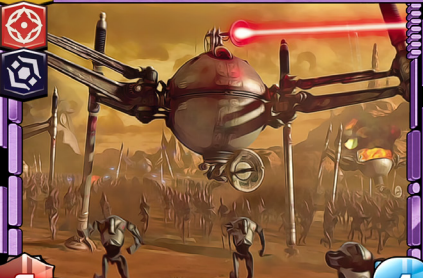
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ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

5 UNIT GROUND

OG-9 HOMING SPIDER



6 SEPARATIST • VEHICLE • DROID • WALKER **4**

On Attack: Defeat a Shield token on the defender → a Shield token on an enemy unit.

48 LEADER WITH SHIELD TOKEN → UNIT WITH SHIELD TOKEN → HIGHEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

5 UNIT GROUND

OG-9 HOMING SPIDER



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48 LEADER WITH SHIELD TOKEN → UNIT WITH SHIELD TOKEN → HIGHEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

5 UNIT GROUND

RAVENOUS NEXU



5 CREATURE **5**

RAID 2 (This unit gets +2/+0 while attacking.)

When Played: Deal 2 damage to an enemy leader → the enemy ground unit with the lowest remaining HP.

83 LEADER → HIGHEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

6 UNIT GROUND

GLADIATORIAL REEK



6 CREATURE **6**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

On Attack: Give the defender -1/-1 for this phase.

56 LEADER WITH NO SHIELD TOKEN → LOWEST REMAINING HP

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

7 UNIT GROUND

UNRELENTING ACKLAY



6 CREATURE **8**

GRIT (This unit gets +1/+0 for each damage on it.)

When Played/On Attack/When Defeated: Defeat an upgrade on an enemy ground unit.

42 LEADER WITH NO SHIELD TOKEN → HIGHEST REMAINING HP

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN