

## SWU CHALLENGES

## ARENA SHOWDOWN

**PETRAKAKI ARENA**

BASE 25

GEONOSIS

When Played: Play top unit in your discard pile that costs 2 or less → (A-B).  
 (A-B): Deploy leader → play card from hand → attack.  
 (A-B): Attack → play card from hand → deploy leader.

SWU CHALLENGES: ARENA SHOWDOWN

ATTACK OF THE CLONES

**PANICKY SPECTATOR**

UNIT GROUND

0

1

GEONOSIAN

1

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

23 BASE

ATTACK OF THE CLONES

SWU CHALLENGES: ARENA SHOWDOWN

**PANICKY SPECTATOR**

UNIT GROUND

0

1

GEONOSIAN

1

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

23 BASE

ATTACK OF THE CLONES

SWU CHALLENGES: ARENA SHOWDOWN

**PANICKY SPECTATOR**

UNIT GROUND

0

1

GEONOSIAN

1

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

23 BASE

ATTACK OF THE CLONES

SWU CHALLENGES: ARENA SHOWDOWN

**B1 BATTLE DROID**

UNIT GROUND

1

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

**B1 BATTLE DROID**

UNIT GROUND

1

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

**POGGLE THE LESSER**

ARCHDUKE OF GEONOSIS

LEADER

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

**POGGLE THE LESSER**

ARCHDUKE OF GEONOSIS

LEADER UNIT GROUND

5

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

**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

**2** UNIT GROUND

**B2 SUPER BATTLE DROID**



**3** SEPARATIST • DROID **3**

**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

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**2** UNIT GROUND

**B2 SUPER BATTLE DROID**



**3** SEPARATIST • DROID **3**

**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

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**2** UNIT GROUND

**B2 SUPER BATTLE DROID**



**3** SEPARATIST • DROID **3**

**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

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**2** UNIT GROUND

**♦B1-3PO**  
TERRIBLY SORRY ABOUT THIS



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

**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



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

**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**  
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 **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 **3** 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

**DROID EKA**



**3** SEPARATIST • DROID **4**

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

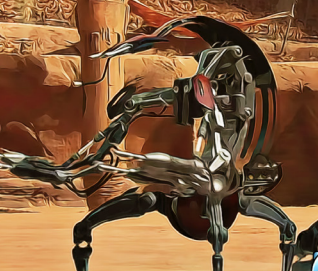
**When this unit completes an attack:** If the defender was defeated, give an Experience token to this unit.

**84** LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**3** UNIT GROUND

**DROID EKA**



**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

**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

**3** UNIT GROUND

**ARENA HANDLER**



**3** GEONOSIAN **4**

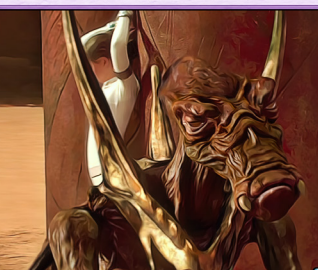
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**ARENA HANDLER**



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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**

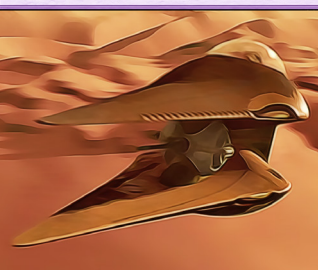
This unit gains **RESTORE 1** for each other friendly **GEONOSIAN** unit. (When this unit attacks, heal 1 damage from your base for each of those units.)

**52** BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**3** UNIT SPACE

**NANTEX DEFENSE STARFIGHTER**



**3** GEONOSIAN • VEHICLE • FIGHTER **3**

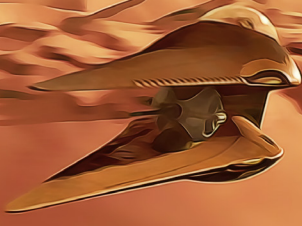
This unit gains **RESTORE 1** for each other friendly **GEONOSIAN** unit. (When this unit attacks, heal 1 damage from your base for each of those units.)

**52** BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**UNIT** **SPACE**

**3** **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

**UPGRADE**

**3** **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

**UPGRADE**

**3** **DRIVEN BY REVENGE**



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**LEARNED**

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**EVENT**

**3** **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

**EVENT**

**3** **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

**UNIT** **GROUND**

**4** **COLONY GUARD**



**3** **GEONOSIAN** **5**

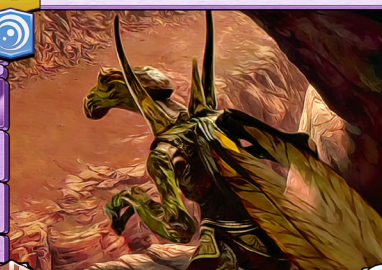
**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

**8** BASE

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**UNIT** **GROUND**

**4** **COLONY GUARD**



**3** **GEONOSIAN** **5**

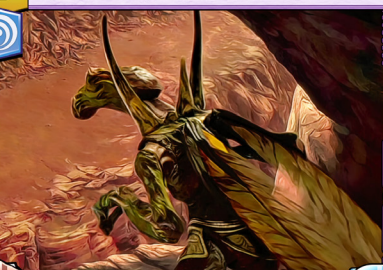
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**8** BASE

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**UNIT** **GROUND**

**4** **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

**EVENT**

**4** **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

**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** 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

**4** UNIT GROUND

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**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

**4** EVENT

**WAR ROOM OPERATIONS**

PLAN

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



ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**4** EVENT

**WAR ROOM OPERATIONS**

PLAN

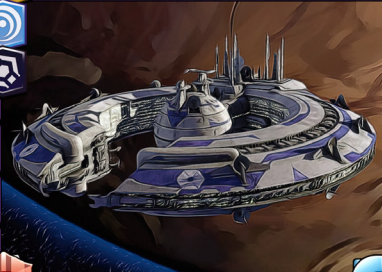
Draw 2 cards. Deal 1 damage to each enemy base for each unit you control.



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.)

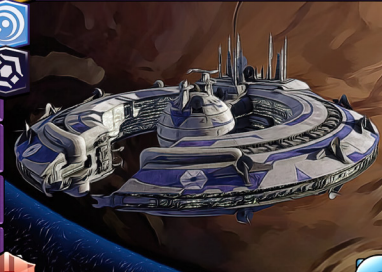
Friendly SEPARATIST DROID units gain **SHIELDED**. (When you play such a unit, give a Shield token to it.)

**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.)

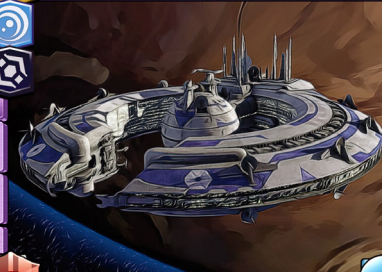
Friendly SEPARATIST DROID units gain **SHIELDED**. (When you play such a unit, give a Shield token to it.)

**6** BASE

THE CLONE WARS SWU CHALLENGES: ARENA SHOWDOWN

**5** UNIT SPACE

**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 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

♦ **SUN FAC**  
CARRYING OUT HIS MASTER'S WILL



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**34** BASE → LOWEST POWER

ATTACK OF THE CLONES SWU CHALLENGES: ARENA SHOWDOWN

**5** EVENT

**OUTNUMBER**

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

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** 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**



**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

**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