

LEADER UNIT GROUND

4

◆ NALA SE
CLONE ENGINEER



1

KAMINOAN

7

Ignore the aspect penalty on **CLONE** units you play.
Each friendly **CLONE** unit gains:
"When Defeated: Heal 2 damage from your base."


MARC ESCACIX

LEADER

◆ NALA SE
CLONE ENGINEER

Ignore the aspect penalty on **CLONE** units you play.

Epic Action: If you control 4 or more resources, deploy this leader. **U7**



KAMINOAN

MARC ESCACIX

ADMINISTRATOR'S TOWER

BASE

30



CLOUD CITY

THL ERJUN

SUP-EN 09/262

UNIT GROUND

1

CLONE DIVE TROOPER



2

REPUBLIC • CLONE • TROOPER

1

COORDINATE — While this unit is attacking, the defender gets $\text{E}=\text{D}$. (Gain this ability while you control 3 or more units.)

YULIPE BONDALVES

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TBI • EN

205/257

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UNIT GROUND

1

CLONE DESERTER



2

FRINGE • CLONE

3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)
BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

MARKUS LENZ

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UNIT GROUND

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CLONE DESERTER



2

FRINGE • CLONE

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UNIT GROUND

2 **ECHO**
VALIANT ARC TROOPER



2 **REPUBLIC • CLONE • TROOPER** 2

COORDINATE – This unit gets $\frac{2}{2}/\frac{2}{2}$. (Gain this ability while you control 3 or more units.)

SEBASTIÁN GUIDOBONO © LFL © FF6 TWI • EN 090/257

UNIT GROUND

2 **ECHO**
VALIANT ARC TROOPER



2 **REPUBLIC • CLONE • TROOPER** 2

COORDINATE – This unit gets $\frac{2}{2}/\frac{2}{2}$. (Gain this ability while you control 3 or more units.)

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UNIT GROUND

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COORDINATE – This unit gets $\frac{2}{2}/\frac{2}{2}$. (Gain this ability while you control 3 or more units.)

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UNIT GROUND

2 **CLONE HEAVY GUNNER**



1 **REPUBLIC • CLONE • TROOPER** 3

COORDINATE – This unit gets $\frac{2}{2}/\frac{0}{0}$. (Gain this ability while you control 3 or more units.)

ESLAM ABOSHADY © LFL © FF6 TWI • EN 158/257

UNIT GROUND

2 **CLONE HEAVY GUNNER**



1 **REPUBLIC • CLONE • TROOPER** 3

COORDINATE – This unit gets $\frac{2}{2}/\frac{0}{0}$. (Gain this ability while you control 3 or more units.)

ESLAM ABOSHADY © LFL © FF6 TWI • EN 158/257

UNIT GROUND

2 **CLONE HEAVY GUNNER**



1 **REPUBLIC • CLONE • TROOPER** 3

COORDINATE – This unit gets $\frac{2}{2}/\frac{0}{0}$. (Gain this ability while you control 3 or more units.)

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UNIT GROUND

1 **SOLDIER OF THE 501ST**



1 **REPUBLIC • CLONE • TROOPER** 3

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

KYLE PETCHOCK © LFL © FF6 TWI • EN 141/257

UNIT GROUND

1 **SOLDIER OF THE 501ST**



1 **REPUBLIC • CLONE • TROOPER** 3

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

KYLE PETCHOCK © LFL © FF6 TWI • EN 141/257

UNIT GROUND

1 **SOLDIER OF THE 501ST**



1 **REPUBLIC • CLONE • TROOPER** 3

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

KYLE PETCHOCK © LFL © FF6 TWI • EN 141/257

UNIT SPACE

3 **TWIN POD CLOUD CAR**

2 **FRINGE • VEHICLE • FIGHTER** **2**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SHD • EN 259/262

UNIT SPACE

3 **TWIN POD CLOUD CAR**

2 **FRINGE • VEHICLE • FIGHTER** **2**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SHD • EN 259/262

UNIT SPACE

3 **TWIN POD CLOUD CAR**

2 **FRINGE • VEHICLE • FIGHTER** **2**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SHD • EN 259/262

UNIT SPACE

2 **SWARMING VULTURE DROID**

2 **SEPARATIST • DROID • VEHICLE • FIGHTER** **2**

A deck can have up to 15 copies of this card.
This unit gets $\pm 1 \heartsuit 0$ for each other friendly Swarming Vulture Droid.

FERNANDO CORREA © LFL © FF6 JTL • EN 258/262

UNIT SPACE

2 **SWARMING VULTURE DROID**

2 **SEPARATIST • DROID • VEHICLE • FIGHTER** **2**

A deck can have up to 15 copies of this card.
This unit gets $\pm 1 \heartsuit 0$ for each other friendly Swarming Vulture Droid.

FERNANDO CORREA © LFL © FF6 JTL • EN 258/262

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UNIT SPACE

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2 SEPARATIST • DROID • VEHICLE • FIGHTER **2**

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UNIT SPACE

2 SWARMING VULTURE DROID




2 SEPARATIST • DROID • VEHICLE • FIGHTER **2**

A deck can have up to 15 copies of this card.
This unit gets $\heartsuit 1 \spadesuit 0$ for each other friendly Swarming Vulture Droid.

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UNIT SPACE

2 SWARMING VULTURE DROID



2 SEPARATIST • DROID • VEHICLE • FIGHTER **2**

A deck can have up to 15 copies of this card.
This unit gets $\heartsuit 1 \spadesuit 0$ for each other friendly Swarming Vulture Droid.

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UNIT SPACE

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UNIT SPACE

2 SWARMING VULTURE DROID



2 SEPARATIST • DROID • VEHICLE • FIGHTER **2**

A deck can have up to 15 copies of this card.
This unit gets $\heartsuit 1 \spadesuit 0$ for each other friendly Swarming Vulture Droid.

FERNANDO CORREA LFL © FF6 JTL • EN 258/282

UNIT SPACE

2 OUTER RIM HEADHUNTER

FRINGE • VEHICLE • FIGHTER **3**

RAID 1 (This unit gets +1/+0 while attacking.)
On Attack: If you control a leader unit, you may exhaust a non-leader unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 208/252

UNIT SPACE

2 OUTER RIM HEADHUNTER

FRINGE • VEHICLE • FIGHTER **3**

RAID 1 (This unit gets +1/+0 while attacking.)
On Attack: If you control a leader unit, you may exhaust a non-leader unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 208/252

UNIT SPACE

2 OUTER RIM HEADHUNTER

FRINGE • VEHICLE • FIGHTER **3**

RAID 1 (This unit gets +1/+0 while attacking.)
On Attack: If you control a leader unit, you may exhaust a non-leader unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 208/252

EVENT

2 ASTEROID SANCTUARY

TRICK

Exhaust an enemy unit.
 Give a Shield token to a friendly unit that costs **3** or less.

REBECCA FARROW ©LFL ©FFG SOR • EN 218/252

EVENT

2 ASTEROID SANCTUARY

TRICK

Exhaust an enemy unit.
 Give a Shield token to a friendly unit that costs **3** or less.

REBECCA FARROW ©LFL ©FFG SOR • EN 218/252

EVENT

1 SHOOT FIRST

TRICK

Attack with a unit. It gets **+1/+0** for this attack and deals its combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

ARIO MURTI ©LFL ©FFG SOR • EN 217/252

EVENT

1 SHOOT FIRST

TRICK

Attack with a unit. It gets **+1/+0** for this attack and deals its combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

ARIO MURTI ©LFL ©FFG SOR • EN 217/252

EVENT

1 SWOOP DOWN

TACTIC

Attack with a space unit. It gains **SABOTEUR** and can attack ground units for this attack. If it attacks a ground unit, it gets **+2/+0** and the defender gets **-2/-0** for this attack.

JAMES DALY ©LFL ©FFG SHD • EN 230/282

EVENT

1 SWOOP DOWN

TACTIC

Attack with a space unit. It gains **SABOTEUR** and can attack ground units for this attack. If it attacks a ground unit, it gets **+2/+0** and the defender gets **-2/-0** for this attack.

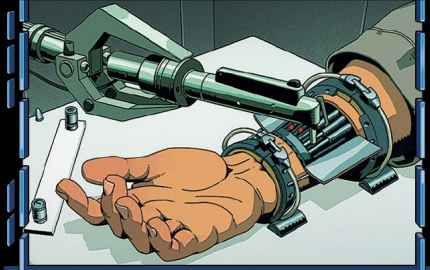
JAMES DALY ©LFL ©FFG SHD • EN 230/282

1 EVENT

REPAIR

SUPPLY

Heal 3 damage from a unit or base.



JOSHUA CARSON ©LFL ©FFG SOR • EN 074/252

1 EVENT

REPAIR

SUPPLY

Heal 3 damage from a unit or base.



JOSHUA CARSON ©LFL ©FFG SOR • EN 074/252

2 UPGRADE

DEVOTION



Attached unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from its controller's base.)

+1 **DEVOTION** **+1**

INNATE

LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 070/252

2 UPGRADE

DEVOTION



Attached unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from its controller's base.)

+1 **DEVOTION** **+1**

INNATE

LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 070/252

2 UPGRADE

DEVOTION



Attached unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from its controller's base.)

+1 **DEVOTION** **+1**

INNATE

LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 070/252

1 UPGRADE

SMUGGLING COMPARTMENT



Attach to a **VEHICLE** unit.

Attached unit gains: "On Attack: Ready a resource."

+1 **SMUGGLING COMPARTMENT** **+1**

MODIFICATION

AMAD MIR ©LFL ©FFG SOR • EN 214/252

1 UPGRADE

SMUGGLING COMPARTMENT



Attach to a **VEHICLE** unit.

Attached unit gains: "On Attack: Ready a resource."

+1 **SMUGGLING COMPARTMENT** **+1**

MODIFICATION

AMAD MIR ©LFL ©FFG SOR • EN 214/252

1 UPGRADE

SMUGGLING COMPARTMENT



Attach to a **VEHICLE** unit.

Attached unit gains: "On Attack: Ready a resource."

+1 **SMUGGLING COMPARTMENT** **+1**

MODIFICATION

AMAD MIR ©LFL ©FFG SOR • EN 214/252