

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 ESCACRICH

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.



KAMINOAN

MARC ESCACRICH

ADMINISTRATOR'S TOWER

BASE

30

CLOUD CITY

TYLER ELLIOT

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SUR • EN 029/252

UNIT GROUND

1

CLONE DIVE TROOPER



2

REPUBLIC • CLONE • TROOPER

1

COORDINATE — While this unit is attacking, the defender gets $-E/D-1$. (Gain this ability while you control 3 or more units.)

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TIWI • EN 205/257

UNIT GROUND

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TIWI • EN 205/257

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TIWI • EN 205/257

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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SHD • EN 095/262

UNIT GROUND

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CLONE DESERTER



2

FRINGE • CLONE

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BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

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2 UNIT GROUND

◆ECHO
VALIANT ARC TROOPER



2 REPUBLIC • CLONE • TROOPER 2

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

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

2 UNIT GROUND

◆ECHO
VALIANT ARC TROOPER



2 REPUBLIC • CLONE • TROOPER 2

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

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2 UNIT GROUND

◆ECHO
VALIANT ARC TROOPER



2 REPUBLIC • CLONE • TROOPER 2

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

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2 UNIT GROUND

CLONE HEAVY GUNNER



1 REPUBLIC • CLONE • TROOPER 3

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

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

2 UNIT GROUND

CLONE HEAVY GUNNER



1 REPUBLIC • CLONE • TROOPER 3

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

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

2 UNIT GROUND

CLONE HEAVY GUNNER



1 REPUBLIC • CLONE • TROOPER 3

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

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

1 UNIT GROUND

SOLDIER OF THE 501ST



1 REPUBLIC • CLONE • TROOPER 3

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

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

1 UNIT GROUND

SOLDIER OF THE 501ST



1 REPUBLIC • CLONE • TROOPER 3

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

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

1 UNIT GROUND

SOLDIER OF THE 501ST



1 REPUBLIC • CLONE • TROOPER 3

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

KYLE PETCHOCK © LFL © FFG 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 © FFG 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 © FFG 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 © FFG 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 $\oplus 1 \ominus 0$ for each other friendly Swarming Vulture Droid.

FERNANDO CORREA © LFL © FFG JTL • EN 256/262

UNIT SPACE

2 **SWARMING VULTURE DROID**

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

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FERNANDO CORREA © LFL © FFG JTL • EN 256/262

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FERNANDO CORREA LFL © FFG JTL • EN 256/262

UNIT SPACE

2 OUTER RIM HEADHUNTER



1 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



1 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



1 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 5 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 5 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 230/262

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 230/262

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