

LEADER UNIT GROUND

6

◆ HAN SOLO
AUDACIOUS SMUGGLER



4

UNDERWORLD

6

On Attack: Put the top card of your deck into play as a resource and ready it. At the start of the next action phase, defeat a resource you control.

DAVID NASH

LEADER

◆ HAN SOLO
AUDACIOUS SMUGGLER

Action [C]: Put a card from your hand into play as a resource and ready it. At the start of the next action phase, defeat a resource you control.

Epic Action: If you control 6 or more resources, deploy this leader.

4/6



UNDERWORLD

DAVID NASH

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BASE

NABAT VILLAGE

27



Draw 3 more cards in your starting hand. You can't take a mulligan. When the first action phase starts: Put 3 cards from your hand on the bottom of your deck in any order.

RYLOTH

MARCO FEELER

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UNIT GROUND

7

◆ HAN SOLO
RELUCTANT HERO



6

UNDERWORLD

6

AMBUSH (After you play this unit, he may ready and attack an enemy unit.)
While attacking, this unit deals combat damage before the defender.

BORJA PINDADO

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UNIT GROUND

7

◆ HAN SOLO
RELUCTANT HERO



6

UNDERWORLD

6

AMBUSH (After you play this unit, he may ready and attack an enemy unit.)
While attacking, this unit deals combat damage before the defender.

BORJA PINDADO

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UNIT GROUND

3

◆ BODHI ROOK
IMPERIAL DEFECTOR



3

IMPERIAL • REBEL

3

When Played: Look at an opponent's hand and discard a non-unit card from it.

ARIO HURTI

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UNIT GROUND

3

◆ BODHI ROOK
IMPERIAL DEFECTOR



3

IMPERIAL • REBEL

3

When Played: Look at an opponent's hand and discard a non-unit card from it.

ARIO HURTI

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UNIT GROUND

2

CRAFTY SMUGGLER



2

UNDERWORLD

2

SHIELDED (When you play this unit, give a Shield token to it.)

AMAD MIR

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UNIT GROUND

2

CRAFTY SMUGGLER



2

UNDERWORLD

2

SHIELDED (When you play this unit, give a Shield token to it.)

AMAD MIR

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UNIT GROUND

2 CRAFTY SMUGGLER



2 UNDERWORLD 2

SHIELDED (When you play this unit, give a Shield token to it.)

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UNIT GROUND

2 ♦L3-37
DROID REVOLUTIONARY



2 UNDERWORLD • DROID 2

When Played: You may rescue a captured card. If you don't, give a Shield token to this unit.
SMUGGLE [4] (If this card is a resource, you may play her for her smuggle cost. Replace her with the top card of your deck.)

AMAD MIR © LFL © FFG SHD • EN 197/262

UNIT GROUND

2 ♦L3-37
DROID REVOLUTIONARY



2 UNDERWORLD • DROID 2

When Played: You may rescue a captured card. If you don't, give a Shield token to this unit.
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AMAD MIR © LFL © FFG SHD • EN 197/262

UNIT GROUND

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2 UNDERWORLD • DROID 2

When Played: You may rescue a captured card. If you don't, give a Shield token to this unit.
SMUGGLE [4] (If this card is a resource, you may play her for her smuggle cost. Replace her with the top card of your deck.)

AMAD MIR © LFL © FFG SHD • EN 197/262

UNIT GROUND

3 ♦TECH
SOURCE OF INSIGHT



2 FRINGE • CLONE 5

Each friendly resource gains **SMUGGLE**. The gained **SMUGGLE** cost is that card's cost plus 2 and its aspect icons.
SMUGGLE [4]

KYLE PETCHOCK © LFL © FFG SHD • EN 248/262

UNIT GROUND

3 ♦TECH
SOURCE OF INSIGHT



2 FRINGE • CLONE 5

Each friendly resource gains **SMUGGLE**. The gained **SMUGGLE** cost is that card's cost plus 2 and its aspect icons.
SMUGGLE [4]

KYLE PETCHOCK © LFL © FFG SHD • EN 248/262

UNIT GROUND

5 ♦ZORII BLISS
VALIANT SMUGGLER



4 UNDERWORLD 7

On Attack: Draw a card. At the start of the regroup phase, discard a card from your hand.
SMUGGLE [6]

GUILLAUME OSPITAL © LFL © FFG SHD • EN 203/262

UNIT GROUND

5 ♦ZORII BLISS
VALIANT SMUGGLER



4 UNDERWORLD 7

On Attack: Draw a card. At the start of the regroup phase, discard a card from your hand.
SMUGGLE [6]

GUILLAUME OSPITAL © LFL © FFG SHD • EN 203/262

UNIT GROUND

4 ♦SABINE WREN
YOU CAN COUNT ON ME



4 FRINGE • MANDALORIAN • SPECTRE 4

While this unit is exhausted, she can't be attacked (unless she gains Sentinel).
On Attack: You may discard a card from your deck. If it doesn't share an aspect with your base, deal 2 damage to a ground unit.

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UNIT GROUND

4

◆ SABINE WREN
YOU CAN COUNT ON ME



4

FRINGE • MANDALORIAN • SPECTRE

While this unit is exhausted, she can't be attacked (unless she gains Sentinel).

On Attack: You may discard a card from your deck. If it doesn't share an aspect with your base, deal 2 damage to a ground unit.

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UNIT GROUND

5

◆ THE MANDALORIAN
WEATHERED PILOT



5

6

When played as a unit: Exhaust up to 2 ground units.

PILOTING [2] [3]

When played as an upgrade: Exhaust an enemy unit in this arena.

◆ THE MANDALORIAN

MANDALORIAN • BOUNTY HUNTER • PILOT

+3 +1

OPERCAN CIRIT © LFL © FF6 JTL • EN 210/262

UNIT GROUND

5

◆ THE MANDALORIAN
WEATHERED PILOT



5

6

When played as a unit: Exhaust up to 2 ground units.

PILOTING [2] [3]

When played as an upgrade: Exhaust an enemy unit in this arena.

◆ THE MANDALORIAN

MANDALORIAN • BOUNTY HUNTER • PILOT

+3 +1

OPERCAN CIRIT © LFL © FF6 JTL • EN 210/262

UNIT GROUND

5

◆ HAN SOLO
HAS HIS MOMENTS



4

5

AMBUSH

PILOTING [2] [3] [3]

When played as an upgrade: You may attack with attached unit. If it's the Millennium Falcon, it deals its combat damage before the defender.

◆ HAN SOLO

REBEL • PILOT

+2 +3

ERIC HIBBELER © LFL © FF6 JTL • EN 203/262

UNIT GROUND

5

◆ HAN SOLO
HAS HIS MOMENTS



4

5

AMBUSH

PILOTING [2] [3] [3]

When played as an upgrade: You may attack with attached unit. If it's the Millennium Falcon, it deals its combat damage before the defender.

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REBEL • PILOT

+2 +3

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UNIT GROUND

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HAS HIS MOMENTS



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AMBUSH

PILOTING [2] [3] [3]

When played as an upgrade: You may attack with attached unit. If it's the Millennium Falcon, it deals its combat damage before the defender.

◆ HAN SOLO

REBEL • PILOT

+2 +3

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UNIT GROUND

4

◆ AHSOKA TANO
CHASING WHISPERS



3

5

FRINGE • FORCE

When Played: An opponent discards a card from their hand. If it's a unit, you may exhaust a unit.

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UNIT GROUND

4

◆ AHSOKA TANO
CHASING WHISPERS



3

5

FRINGE • FORCE

When Played: An opponent discards a card from their hand. If it's a unit, you may exhaust a unit.

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UNIT GROUND

4

◆ AHSOKA TANO
CHASING WHISPERS



3

5

FRINGE • FORCE

When Played: An opponent discards a card from their hand. If it's a unit, you may exhaust a unit.

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UNIT SPACE

3 **MILLENNIUM FALCON**
PIECE OF JUNK

3 4

UNDERWORLD • VEHICLE • TRANSPORT

This unit enters play ready.
When you ready cards during the regroup phase: Either pay 1 or return this unit to her owner's hand.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 193/252

UNIT SPACE

3 **MILLENNIUM FALCON**
PIECE OF JUNK

3 4

UNDERWORLD • VEHICLE • TRANSPORT

This unit enters play ready.
When you ready cards during the regroup phase: Either pay 1 or return this unit to her owner's hand.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 193/252

UNIT SPACE

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PIECE OF JUNK

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UNDERWORLD • VEHICLE • TRANSPORT

This unit enters play ready.
When you ready cards during the regroup phase: Either pay 1 or return this unit to her owner's hand.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 193/252

UNIT SPACE

3 **STOLEN AT-HAULER**

4 5

UNDERWORLD • VEHICLE • TRANSPORT

When Defeated: Choose an opponent. For this phase, they may play this unit from its owner's discard pile for free.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG JTL • EN 221/262

UNIT SPACE

3 **STOLEN AT-HAULER**

4 5

UNDERWORLD • VEHICLE • TRANSPORT

When Defeated: Choose an opponent. For this phase, they may play this unit from its owner's discard pile for free.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG JTL • EN 221/262

UNIT SPACE

3 **STOLEN AT-HAULER**

4 5

UNDERWORLD • VEHICLE • TRANSPORT

When Defeated: Choose an opponent. For this phase, they may play this unit from its owner's discard pile for free.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG JTL • EN 221/262

EVENT

2 **SURPRISE STRIKE**
TACTIC

Attack with a unit. It gets 3/0 for this attack.

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EVENT

2 **SURPRISE STRIKE**
TACTIC

Attack with a unit. It gets 3/0 for this attack.

ARIO MURTI ©LFL ©FFG SOR • EN 220/252

EVENT

2 **SURPRISE STRIKE**
TACTIC

Attack with a unit. It gets 3/0 for this attack.

ARIO MURTI ©LFL ©FFG SOR • EN 220/252

3 EVENT

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.



AMÉLIE HUTT ©LFL ©FFG 7 SOR • EN 31/70

3 EVENT

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.



AMÉLIE HUTT ©LFL ©FFG 7 SOR • EN 31/70

2 EVENT

SPARK OF REBELLION

SPECTRE

Look at an opponent's hand and discard a card from it.



KEVIN LIBRANDA ©LFL ©FFG SOR • EN 200/252

2 EVENT

SPARK OF REBELLION

SPECTRE

Look at an opponent's hand and discard a card from it.



KEVIN LIBRANDA ©LFL ©FFG SOR • EN 200/252

2 EVENT

SPARK OF REBELLION

SPECTRE

Look at an opponent's hand and discard a card from it.



KEVIN LIBRANDA ©LFL ©FFG SOR • EN 200/252

4 EVENT

CUNNING

INNATE

Choose two, in any order:

- Return a non-leader unit with ≤ 4 or less power to its owner's hand.
- Give a unit $\leq 4/\leq 0$ for this phase.
- Exhaust up to 2 units.
- An opponent discards a random card from their hand.



SANDRA CHLEWIŃSKA ©LFL ©FFG SOR • EN 203/252

4 EVENT

CUNNING

INNATE

Choose two, in any order:

- Return a non-leader unit with ≤ 4 or less power to its owner's hand.
- Give a unit $\leq 4/\leq 0$ for this phase.
- Exhaust up to 2 units.
- An opponent discards a random card from their hand.



SANDRA CHLEWIŃSKA ©LFL ©FFG SOR • EN 203/252

4 EVENT

CUNNING

INNATE

Choose two, in any order:

- Return a non-leader unit with ≤ 4 or less power to its owner's hand.
- Give a unit $\leq 4/\leq 0$ for this phase.
- Exhaust up to 2 units.
- An opponent discards a random card from their hand.



SANDRA CHLEWIŃSKA ©LFL ©FFG SOR • EN 203/252

2 EVENT

A NEW ADVENTURE

GAMBIT

Return a non-leader unit that costs ≤ 2 or less to its owner's hand. Then, its owner may play it for free.



FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 207/252

2 EVENT

A NEW ADVENTURE

GAMBIT

Return a non-leader unit that costs 5 or less to its owner's hand. Then, its owner may play it for free.



FRENCH CARLOMAGNO © LFL © FF6 SHD • EN 203/262

2 EVENT

A NEW ADVENTURE

GAMBIT

Return a non-leader unit that costs 5 or less to its owner's hand. Then, its owner may play it for free.



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2 UPGRADE

JETPACK



Attach to a non-VEHICLE unit.
When Played: Give a Shield token to attached unit.
 At the start of the regroup phase, defeat that token.
SMUGGLE [4] [C]

+2 **JETPACK** **+0**

ITEM • ARMOR

JAMES DALY © LFL © FF6 SHD • EN 225/262

2 UPGRADE

JETPACK



Attach to a non-VEHICLE unit.
When Played: Give a Shield token to attached unit.
 At the start of the regroup phase, defeat that token.
SMUGGLE [4] [C]

+2 **JETPACK** **+0**

ITEM • ARMOR

JAMES DALY © LFL © FF6 SHD • EN 225/262

3 UPGRADE

SHADOWED INTENTIONS



Attached unit gains: "This unit can't be captured, defeated, or returned to its owner's hand by enemy card abilities."

+0 **SHADOWED INTENTIONS** **+0**

INNATE

RENO © LFL © FF6 TWI • EN 220/257

3 UPGRADE

SHADOWED INTENTIONS



Attached unit gains: "This unit can't be captured, defeated, or returned to its owner's hand by enemy card abilities."

+0 **SHADOWED INTENTIONS** **+0**

INNATE

RENO © LFL © FF6 TWI • EN 220/257

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.
SMUGGLE [3] [C]

When played using SMUGGLE: Attack with attached unit.

+2 **HOTSHOT DL-44 BLASTER** **+0**

ITEM • WEAPON

ESLAM ABOSHADY © LFL © FF6 SHD • EN 174/262

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.
SMUGGLE [3] [C]

When played using SMUGGLE: Attack with attached unit.

+2 **HOTSHOT DL-44 BLASTER** **+0**

ITEM • WEAPON

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