

6 LEADER UNIT GROUND

◆ 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

BASE

NABAT VILLAGE



27

**When Played:** 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 FIEDLER

7 UNIT GROUND

◆ 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

7 UNIT GROUND

◆ 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

3 UNIT GROUND

◆ 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

3 UNIT GROUND

◆ 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

2 UNIT GROUND

CRAFTY SMUGGLER



2 UNDERWORLD 2

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

AMAD MIR

2 UNIT GROUND

CRAFTY SMUGGLER



2 UNDERWORLD 2

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

AMAD MIR

2 UNIT GROUND

**CRAFTY SMUGGLER**



2 UNDERWORLD 2

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

AMAD MIR © LFL © FFG SOR • EN 207/252

2 UNIT GROUND

♦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 197/282

2 UNIT GROUND

♦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 197/282

2 UNIT GROUND

♦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 197/282

3 UNIT GROUND

♦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 248/282

3 UNIT GROUND

♦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 248/282

5 UNIT GROUND

♦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 203/282

5 UNIT GROUND

♦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 203/282

4 UNIT GROUND

♦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.

DAVID BUSHAN © LFL © FFG TWI • EN 195/257

4 UNIT GROUND

◆ 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.

DAVID BUISAN LFL © FFG TWI-EN 105/257

5 UNIT GROUND

◆ THE MANDALORIAN  
WEATHERED PILOT



5 6

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

**PILOTING** [2] [6]

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

3 ◆ THE MANDALORIAN 1

MANDALORIAN • BOUNTY HUNTER • PILOT

AMERICAN CIRIT LFL © FFG JTL-EN 210/262

5 UNIT GROUND

◆ THE MANDALORIAN  
WEATHERED PILOT



5 6

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

**PILOTING** [2] [6]

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

3 ◆ THE MANDALORIAN 1

MANDALORIAN • BOUNTY HUNTER • PILOT

AMERICAN CIRIT LFL © FFG JTL-EN 210/262

5 UNIT GROUND

◆ HAN SOLO  
HAS HIS MOMENTS



4 5

**AMBUSH**

**PILOTING** [2] [6] [6]

**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.

2 ◆ HAN SOLO 3

REBEL • PILOT

ERIC HIBBELER LFL © FFG JTL-EN 203/262

5 UNIT GROUND

◆ HAN SOLO  
HAS HIS MOMENTS



4 5

**AMBUSH**

**PILOTING** [2] [6] [6]

**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.

2 ◆ HAN SOLO 3

REBEL • PILOT

ERIC HIBBELER LFL © FFG JTL-EN 203/262

5 UNIT GROUND

◆ HAN SOLO  
HAS HIS MOMENTS



4 5

**AMBUSH**

**PILOTING** [2] [6] [6]

**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.

2 ◆ HAN SOLO 3

REBEL • PILOT

ERIC HIBBELER LFL © FFG JTL-EN 203/262

4 UNIT GROUND

◆ 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.

DAVID BUISAN LFL © FFG JTL-EN 201/262

4 UNIT GROUND

◆ 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.

DAVID BUISAN LFL © FFG JTL-EN 201/262

4 UNIT GROUND

◆ 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.

DAVID BUISAN LFL © FFG JTL-EN 201/262

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

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 **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 221/282

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 221/282

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 221/282

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

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  $\leq 4$  or less power to its owner's hand.
- Give a unit  $\alpha 3/\alpha 0$  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  $\leq 4$  or less power to its owner's hand.
- Give a unit  $\alpha 3/\alpha 0$  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  $\leq 4$  or less power to its owner's hand.
- Give a unit  $\alpha 3/\alpha 0$  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  $\leq 5$  or less to its owner's hand. Then, its owner may play it for free.



FRENCH CARLOMAGNO ©LFL ©FFG SHD-EN 203/252

**2** EVENT

**A NEW ADVENTURE**

GAMBIT

Return a non-leader unit that costs 3 or less to its owner's hand. Then, its owner may play it for free.



FRENCH CARLOMAGNO © LFL © FFG SHD • EN 207/202

**2** EVENT

**A NEW ADVENTURE**

GAMBIT

Return a non-leader unit that costs 3 or less to its owner's hand. Then, its owner may play it for free.



FRENCH CARLOMAGNO © LFL © FFG SHD • EN 207/202

**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]

**+2** **JETPACK** **+0**  
 ITEM • ARMOR

JAMES DALY © LFL © FFG SHD • EN 225/202

**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]

**+2** **JETPACK** **+0**  
 ITEM • ARMOR

JAMES DALY © LFL © FFG SHD • EN 225/202

**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 © FFG 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 © FFG TWI • EN 220/257

**1** UPGRADE

**HOTSHOT DL-44 BLASTER**



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

**When played using SMUGGLE:** Attack with attached unit.

**+2** **HOTSHOT DL-44 BLASTER** **+0**  
 ITEM • WEAPON

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/202

**1** UPGRADE

**HOTSHOT DL-44 BLASTER**



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

**When played using SMUGGLE:** Attack with attached unit.

**+2** **HOTSHOT DL-44 BLASTER** **+0**  
 ITEM • WEAPON

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/202