

4 LEADER UNIT GROUND

MAJOR VONREG
RED BARON

2 5

Attached unit is a leader unit. It gains:
'On Attack: You may give another unit in this arena $\frac{1}{1}$ for this phase."

MAJOR VONREG
FIRST ORDER • PILOT

ANELIE HUTT

LEADER

MAJOR VONREG
RED BARON

Action [C]: Play a VEHICLE unit from your hand (paying its cost). If you do, give another unit $\frac{1}{1}$ for this phase.

Epic Action: If you control 4 or more resources, choose one:
• Deploy this leader.
• Deploy this leader as an upgrade on a friendly VEHICLE unit without a PILOT on it.

FIRST ORDER • PILOT

ANELIE HUTT

BASE

LEVEL 1313

CORUSCANT

ADRIEN GROND

30

5 UNIT GROUND

BOBA FETT
FEARED BOUNTY HUNTER

5 4

SHIELDED

PILOTING [C][C][C]

When played as an upgrade: You may deal 1 damage to a unit. If attached unit is a TRANSPORT, you may deal 2 damage instead.

BOBA FETT
UNDERWORLD • BOUNTY HUNTER • PILOT

SEBASTIÁN GUIDOBONO

5 UNIT GROUND

BOBA FETT
FEARED BOUNTY HUNTER

5 4

SHIELDED

PILOTING [C][C][C]

When played as an upgrade: You may deal 1 damage to a unit. If attached unit is a TRANSPORT, you may deal 2 damage instead.

BOBA FETT
UNDERWORLD • BOUNTY HUNTER • PILOT

SEBASTIÁN GUIDOBONO

2 UNIT GROUND

BAZINE NETAL
SPY FOR THE FIRST ORDER

1 3

UNDERWORLD

When Played: Look at an opponent's hand. You may discard 1 of those cards. If you do, that player draws a card.

SMUGGLE [C][C][C]

LENKA ŠIMEČKOVÁ

2 UNIT GROUND

BAZINE NETAL
SPY FOR THE FIRST ORDER

1 3

UNDERWORLD

When Played: Look at an opponent's hand. You may discard 1 of those cards. If you do, that player draws a card.

SMUGGLE [C][C][C]

LENKA ŠIMEČKOVÁ

2 UNIT GROUND

BAZINE NETAL
SPY FOR THE FIRST ORDER

1 3

UNDERWORLD

When Played: Look at an opponent's hand. You may discard 1 of those cards. If you do, that player draws a card.

SMUGGLE [C][C][C]

LENKA ŠIMEČKOVÁ

2 UNIT GROUND

SIDON ITHANO
THE CRIMSON CORSAIR

2 2

When played as a unit: You may attach this unit as an upgrade to an enemy VEHICLE unit without a PILOT on it.

SIDON ITHANO
UNDERWORLD • PILOT

BENJAMIN PAULUS

UNIT GROUND

2 **◆ SIDON ITHANO**
THE CRIMSON CORSAIR

2

When played as a unit: You may attach this unit as an upgrade to an enemy **VEHICLE** unit without a **PILOT** on it.

◆ SIDON ITHANO
-2 UNDERWORLD • PILOT -2

BENJAMIN PAULUS LFL © FF6 JTL • EN 213/262

UNIT SPACE

2 **CARTEL SPACER**

2 3

UNDERWORLD • VEHICLE • FIGHTER

When Played: If you control another unit, exhaust an enemy unit that costs 4 or less.

ARTHUR MOUGNE LFL © FF6 SOR • EN 178/252

UNIT SPACE

2 **CARTEL SPACER**

2 3

UNDERWORLD • VEHICLE • FIGHTER

When Played: If you control another unit, exhaust an enemy unit that costs 4 or less.

ARTHUR MOUGNE LFL © FF6 SOR • EN 178/252

UNIT SPACE

2 **CARTEL SPACER**

2 3

UNDERWORLD • VEHICLE • FIGHTER

When Played: If you control another unit, exhaust an enemy unit that costs 4 or less.

ARTHUR MOUGNE LFL © FF6 SOR • EN 178/252

UNIT SPACE

1 **CRACKSHOT V-WING**

2 2

REPUBLIC • VEHICLE • FIGHTER

When Played: If you control no other **FIGHTER** units, deal 1 damage to this unit.

THOMAS WIEVEGG LFL © FF6 JTL • EN 158/262

UNIT SPACE

1 **CRACKSHOT V-WING**

2 2

REPUBLIC • VEHICLE • FIGHTER

When Played: If you control no other **FIGHTER** units, deal 1 damage to this unit.

THOMAS WIEVEGG LFL © FF6 JTL • EN 158/262

UNIT SPACE

1 **CRACKSHOT V-WING**

2 2

REPUBLIC • VEHICLE • FIGHTER

When Played: If you control no other **FIGHTER** units, deal 1 damage to this unit.

THOMAS WIEVEGG LFL © FF6 JTL • EN 158/262

UNIT SPACE

2 **◆ KYLO'S TIE SILENCER**
RUTHLESSLY EFFICIENT

3 2

FIRST ORDER • VEHICLE • FIGHTER

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (*paying its cost*).

FRANCOIS CANNELS LFL © FF6 SHD • EN 135/262

UNIT SPACE

2 **◆ KYLO'S TIE SILENCER**
RUTHLESSLY EFFICIENT

3 2

FIRST ORDER • VEHICLE • FIGHTER

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (*paying its cost*).

FRANCOIS CANNELS LFL © FF6 SHD • EN 135/262

2 UNIT SPACE

◆ KYLO'S TIE SILENCER
RUTHLESSLY EFFICIENT

3 FIRST ORDER • VEHICLE • FIGHTER **2**

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (*paying its cost*).

FRANCOIS CANNELS © LFL © FF6 SHD • EN 135/262

3 UNIT SPACE

LURKING TIE PHANTOM

2 IMPERIAL • VEHICLE • FIGHTER **2**

RAID 2 (This unit gets +2/+0 while attacking.)
This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZZANO © LFL © FF6 SHD • EN 187/262

3 UNIT SPACE

LURKING TIE PHANTOM

2 IMPERIAL • VEHICLE • FIGHTER **2**

RAID 2 (This unit gets +2/+0 while attacking.)
This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZZANO © LFL © FF6 SHD • EN 187/262

3 UNIT SPACE

LURKING TIE PHANTOM

2 IMPERIAL • VEHICLE • FIGHTER **2**

RAID 2 (This unit gets +2/+0 while attacking.)
This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZZANO © LFL © FF6 SHD • EN 187/262

6 UNIT SPACE

RUTHLESS RAIDER

4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 134/252

6 UNIT SPACE

RUTHLESS RAIDER

4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 134/252

6 UNIT SPACE

RUTHLESS RAIDER

4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 134/252

3 UNIT SPACE

SEVENTH FLEET DEFENDER

3 IMPERIAL • VEHICLE • FIGHTER **2**

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

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3 UNIT SPACE

SEVENTH FLEET DEFENDER

3 IMPERIAL • VEHICLE • FIGHTER **2**

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

FRANCOIS CANNELS © LFL © FF6 SOR • EN 180/252

UNIT SPACE

3 SEVENTH FLEET DEFENDER

3 IMPERIAL • VEHICLE • FIGHTER 2

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

FRANCOIS CANNELS © LFL © FFG SOR • EN 180/252

UNIT SPACE

4 SHUTTLE ST-149
UNDER KRENNIC'S AUTHORITY

3 IMPERIAL • VEHICLE • TRANSPORT 4

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

When Played/When Defeated: You may take control of a token upgrade on a unit and attach it to a different eligible unit.

IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 242/262

UNIT SPACE

4 SHUTTLE ST-149
UNDER KRENNIC'S AUTHORITY

3 IMPERIAL • VEHICLE • TRANSPORT 4

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

When Played/When Defeated: You may take control of a token upgrade on a unit and attach it to a different eligible unit.

IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 242/262

UNIT SPACE

4 SHUTTLE ST-149
UNDER KRENNIC'S AUTHORITY

3 IMPERIAL • VEHICLE • TRANSPORT 4

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

When Played/When Defeated: You may take control of a token upgrade on a unit and attach it to a different eligible unit.

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UNIT SPACE

3 DEATH SPACE SKIRMISHER

3 UNDERWORLD • VEHICLE • FIGHTER 3

When Played: If you control another space unit, you may exhaust a unit.

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UNIT SPACE

3 DEATH SPACE SKIRMISHER

3 UNDERWORLD • VEHICLE • FIGHTER 3

When Played: If you control another space unit, you may exhaust a unit.

IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 217/232

UNIT SPACE

3 DEATH SPACE SKIRMISHER

3 UNDERWORLD • VEHICLE • FIGHTER 3

When Played: If you control another space unit, you may exhaust a unit.

IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 217/232

UNIT SPACE

5 TECHNO UNION TRANSPORT

4 SEPARATIST • VEHICLE • TRANSPORT 6

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

FRENCH CARLOMAGNO © LFL © FFG JTL • EN 688

UNIT SPACE

5 TECHNO UNION TRANSPORT

4 SEPARATIST • VEHICLE • TRANSPORT 6

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

FRENCH CARLOMAGNO © LFL © FFG JTL • EN 688

3 UNIT SPACE

VONREG'S TIE INTERCEPTOR
ACE OF THE FIRST ORDER

3 FIRST ORDER • VEHICLE • FIGHTER **4**

While this unit has **4** or more power, it gains **OVERWHELM**. (When attacking an enemy unit, deal excess damage to the opponent's base.)
While this unit has **5** or more power, it gains **RAID 1**. (It gets +1/+0 while attacking.)

STEPHEN ZAWALA © LFL © FF6 JTL • EN 137/262

3 UNIT SPACE

VONREG'S TIE INTERCEPTOR
ACE OF THE FIRST ORDER

3 FIRST ORDER • VEHICLE • FIGHTER **4**

While this unit has **4** or more power, it gains **OVERWHELM**. (When attacking an enemy unit, deal excess damage to the opponent's base.)
While this unit has **5** or more power, it gains **RAID 1**. (It gets +1/+0 while attacking.)

STEPHEN ZAWALA © LFL © FF6 JTL • EN 137/262

1 UNIT SPACE

REPUBLIC Y-WING

1 REPUBLIC • VEHICLE • FIGHTER **3**

FERNANDO CORREA © LFL © FF6 JTL • EN 474

1 UNIT SPACE

REPUBLIC Y-WING

1 REPUBLIC • VEHICLE • FIGHTER **3**

FERNANDO CORREA © LFL © FF6 JTL • EN 474

3 UNIT SPACE

DISABLING FANG FIGHTER

3 MANDALORIAN • VEHICLE • FIGHTER **2**

When Played: You may defeat an upgrade.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 162/252

3 UNIT SPACE

DISABLING FANG FIGHTER

3 MANDALORIAN • VEHICLE • FIGHTER **2**

When Played: You may defeat an upgrade.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 162/252

2 EVENT

SURPRISE STRIKE
TACTIC

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

ARIO MURTI © LFL © FF6 SOR • EN 220/252

2 EVENT

SURPRISE STRIKE
TACTIC

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

ARIO MURTI © LFL © FF6 SOR • EN 220/252

2 EVENT

SURPRISE STRIKE
TACTIC

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

ARIO MURTI © LFL © FF6 SOR • EN 220/252

2 EVENT

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

2 EVENT

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

1 EVENT

DARING RAID

TACTIC

Deal 2 damage to a unit or base.



ARIO MURTI © LFL © FFG SOR • EN 178/262

1 EVENT

DARING RAID

TACTIC

Deal 2 damage to a unit or base.



ARIO MURTI © LFL © FFG SOR • EN 178/262

2 EVENT

NO GOOD TO ME DEAD

PLAN

Exhaust a unit. That unit can't ready this round (including during the regroup phase).



DENIS MEDRI © LFL © FFG SOR • EN 188/252

2 EVENT

NO GOOD TO ME DEAD

PLAN

Exhaust a unit. That unit can't ready this round (including during the regroup phase).



DENIS MEDRI © LFL © FFG SOR • EN 188/252

2 EVENT

SNEAK ATTACK

TRICK

Play a unit from your hand. It costs 3 less and enters play ready. At the start of the regroup phase, defeat it.



FRENCH CARLOMAGNO © LFL © FFG SOR • EN 218/252

2 EVENT

SNEAK ATTACK

TRICK

Play a unit from your hand. It costs 3 less and enters play ready. At the start of the regroup phase, defeat it.



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