

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

+3 +3

AMELIE HUTT

LEADER

♦ MAJOR VONREG
RED BARON

Action [↻]: 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. $\frac{2}{5}$



FIRST ORDER • PILOT

AMELIE HUTT

BASE

LEVEL 1313

CORUSCANT

30

JARREN GROND

5 UNIT GROUND

♦ BOBA FETT
FEARED BOUNTY HUNTER



5 4

SHIELDED

PILOTING [2] [3] [4]

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

+2 +3

SEBASTIÁN GUDOBOÑO

5 UNIT GROUND

♦ BOBA FETT
FEARED BOUNTY HUNTER



5 4

SHIELDED

PILOTING [2] [3] [4]

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

+2 +3

SEBASTIÁN GUDOBOÑO

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 [4] [3] [4]

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 [4] [3] [4]

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 [4] [3] [4]

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

-2 -2

BENJAMIN PAULUS

2 UNIT GROUND

↔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
UNDERWORLD • PILOT

-2

BENJAMIN PAULUS LFL/FFG JTL • EN 213/282

2 UNIT SPACE

CARTEL SPACER

2

UNDERWORLD • VEHICLE • FIGHTER

3

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

ARTHUR MOUGNE LFL/FFG SOR • EN 178/252

2 UNIT SPACE

CARTEL SPACER

2

UNDERWORLD • VEHICLE • FIGHTER

3

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

ARTHUR MOUGNE LFL/FFG SOR • EN 178/252

2 UNIT SPACE

CARTEL SPACER

2

UNDERWORLD • VEHICLE • FIGHTER

3

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

ARTHUR MOUGNE LFL/FFG SOR • EN 178/252

1 UNIT SPACE

CRACKSHOT V-WING

1

REPUBLIC • VEHICLE • FIGHTER

2

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

THOMAS WIEVEGG LFL/FFG JTL • EN 158/262

1 UNIT SPACE

CRACKSHOT V-WING

1

REPUBLIC • VEHICLE • FIGHTER

2

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

THOMAS WIEVEGG LFL/FFG JTL • EN 158/262

1 UNIT SPACE

CRACKSHOT V-WING

1

REPUBLIC • VEHICLE • FIGHTER

2

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

THOMAS WIEVEGG LFL/FFG JTL • EN 158/262

2 UNIT SPACE

↔KYLO'S TIE SILENCER
RUTHLESSLY EFFICIENT

2

FIRST ORDER • VEHICLE • FIGHTER

3

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/FFG SHD • EN 135/282

2 UNIT SPACE

↔KYLO'S TIE SILENCER
RUTHLESSLY EFFICIENT

2

FIRST ORDER • VEHICLE • FIGHTER

3

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/FFG SHD • EN 135/282

UNIT SPACE

2 **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 © FFG SHD • EN 135/262

UNIT SPACE

3 **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 LAZCANO © LFL © FFG SHD • EN 187/262

UNIT SPACE

3 **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 LAZCANO © LFL © FFG SHD • EN 187/262

UNIT SPACE

3 **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 LAZCANO © LFL © FFG SHD • EN 187/262

UNIT SPACE

6 **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 © FFG SOR • EN 134/252

UNIT SPACE

6 **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 © FFG SOR • EN 134/252

UNIT SPACE

6 **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 © FFG SOR • EN 134/252

UNIT SPACE

3 **SEVENTH FLEET DEFENDER**



3 **IMPERIAL • VEHICLE • FIGHTER** 2

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

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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

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 © FFG SOR • EN 180/252

4 UNIT SPACE

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

4 UNIT SPACE

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

4 UNIT SPACE

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

3 UNIT SPACE

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 217/262

3 UNIT SPACE

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 217/262

3 UNIT SPACE

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 217/262

5 UNIT SPACE

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

5 UNIT SPACE

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 6 or more power, it gains **RAID 1**. (It gets +1/+0 while attacking.)

STEPHEN ZAVALA © LFL © FFG 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 6 or more power, it gains **RAID 1**. (It gets +1/+0 while attacking.)

STEPHEN ZAVALA © LFL © FFG JTL • EN 137/262

1 UNIT SPACE

REPUBLIC Y-WING

1 **REPUBLIC • VEHICLE • FIGHTER** **3**

FERNANDO CORREA © LFL © FFG JTL • EN 474

1 UNIT SPACE

REPUBLIC Y-WING

1 **REPUBLIC • VEHICLE • FIGHTER** **3**

FERNANDO CORREA © LFL © FFG JTL • EN 474

3 UNIT SPACE

DISABLING FANG FIGHTER

3 **MANDALORIAN • VEHICLE • FIGHTER** **2**

When Played: You may defeat an upgrade.

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

2 EVENT

SURPRISE STRIKE
TACTIC

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

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

2 EVENT

SURPRISE STRIKE
TACTIC

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

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

2 EVENT

SURPRISE STRIKE
TACTIC

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

ARIO MURTI © LFL © FFG 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 SHD • EN 178/282

1 EVENT

DARING RAID

TACTIC

Deal 2 damage to a unit or base.



ARIO MURTI ©LFL ©FFG SHD • EN 178/282

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 186/252

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 186/252

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 CARLMAGNO ©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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