

**5** LEADER UNIT GROUND

◆ **CAPTAIN PHASMA**  
CHROME DOME



**4** FIRST ORDER • TROOPER **6**

**On Attack:** If you played another **FIRST ORDER** card this phase, you may deal 1 damage to a unit. If you do, deal 1 damage to a base.

GUILLAUME OSPITAL

LEADER

◆ **CAPTAIN PHASMA**  
CHROME DOME

**Action** [↻]: If you played a **FIRST ORDER** card this phase, deal 1 damage to a base.

**Epic Action:** If you control 5 or more resources, deploy this leader.



FIRST ORDER • TROOPER

GUILLAUME OSPITAL

**25** BASE

**ENERGY CONVERSION LAB**



**Epic Action:** Play a unit that costs 5 or less from your hand. Give it **AMBUSH** for this phase.

EADU

LOREN BIRD

**2** UNIT GROUND

◆ **ALLEGiant GENERAL PRYDE**  
RUTHLESS AND LOYAL



**2** FIRST ORDER • OFFICIAL **3**

**When indirect damage is dealt to a unit:** You may defeat a non-unique upgrade on it.

**On Attack:** If you have the initiative, deal 2 indirect damage to a player.

TATSIANA MAKSIPIUK

**2** UNIT GROUND

◆ **ALLEGiant GENERAL PRYDE**  
RUTHLESS AND LOYAL



**2** FIRST ORDER • OFFICIAL **3**

**When indirect damage is dealt to a unit:** You may defeat a non-unique upgrade on it.

**On Attack:** If you have the initiative, deal 2 indirect damage to a player.

TATSIANA MAKSIPIUK

**2** UNIT GROUND

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RUTHLESS AND LOYAL



**2** FIRST ORDER • OFFICIAL **3**

**When indirect damage is dealt to a unit:** You may defeat a non-unique upgrade on it.

**On Attack:** If you have the initiative, deal 2 indirect damage to a player.

TATSIANA MAKSIPIUK

**1** UNIT GROUND

**FIRST ORDER STORMTROOPER**



**2** FIRST ORDER • TROOPER **1**

**On Attack/When Defeated:** Deal 1 indirect damage to a player. (They assign 1 unpreventable damage among their base and units.)

SHANE MOLINA

**1** UNIT GROUND

**FIRST ORDER STORMTROOPER**



**2** FIRST ORDER • TROOPER **1**

**On Attack/When Defeated:** Deal 1 indirect damage to a player. (They assign 1 unpreventable damage among their base and units.)

SHANE MOLINA

**1** UNIT GROUND

**FIRST ORDER STORMTROOPER**



**2** FIRST ORDER • TROOPER **1**

**On Attack/When Defeated:** Deal 1 indirect damage to a player. (They assign 1 unpreventable damage among their base and units.)

SHANE MOLINA



**2** UNIT GROUND

◆ **GENERAL HUX**  
NO TERMS, NO SURRENDER



**1** FIRST ORDER • OFFICIAL **4**

Each other friendly **FIRST ORDER** unit gains **RAID 1**. (They get +1/+0 while attacking.)

**Action** [↻]: If you played a **FIRST ORDER** card this phase, draw a card.

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**2** UNIT GROUND

◆ **GENERAL HUX**  
NO TERMS, NO SURRENDER



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**Action** [↻]: If you played a **FIRST ORDER** card this phase, draw a card.

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**5** UNIT GROUND

◆ **CAPTAIN PHASMA**  
ON MY COMMAND



**5** FIRST ORDER • TROOPER **6**

**When Played/On Attack:** You may give another **FIRST ORDER** unit **+2/+2** for this phase.

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**5** UNIT GROUND

◆ **CAPTAIN PHASMA**  
ON MY COMMAND



**5** FIRST ORDER • TROOPER **6**

**When Played/On Attack:** You may give another **FIRST ORDER** unit **+2/+2** for this phase.

HOAN NGUYEN © LFL © FFG JTL • EN 88/262

**5** UNIT GROUND

◆ **CAPTAIN PHASMA**  
ON MY COMMAND



**5** FIRST ORDER • TROOPER **6**

**When Played/On Attack:** You may give another **FIRST ORDER** unit **+2/+2** for this phase.

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**3** UNIT GROUND

**SITH TROOPER**



**3** FIRST ORDER • SITH • TROOPER **3**

**On Attack:** This unit gets **+1/+0** for this attack for each damaged unit the defending player controls.

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**3** UNIT GROUND

**SITH TROOPER**



**3** FIRST ORDER • SITH • TROOPER **3**

**On Attack:** This unit gets **+1/+0** for this attack for each damaged unit the defending player controls.

OMERCAN CIRIT © LFL © FFG JTL • EN 238/262

**3** UNIT GROUND

**SITH TROOPER**



**3** FIRST ORDER • SITH • TROOPER **3**

**On Attack:** This unit gets **+1/+0** for this attack for each damaged unit the defending player controls.

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UNIT SPACE

**2** KIJIMI PATROLLERS



**1** FIRST ORDER • VEHICLE • FIGHTER **1**

**When Played:** Create a TIE Fighter token.

CHRISTIAN PAPAZOGLAKIS LFL © FF6 JTL • EN 82/262

UNIT SPACE

**2** KIJIMI PATROLLERS



**1** FIRST ORDER • VEHICLE • FIGHTER **1**

**When Played:** Create a TIE Fighter token.

CHRISTIAN PAPAZOGLAKIS LFL © FF6 JTL • EN 82/262

UNIT SPACE

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**When Played:** Create a TIE Fighter token.

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UNIT SPACE

**2** SPECIAL FORCES TIE FIGHTER



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

**When Played:** If an opponent controls more space units than you, ready this unit.

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UNIT SPACE

**2** SPECIAL FORCES TIE FIGHTER



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

**When Played:** If an opponent controls more space units than you, ready this unit.

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UNIT SPACE

**2** SPECIAL FORCES TIE FIGHTER



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

**When Played:** If an opponent controls more space units than you, ready this unit.

ARIO ANINDITO LFL © FF6 JTL • EN 135/262

UNIT SPACE

**1** FIRST ORDER TIE FIGHTER



**2** FIRST ORDER • VEHICLE • FIGHTER **1**

While you control a token unit, this unit gains **RAID 1**. (It gets +1/+0 while attacking.)

SHANE MOLINA LFL © FF6 JTL • EN 81/262

UNIT SPACE

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**2** FIRST ORDER • VEHICLE • FIGHTER **1**

While you control a token unit, this unit gains **RAID 1**. (It gets +1/+0 while attacking.)

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UNIT

SPACE

3

TIE DAGGER VANGUARD

2

FIRST ORDER • SITH • VEHICLE • FIGHTER

2

**When Played:** You may deal 2 damage to a damaged unit.

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UNIT

SPACE

3

TIE DAGGER VANGUARD

2

FIRST ORDER • SITH • VEHICLE • FIGHTER

2

**When Played:** You may deal 2 damage to a damaged unit.

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UNIT

SPACE

3

TIE DAGGER VANGUARD

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FIRST ORDER • SITH • VEHICLE • FIGHTER

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**When Played:** You may deal 2 damage to a damaged unit.

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UNIT

SPACE

3

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

STEPHEN ZAVALA

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UNIT

SPACE

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VONREG'S TIE INTERCEPTOR

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EVENT

5

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit +2/+2 for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

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092/252

EVENT

5

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit +2/+2 for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

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EVENT

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FRANCOIS CANNELS

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**4** EVENT

**FOCUS FIRE**

TACTIC

Choose a unit. Each friendly **VEHICLE** unit in the same arena deals damage equal to its power to that unit.



AMÉLIE HUTT LFL FFG JTL-EN 129/262

**4** EVENT

**FOCUS FIRE**

TACTIC

Choose a unit. Each friendly **VEHICLE** unit in the same arena deals damage equal to its power to that unit.



AMÉLIE HUTT LFL FFG JTL-EN 129/262

**4** EVENT

**FOCUS FIRE**

TACTIC

Choose a unit. Each friendly **VEHICLE** unit in the same arena deals damage equal to its power to that unit.



AMÉLIE HUTT LFL FFG JTL-EN 129/262

**2** EVENT

**SHOOT DOWN**

TACTIC

Deal 3 damage to a space unit. If that unit is defeated this way, you may deal 2 damage to a base.



AMÉLIE HUTT LFL FFG JTL-EN 176/262

**2** EVENT

**SHOOT DOWN**

TACTIC

Deal 3 damage to a space unit. If that unit is defeated this way, you may deal 2 damage to a base.



AMÉLIE HUTT LFL FFG JTL-EN 176/262

**2** EVENT

**SHOOT DOWN**

TACTIC

Deal 3 damage to a space unit. If that unit is defeated this way, you may deal 2 damage to a base.



AMÉLIE HUTT LFL FFG JTL-EN 176/262

**0** EVENT

**SALVAGE**

SUPPLY

Play a **VEHICLE** unit from your discard pile (paying its cost). Then, deal 1 damage to it.



FRENCH CARLOMAGNO LFL FFG JTL-EN 121/262

**0** EVENT

**SALVAGE**

SUPPLY

Play a **VEHICLE** unit from your discard pile (paying its cost). Then, deal 1 damage to it.



FRENCH CARLOMAGNO LFL FFG JTL-EN 121/262

**0** EVENT

**SALVAGE**

SUPPLY

Play a **VEHICLE** unit from your discard pile (paying its cost). Then, deal 1 damage to it.



FRENCH CARLOMAGNO LFL FFG JTL-EN 121/262

