

5 LEADER UNIT GROUND

◆ **HAN SOLO**
WORTH THE RISK

3 UNDERWORLD **6**

Action: Play a unit from your hand. It costs **1** less. Deal 2 damage to it.

AMELIE HUTT

◆ **HAN SOLO**
WORTH THE RISK

Action [C]: Play a unit from your hand. It costs **1** less. Deal 2 damage to it.

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

LEADER UNDERWORLD

AMELIE HUTT

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

ADRIEN BRIBO

1 UNIT GROUND

◆ **R2-D2**
IGNORING PROTOCOL

1 REBEL • DROID **4**

DEMO

When Played/On Attack: Look at the top card of your deck. You may put it on the bottom of your deck. (Otherwise, leave it on top of your deck.)

AITOR PRIETO

◆ **R2-D2**
IGNORING PROTOCOL

1 REBEL • DROID **4**

DEMO

When Played/On Attack: Look at the top card of your deck. You may put it on the bottom of your deck. (Otherwise, leave it on top of your deck.)

AITOR PRIETO

◆ **R2-D2**
IGNORING PROTOCOL

1 REBEL • DROID **4**

DEMO

When Played/On Attack: Look at the top card of your deck. You may put it on the bottom of your deck. (Otherwise, leave it on top of your deck.)

AITOR PRIETO

2 UNIT GROUND

◆ **SABINE WREN**
EXPLOSIVES ARTIST

2 MANDALORIAN • REBEL • SPECTRE **3**

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

On Attack: You may deal 1 damage to the defender or to a base.

REBECCA FARROW

◆ **SABINE WREN**
EXPLOSIVES ARTIST

2 MANDALORIAN • REBEL • SPECTRE **3**

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

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On Attack: You may deal 1 damage to the defender or to a base.

REBECCA FARROW

2 UNIT GROUND

BATTLEFIELD MARINE



3 REBEL • TROOPER 3

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2 UNIT GROUND

BATTLEFIELD MARINE



3 REBEL • TROOPER 3

DAVID BUISAN ©LFL ©FFG SOR • EN 095/252

2 UNIT GROUND

BATTLEFIELD MARINE



3 REBEL • TROOPER 3

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4 UNIT GROUND

◆K-2SO
CASSIAN'S COUNTERPART



4 REBEL • DROID 4

OVERWHELM

When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

4 UNIT GROUND

◆K-2SO
CASSIAN'S COUNTERPART



4 REBEL • DROID 4

OVERWHELM

When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

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◆K-2SO
CASSIAN'S COUNTERPART



4 REBEL • DROID 4

OVERWHELM

When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

6 UNIT GROUND

GUERRILLA ATTACK POD



4 REBEL • VEHICLE • WALKER 6

GRIT (This unit gets +1/+0 for each damage on it.)

When Played: If a base has 15 or more damage on it, ready this unit.

FRENCH CARLOPACINO ©LFL ©FFG SOR • EN 146/252

2 UNIT GROUND

SCANNING OFFICER



2 IMPERIAL • OFFICIAL 3

When Played: Reveal 3 enemy resources. Defeat each resource with the **SMUGGLE** keyword revealed this way. For each resource defeated this way, its controller puts the top card of their deck into play as a resource.

DAVID BUISAN ©LFL ©FFG SHD • EN 114/252

5 UNIT GROUND

◆POE DAMERON
QUICK TO IMPROVISE



6 RESISTANCE 6

On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

AMELIE HUTT ©LFL ©FFG SHD • EN 153/252

5 UNIT GROUND

◆ POE DAMERON
QUICK TO IMPROVISE



6 RESISTANCE 6

On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

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5 UNIT GROUND

◆ POE DAMERON
QUICK TO IMPROVISE



6 RESISTANCE 6

On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

AMELIE HUTT © LFL © FFG SHD • EN 153/262

1 UNIT GROUND

◆ MAZ KANATA
PIRATE QUEEN



1 UNDERWORLD 1

When you play another unit: Give an Experience token to this unit.

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1 UNIT GROUND

◆ MAZ KANATA
PIRATE QUEEN



1 UNDERWORLD 1

When you play another unit: Give an Experience token to this unit.

MARC ESCACHX © LFL © FFG SHD • EN 096/262

1 UNIT GROUND

◆ MAZ KANATA
PIRATE QUEEN



1 UNDERWORLD 1

When you play another unit: Give an Experience token to this unit.

MARC ESCACHX © LFL © FFG SHD • EN 096/262

3 UNIT GROUND

◆ CASSIAN ANDOR
REBELLIONS ARE BUILT ON HOPE



3 REBEL 5

SMUGGLE [5] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)

When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 146/262

3 UNIT GROUND

◆ CASSIAN ANDOR
REBELLIONS ARE BUILT ON HOPE



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SMUGGLE [5] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)

When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 146/262

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REBELLIONS ARE BUILT ON HOPE



3 REBEL 5

SMUGGLE [5] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)

When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 146/262

2 UNIT GROUND

HEROIC RENEGADE



2 UNDERWORLD 3

GRIT (This unit gets +1/+0 for each damage on it.)

MICKAEL BALLOUL © LFL © FFG SHD • EN 146/262

2 UNIT GROUND

HEROIC RENEGADE

2 UNDERWORLD **3**

GRIT (This unit gets +1/+0 for each damage on it.)

MICKAEL BALLOUL © LFL © FFG SHD • EN 146/262

5 UNIT GROUND

♦ **AAYLA SECURA**
MASTER OF THE BLADE

6 FORCE • JEDI • REPUBLIC **5**

COORDINATE – On Attack: Prevent all combat damage that would be dealt to this unit for this attack.

TATSIANA MAKSIMUK © LFL © FFG TWI • EN 096/257

1 UNIT GROUND

SOLDIER OF THE 501ST

1 REPUBLIC • CLONE • TROOPER **3**

RAID 1 (This unit gets +1/+0 while attacking.)

KYLE PETCHOCK © LFL © FFG TWI • EN 141/257

1 UNIT GROUND

SOLDIER OF THE 501ST

1 REPUBLIC • CLONE • TROOPER **3**

RAID 1 (This unit gets +1/+0 while attacking.)

KYLE PETCHOCK © LFL © FFG TWI • EN 141/257

4 UNIT GROUND

♦ **POE DAMERON**
ONE HELL OF A PILOT

3 **3**

When played as a unit: Create an X-Wing token. You may attach this unit as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it.

PILOTING [👉👉👉] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

♦ **POE DAMERON** **+3**
RESISTANCE • PILOT

APÉLIE HUTT © LFL © FFG JTL • EN 102/26

4 UNIT GROUND

♦ **POE DAMERON**
ONE HELL OF A PILOT

3 **3**

When played as a unit: Create an X-Wing token. You may attach this unit as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it.

PILOTING [👉👉👉] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

♦ **POE DAMERON** **+3**
RESISTANCE • PILOT

APÉLIE HUTT © LFL © FFG JTL • EN 102/26

4 UNIT GROUND

♦ **POE DAMERON**
ONE HELL OF A PILOT

3 **3**

When played as a unit: Create an X-Wing token. You may attach this unit as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it.

PILOTING [👉👉👉] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

♦ **POE DAMERON** **+3**
RESISTANCE • PILOT

APÉLIE HUTT © LFL © FFG JTL • EN 102/26

5 UNIT GROUND

♦ **ANAKIN SKYWALKER**
MAVERICK MENTOR

6 FORCE • JEDI • REPUBLIC **6**

COORDINATE – On Attack: Draw a card. (Gain this ability while you control 3 or more units.)

ERIC HIBBELER © LFL © FFG TWI • EN 143/257

6 UNIT GROUND

♦ **WRECKER**
BOOM!

7 FRINGE • CLONE **6**

OVERWHELM
When Played: You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD • EN 154/262

6 UNIT GROUND

◆ **WRECKER**
BOOM!

7 FRINGE • CLONE 6

OVERWHELM
When Played: You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD • EN 154/282

6 UNIT GROUND

◆ **WRECKER**
BOOM!

7 FRINGE • CLONE 6

OVERWHELM
When Played: You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD • EN 154/282

6 UNIT SPACE

◆ **BLACK ONE**
SCOURGE OF STARKILLER BASE

4 RESISTANCE • VEHICLE • FIGHTER 4

When Played/When Defeated: You may discard your hand. If you do, draw 3 cards.

AMAD MIR © LFL © FFG SOR • EN 147/252

6 UNIT SPACE

◆ **BLACK ONE**
SCOURGE OF STARKILLER BASE

4 RESISTANCE • VEHICLE • FIGHTER 4

When Played/When Defeated: You may discard your hand. If you do, draw 3 cards.

AMAD MIR © LFL © FFG SOR • EN 147/252

5 UNIT SPACE

ADELPHI PATROL WING

4 NEW REPUBLIC • VEHICLE • FIGHTER 6

When Played: You may attack with a unit. If you have the initiative, it gets $\frac{2}{2}$ / $\frac{0}{0}$ for this attack.

FRANCOIS CANNELS © LFL © FFG SHD • EN 101/262

5 UNIT SPACE

ADELPHI PATROL WING

4 NEW REPUBLIC • VEHICLE • FIGHTER 6

When Played: You may attack with a unit. If you have the initiative, it gets $\frac{2}{2}$ / $\frac{0}{0}$ for this attack.

FRANCOIS CANNELS © LFL © FFG SHD • EN 101/262

3 UNIT SPACE

◆ **SABINE'S MASTERPIECE**
CRAZY COLORFUL

3 REBEL • VEHICLE • FIGHTER • SPECTRE 3

On Attack: If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK © LFL © FFG JTL • EN 250/282

3 UNIT SPACE

◆ **SABINE'S MASTERPIECE**
CRAZY COLORFUL

3 REBEL • VEHICLE • FIGHTER • SPECTRE 3

On Attack: If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK © LFL © FFG JTL • EN 250/282

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CRAZY COLORFUL

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- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

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UNIT SPACE

3 **BLUE LEADER**
SCARIF AIR SUPPORT



3 REBEL • VEHICLE • FIGHTER 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay $\{2\}$. If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA © LFL © FFG JTL • EN 86/202

UNIT SPACE

3 **BLUE LEADER**
SCARIF AIR SUPPORT



3 REBEL • VEHICLE • FIGHTER 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay $\{2\}$. If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA © LFL © FFG JTL • EN 86/202

UNIT SPACE

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SCARIF AIR SUPPORT



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SHANE MOLINA © LFL © FFG JTL • EN 86/202

EVENT

1 **HEROIC SACRIFICE**
TACTIC



Draw a card, then attack with a unit. For this attack, it gets $\{2\}/\{0\}$ and gains: **"When this unit deals combat damage:** Defeat it."



ARIO MURTI © LFL © FFG SOR • EN 150/252

EVENT

1 **HEROIC SACRIFICE**
TACTIC



Draw a card, then attack with a unit. For this attack, it gets $\{2\}/\{0\}$ and gains: **"When this unit deals combat damage:** Defeat it."



ARIO MURTI © LFL © FFG SOR • EN 150/252

EVENT

1 **HEROIC SACRIFICE**
TACTIC



Draw a card, then attack with a unit. For this attack, it gets $\{2\}/\{0\}$ and gains: **"When this unit deals combat damage:** Defeat it."



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UPGRADE

4 **THE DARKSABER**



Attach to a non-VEHICLE unit. While playing this upgrade on a MANDALORIAN unit, ignore its aspect penalty. Attached unit gains, **"On Attack:** Give an Experience token to each other friendly MANDALORIAN unit."

4 **THE DARKSABER** 3
MANDALORIAN • ITEM • WEAPON

AMELIE HUTT © LFL © FFG SHD • EN 126/282

UPGRADE

4 **THE DARKSABER**



Attach to a non-VEHICLE unit. While playing this upgrade on a MANDALORIAN unit, ignore its aspect penalty. Attached unit gains, **"On Attack:** Give an Experience token to each other friendly MANDALORIAN unit."

4 **THE DARKSABER** 3
MANDALORIAN • ITEM • WEAPON

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