

6 LEADER UNIT GROUND

♦ **BOBA FETT**
ANY METHODS NECESSARY

4 **7**

Attached unit is a leader unit.
When deployed as an upgrade: Deal up to 4 damage divided as you choose among any number of units.

♦ **BOBA FETT**
+4 UNDERWORLD • BOUNTY HUNTER • PILOT **+4**

DAVID BUSAN

LEADER

♦ **BOBA FETT**
ANY METHODS NECESSARY

When you deal non-combat damage: You may exhaust this leader. If you do, deal 1 indirect damage to a player. (That player assigns 1 unpreventable damage among their base and units.)

Epic Action: If you control 6 or more resources, choose one:
 • Deploy this leader.
 • Deploy this leader as an upgrade on a friendly VEHICLE unit without a PILOT on it.

UNDERWORLD • BOUNTY HUNTER • PILOT

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JTL-EN 24/832

BASE

DATA VAULT

33

Your minimum deck size is increased by 10 cards.

SCARIF

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JTL-EN 24/832

MARCO FIEDLER

3 UNIT GROUND

SUPERLASER TECHNICIAN

2 IMPERIAL **1**

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI

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SOR-EN 083/252

3 UNIT GROUND

SUPERLASER TECHNICIAN

2 IMPERIAL **1**

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI

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SOR-EN 083/252

3 UNIT GROUND

SUPERLASER TECHNICIAN

2 IMPERIAL **1**

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI

© LFL © FFG

SOR-EN 083/252

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.)

SHAME MOLINA

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JTL-EN 132/282

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.)

SHAME MOLINA

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JTL-EN 132/282

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.)

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JTL-EN 132/282

7 UNIT GROUND

◆ MAUL
SHADOW COLLECTIVE VISIONARY



7 FORCE - UNDERWORLD 6

AMBUSH, OVERWHELM
On Attack: You may choose another friendly **UNDERWORLD** unit. If you do, all combat damage that would be dealt to this unit during this attack is dealt to the chosen unit instead.

AMAD MIR © LFL © FFG SHD-EN 090/282

7 UNIT GROUND

◆ MAUL
SHADOW COLLECTIVE VISIONARY



7 FORCE - UNDERWORLD 6

AMBUSH, OVERWHELM
On Attack: You may choose another friendly **UNDERWORLD** unit. If you do, all combat damage that would be dealt to this unit during this attack is dealt to the chosen unit instead.

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SHADOW COLLECTIVE VISIONARY



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AMAD MIR © LFL © FFG SHD-EN 090/282

2 UNIT GROUND

◆ HK-47
EXCLAMATION: DIE, MEATBAG!



2 SITH - DROID 4

When an enemy unit is defeated: Deal 1 damage to its controller's base.

BULLAUME HOSPITAL © LFL © FFG LOF-EN 130/204

2 UNIT GROUND

◆ HK-47
EXCLAMATION: DIE, MEATBAG!



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When an enemy unit is defeated: Deal 1 damage to its controller's base.

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EXCLAMATION: DIE, MEATBAG!



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BULLAUME HOSPITAL © LFL © FFG LOF-EN 130/204

7 UNIT GROUND

◆ DARTH VADER
COMMANDING THE FIRST LEGION



5 FORCE - IMPERIAL - SITH 7

AMBUSH
When Played: Search the top 10 cards of your deck for any number of units with combined cost 5 or less and play each of them for free.

IVAN DEDOV © LFL © FFG SOR-EN 087/252

7 UNIT GROUND

◆ DARTH VADER
COMMANDING THE FIRST LEGION



5 FORCE - IMPERIAL - SITH 7

AMBUSH
When Played: Search the top 10 cards of your deck for any number of units with combined cost 5 or less and play each of them for free.

IVAN DEDOV © LFL © FFG SOR-EN 087/252

8 UNIT GROUND

◆ EMPEROR PALPATINE
MASTER OF THE DARK SIDE



6 FORCE - IMPERIAL - SITH - OFFICIAL 6

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
When Played: Deal 6 damage divided as you choose among enemy units.

DIDIER NGUYEN © LFL © FFG SOR-EN 135/252

8 UNIT GROUND

◆ **EMPEROR PALPATINE**
MASTER OF THE DARK SIDE



6 FORCE • IMPERIAL • SITH • OFFICIAL 6

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
When Played: Deal 6 damage divided as you choose among enemy units.

DIDIER NGUYEN ©LFL ©FFG SOR • EN 135/252

2 UNIT GROUND

◆ **SYRIL KARN**
WHERE IS HE?



2 OFFICIAL 3

On Attack: You may disclose (reveal cards from your hand with these aspect icons among them). If you do, choose a unit. Deal 2 damage to that unit unless its controller discards a card from their hand.

AFIF KHALED ©LFL ©FFG SEC • EN 133/264

2 UNIT GROUND

◆ **SYRIL KARN**
WHERE IS HE?



2 OFFICIAL 3

On Attack: You may disclose (reveal cards from your hand with these aspect icons among them). If you do, choose a unit. Deal 2 damage to that unit unless its controller discards a card from their hand.

AFIF KHALED ©LFL ©FFG SEC • EN 133/264

2 UNIT GROUND

◆ **SYRIL KARN**
WHERE IS HE?



2 OFFICIAL 3

On Attack: You may disclose (reveal cards from your hand with these aspect icons among them). If you do, choose a unit. Deal 2 damage to that unit unless its controller discards a card from their hand.

AFIF KHALED ©LFL ©FFG SEC • EN 133/264

3 UNIT GROUND

◆ **CHANCELLOR PALPATINE**
I AM THE SENATE



2 REPUBLIC • OFFICIAL 2

When Played: If you control a leader unit, create 2 Spy tokens and give those tokens **SENTINEL** for this phase.
PLOT

GABRIEL GÓMEZ ALMENAR ©LFL ©FFG SEC • EN 82/204

3 UNIT GROUND

◆ **CHANCELLOR PALPATINE**
I AM THE SENATE



2 REPUBLIC • OFFICIAL 2

When Played: If you control a leader unit, create 2 Spy tokens and give those tokens **SENTINEL** for this phase.
PLOT

GABRIEL GÓMEZ ALMENAR ©LFL ©FFG SEC • EN 82/204

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 ©FFG 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 ©FFG SOR • EN 134/252

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RUTHLESS RAIDER



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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

4 UNIT SPACE

◆ FETT'S FIRESPRAY
FEARED SILHOUETTE

4 UNDERWORLD • VEHICLE • TRANSPORT 4

When Played/On Attack: Deal 1 indirect damage to a player. If you control Boba Fett (as a unit, upgrade, or leader), deal 2 indirect damage instead. (They assign unpreventable damage among their base and units.)

SHANE MOLINA © LFL © FFG JTL • EN 240/282

4 UNIT SPACE

◆ FETT'S FIRESPRAY
FEARED SILHOUETTE

4 UNDERWORLD • VEHICLE • TRANSPORT 4

When Played/On Attack: Deal 1 indirect damage to a player. If you control Boba Fett (as a unit, upgrade, or leader), deal 2 indirect damage instead. (They assign unpreventable damage among their base and units.)

SHANE MOLINA © LFL © FFG JTL • EN 240/282

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FEARED SILHOUETTE

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SHANE MOLINA © LFL © FFG JTL • EN 240/282

4 UNIT SPACE

◆ IG-2000
ASSASSIN'S AGGRESSOR

3 UNDERWORLD • VEHICLE • TRANSPORT 4

OVERWHELM
When Played: Deal 1 damage to each of up to 3 units.

IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 140/282

4 UNIT SPACE

◆ IG-2000
ASSASSIN'S AGGRESSOR

3 UNDERWORLD • VEHICLE • TRANSPORT 4

OVERWHELM
When Played: Deal 1 damage to each of up to 3 units.

IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 140/282

4 UNIT SPACE

◆ IG-2000
ASSASSIN'S AGGRESSOR

3 UNDERWORLD • VEHICLE • TRANSPORT 4

OVERWHELM
When Played: Deal 1 damage to each of up to 3 units.

IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 140/282

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 © FFG SHD • EN 135/282

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 © FFG SHD • EN 135/282

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 © FFG SHD • EN 135/282

2 UNIT SPACE

TIE BOMBER



0 IMPERIAL • VEHICLE • FIGHTER 4

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

AMAO NBR LFL © FFG JTL • EN 237/262

2 UNIT SPACE

TIE BOMBER



0 IMPERIAL • VEHICLE • FIGHTER 4

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

AMAO NBR LFL © FFG JTL • EN 237/262

2 UNIT SPACE

TIE BOMBER



0 IMPERIAL • VEHICLE • FIGHTER 4

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

AMAO NBR LFL © FFG JTL • EN 237/262

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

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

8 UNIT SPACE

DEVASTATOR

HUNTING THE REBELLION



9 IMPERIAL • VEHICLE • CAPITAL SHIP 6

You assign all indirect damage you deal to opponents.

When Played: Deal 4 indirect damage to each opponent.

FRANCOIS CANNELS LFL © FFG JTL • EN 143/262

8 UNIT SPACE

DEVASTATOR

HUNTING THE REBELLION



9 IMPERIAL • VEHICLE • CAPITAL SHIP 6

You assign all indirect damage you deal to opponents.

When Played: Deal 4 indirect damage to each opponent.

FRANCOIS CANNELS LFL © FFG JTL • EN 143/262

3 UNIT SPACE

DROID MISSILE PLATFORM



4 SEPARATIST • DROID • VEHICLE • TRANSPORT 2

When Defeated: Deal 3 indirect damage to a player. (They assign 3 unpreventable damage among their base and units.)

ESLAM ABOSHADY LFL © FFG JTL • EN 162/262

3 UNIT SPACE

DROID MISSILE PLATFORM



4 SEPARATIST • DROID • VEHICLE • TRANSPORT **2**

When Defeated: Deal 3 indirect damage to a player. (They assign 3 unpreventable damage among their base and units.)

ESLAM ABOSHADY © LFL © FFG JTL • EN 162/262

3 UNIT SPACE

DROID MISSILE PLATFORM



4 SEPARATIST • DROID • VEHICLE • TRANSPORT **2**

When Defeated: Deal 3 indirect damage to a player. (They assign 3 unpreventable damage among their base and units.)

ESLAM ABOSHADY © LFL © FFG JTL • EN 162/262

5 UNIT SPACE

✦PUNISHING ONE

TAKES NO PRISONERS



3 UNDERWORLD • VEHICLE • TRANSPORT **5**

This unit gains **RAID 1** for each damaged enemy unit.

When Played/On Attack: You may deal 1 damage to a unit.

AXEL HUTT © LFL © FFG SEC • EN 171/264

5 UNIT SPACE

✦PUNISHING ONE

TAKES NO PRISONERS



3 UNDERWORLD • VEHICLE • TRANSPORT **5**

This unit gains **RAID 1** for each damaged enemy unit.

When Played/On Attack: You may deal 1 damage to a unit.

AXEL HUTT © LFL © FFG SEC • EN 171/264

5 UNIT SPACE

✦PUNISHING ONE

TAKES NO PRISONERS



3 UNDERWORLD • VEHICLE • TRANSPORT **5**

This unit gains **RAID 1** for each damaged enemy unit.

When Played/On Attack: You may deal 1 damage to a unit.

AXEL HUTT © LFL © FFG SEC • EN 171/264

2 EVENT

FORCE CHOKE

FORCE

If you control a **FORCE** unit, this event costs **1** less to play.

Deal 5 damage to a non-**VEHICLE** unit. That unit's controller draws a card.



STEFANO LANDINI © LFL © FFG 7 SOR • EN 63/70

2 EVENT

FORCE CHOKE

FORCE

If you control a **FORCE** unit, this event costs **1** less to play.

Deal 5 damage to a non-**VEHICLE** unit. That unit's controller draws a card.



STEFANO LANDINI © LFL © FFG 7 SOR • EN 63/70

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FFG SOR • EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FFG SOR • EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN ©LFL ©FF6 SOR • EN 126/252

6 EVENT

PLANETARY BOMBARDMENT

TACTIC

Deal 8 indirect damage to a player. If you control a **CAPITAL SHIP** unit, deal 12 indirect damage instead.

IGNACIO BAZAN LAZCANO ©LFL ©FF6 JTL • EN 181/262

6 EVENT

PLANETARY BOMBARDMENT

TACTIC

Deal 8 indirect damage to a player. If you control a **CAPITAL SHIP** unit, deal 12 indirect damage instead.

IGNACIO BAZAN LAZCANO ©LFL ©FF6 JTL • EN 181/262

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA ©LFL ©FF6 SOR • EN 172/252

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA ©LFL ©FF6 SOR • EN 172/252

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA ©LFL ©FF6 SOR • EN 172/252

5 EVENT

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.

FRANCOIS CANNELS ©LFL ©FF6 SOR • EN 092/252

5 EVENT

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.

FRANCOIS CANNELS ©LFL ©FF6 SOR • EN 092/252

5 EVENT

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.

FRANCOIS CANNELS ©LFL ©FF6 SOR • EN 092/252

