

5 LEADER UNIT GROUND

◆ **WEDGE ANTILLES**
LEADER OF RED SQUADRON



3 **6**

Attached unit is a leader unit. It gains:
"On Attack: The next **PILOT** card you play this phase costs 1 less. (This includes Piloting costs.)"

◆ **WEDGE ANTILLES** **+4**
REBEL • PILOT

DAVID BUISAN

◆ **WEDGE ANTILLES**
LEADER OF RED SQUADRON

Action [C]: Play a card from your hand using **PILOTING**. It costs 1 less.

Epic Action: If you control 5 or more resources, choose one:
• Deploy this leader.
• Deploy this leader as an upgrade on a friendly **VEHICLE** unit without a **PILOT** on it.

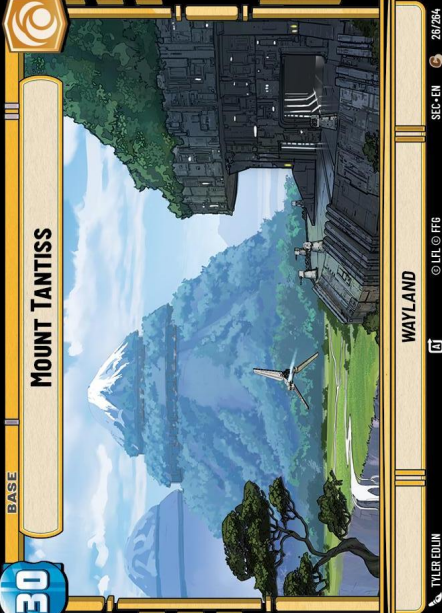


LEADER **REBEL • PILOT**

DAVID BUISAN

30 **BASE**

MOUNT TANTISS



WAYLAND

TYLER EDWIN

3 UNIT GROUND

◆ **EZRA BRIDGER**
RESOURCEFUL TROUBLEMAKER



3 **4**

FORCE • REBEL • SPECTRE

When this unit completes an attack: Look at the top card of your deck. You may play it, discard it, or leave it on top of your deck.

JOSHUA CARSON

3 UNIT GROUND

◆ **EZRA BRIDGER**
RESOURCEFUL TROUBLEMAKER



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FORCE • REBEL • SPECTRE

When this unit completes an attack: Look at the top card of your deck. You may play it, discard it, or leave it on top of your deck.

JOSHUA CARSON

5 UNIT GROUND

◆ **CLONE COMMANDER CODY**
COMMANDING THE 212TH



4 **4**

REPUBLIC • CLONE • TROOPER

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
COORDINATE – Each other friendly unit gets 1 and gains **OVERWHELM**. (Gain this ability while you control 3 or more units.)

GUILLAUME HOSPITAL

5 UNIT GROUND

◆ **CLONE COMMANDER CODY**
COMMANDING THE 212TH



4 **4**

REPUBLIC • CLONE • TROOPER

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
COORDINATE – Each other friendly unit gets 1 and gains **OVERWHELM**. (Gain this ability while you control 3 or more units.)

GUILLAUME HOSPITAL

1 UNIT GROUND

◆ **R2-D2**
ART000000000!



1 **4**

PILOTING [0][0][0]

This upgrade can be played on a friendly **VEHICLE** unit with a **PILOT** on it.
Attached unit gains: "You may play or deploy 1 additional **PILOT** on this unit."

◆ **R2-D2** **+1**
REBEL • DROID • PILOT

STEPHEN ZAWALA

1 UNIT GROUND

◆ **R2-D2**
ART000000000!



1 **4**

PILOTING [0][0][0]

This upgrade can be played on a friendly **VEHICLE** unit with a **PILOT** on it.
Attached unit gains: "You may play or deploy 1 additional **PILOT** on this unit."

◆ **R2-D2** **+1**
REBEL • DROID • PILOT

STEPHEN ZAWALA

1 UNIT GROUND

CLONE DESERTER



2 FRINGE • CLONE **3**

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

BOUNTY – Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

MARKUS LENZ © LFL © FFG SHD • EN 095/282

1 UNIT GROUND

CLONE DESERTER



2 FRINGE • CLONE **3**

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

BOUNTY – Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

MARKUS LENZ © LFL © FFG SHD • EN 095/282

1 UNIT GROUND

◆ **NIEN NUNB**
LOYAL CO-PILOT



1 **2**

This unit gets $\frac{1}{2}$ for each other friendly **PILOT** unit and upgrade.

PILOTING [1] [Shield] [Eye]

Attached unit gets $\frac{1}{2}$ for each other friendly **PILOT** unit and upgrade.

◆ **NIEN NUNB** **+2**

REBEL • PILOT

◆ **+1**

MARC ESCAICH © LFL © FFG JTL • EN 93/282

5 UNIT GROUND

◆ **THE MANDALORIAN**
WEATHERED PILOT



5 **6**

When played as a unit: Exhaust up to 2 ground units.

PILOTING [2] [Shield] [Eye]

When played as an upgrade: Exhaust an enemy unit in this arena.

◆ **THE MANDALORIAN** **+1**

MANDALORIAN • BOUNTY HUNTER • PILOT

AMERICAN CIVIL © LFL © FFG JTL • EN 210/282

5 UNIT GROUND

◆ **CHEWBACCA**
FAITHFUL FIRST MATE



5 **6**

This unit can't be defeated or returned to hand by enemy card abilities.

PILOTING [2] [Shield] [Eye] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

◆ **CHEWBACCA** **+3**

REBEL • WOOKIEE • PILOT

ATOR PRIETO © LFL © FFG JTL • EN 103/282

5 UNIT GROUND

◆ **CHEWBACCA**
FAITHFUL FIRST MATE



5 **6**

This unit can't be defeated or returned to hand by enemy card abilities.

PILOTING [2] [Shield] [Eye] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

◆ **CHEWBACCA** **+3**

REBEL • WOOKIEE • PILOT

ATOR PRIETO © LFL © FFG JTL • EN 103/282

5 UNIT GROUND

◆ **CHEWBACCA**
FAITHFUL FIRST MATE



5 **6**

This unit can't be defeated or returned to hand by enemy card abilities.

PILOTING [2] [Shield] [Eye] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

◆ **CHEWBACCA** **+3**

REBEL • WOOKIEE • PILOT

ATOR PRIETO © LFL © FFG JTL • EN 103/282

3 UNIT GROUND

◆ **BOSHEK**
CHARISMATIC SMUGGLER



3 **4**

PILOTING [2] [Shield] [Eye] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: Discard 2 cards from your deck. Return each of those cards with an odd cost to your hand.

◆ **BOSHEK** **+2**

FRINGE • PILOT

ERIC HIBBELER © LFL © FFG JTL • EN 210/282

3 UNIT GROUND

◆ **BOSHEK**
CHARISMATIC SMUGGLER



3 **4**

PILOTING [2] [Shield] [Eye] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: Discard 2 cards from your deck. Return each of those cards with an odd cost to your hand.

◆ **BOSHEK** **+2**

FRINGE • PILOT

ERIC HIBBELER © LFL © FFG JTL • EN 210/282

UNIT GROUND

3 **◆ BOSHEK**
CHARISMATIC SMUGGLER

3 4

PILOTING [2] [C] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: Discard 2 cards from your deck. Return each of those cards with an odd cost to your hand.

+1 **◆ BOSHEK** +2
FRINGE • PILOT

ERIC HABELER LFL • FFG JTL • EN 216/282

UNIT GROUND

8 **BAKTOID SPIDER DROID**

5 6

SEPARATIST • DROID • WALKER

EXPLOIT 2 (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

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

ARIO ANINDITO LFL • FFG TWI • EN 117/257

UNIT GROUND

8 **BAKTOID SPIDER DROID**

5 6

SEPARATIST • DROID • WALKER

EXPLOIT 2 (While playing this card, defeat up to 2 units you control. This card costs 2 less for each unit defeated this way.)

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

ARIO ANINDITO LFL • FFG TWI • EN 117/257

UNIT GROUND

3 **◆ LEIA ORGANA**
PILOTS, TO YOUR STATIONS

3 4

REBEL • OFFICIAL

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

When Played: You may attack with a PILOT unit or a unit with a PILOT on it. It gets 1/1 and gains **RESTORE 1** for this attack.

NABETSE ZITRO LFL • FFG JTL • EN 817/282

UNIT GROUND

3 **◆ LEIA ORGANA**
PILOTS, TO YOUR STATIONS

3 4

REBEL • OFFICIAL

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

When Played: You may attack with a PILOT unit or a unit with a PILOT on it. It gets 1/1 and gains **RESTORE 1** for this attack.

NABETSE ZITRO LFL • FFG JTL • EN 817/282

UNIT GROUND

2 **HOPEFUL VOLUNTEER**

1 3

PILOTING [2] [SM] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

+1 **HOPEFUL VOLUNTEER** +3
REBEL • PILOT

UNIT GROUND

1 **DAGGER SQUADRON PILOT**

2 1

PILOTING [1] [C] [SM] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

+2 **DAGGER SQUADRON PILOT** +1
REBEL • PILOT

BENJAMIN PAULUS LFL • FFG JTL • EN 186/282

UNIT GROUND

1 **DAGGER SQUADRON PILOT**

2 1

PILOTING [1] [C] [SM] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

+2 **DAGGER SQUADRON PILOT** +1
REBEL • PILOT

BENJAMIN PAULUS LFL • FFG JTL • EN 186/282

UNIT GROUND

1 **DAGGER SQUADRON PILOT**

2 1

PILOTING [1] [C] [SM] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

+2 **DAGGER SQUADRON PILOT** +1
REBEL • PILOT

BENJAMIN PAULUS LFL • FFG JTL • EN 186/282

UNIT SPACE

1

WOLF PACK ESCORT



2

REPUBLIC • VEHICLE • FIGHTER

1

When Played: You may return a friendly non-leader, non-VEHICLE unit to its owner's hand.

FRANCOIS CANNELS © LFL © FFG TWI • EN 191/257

UNIT SPACE

1

WOLF PACK ESCORT



2

REPUBLIC • VEHICLE • FIGHTER

1

When Played: You may return a friendly non-leader, non-VEHICLE unit to its owner's hand.

FRANCOIS CANNELS © LFL © FFG TWI • EN 191/257

UNIT SPACE

1

WOLF PACK ESCORT



2

REPUBLIC • VEHICLE • FIGHTER

1

When Played: You may return a friendly non-leader, non-VEHICLE unit to its owner's hand.

FRANCOIS CANNELS © LFL © FFG TWI • EN 191/257

UNIT SPACE

3

SHUTTLE TYDIRIUM

FLY CASUAL



2

REBEL • VEHICLE • TRANSPORT

4

On Attack: Discard a card from your deck. If it has an odd cost, you may give an Experience token to another unit.

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UNIT SPACE

3

SHUTTLE TYDIRIUM

FLY CASUAL



2

REBEL • VEHICLE • TRANSPORT

4

On Attack: Discard a card from your deck. If it has an odd cost, you may give an Experience token to another unit.

RENO © LFL © FFG JTL • EN 200/202

UNIT SPACE

3

SHUTTLE TYDIRIUM

FLY CASUAL



2

REBEL • VEHICLE • TRANSPORT

4

On Attack: Discard a card from your deck. If it has an odd cost, you may give an Experience token to another unit.

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UNIT SPACE

1

CARTEL TURNCOAT



2

UNDERWORLD • VEHICLE • FIGHTER

3

BOUNTY – Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

SEBASTIAN GUIDOBONO © LFL © FFG SHD • EN 195/282

UNIT SPACE

1

CARTEL TURNCOAT



2

UNDERWORLD • VEHICLE • FIGHTER

3

BOUNTY – Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

SEBASTIAN GUIDOBONO © LFL © FFG SHD • EN 195/282

UNIT SPACE

1

CARTEL TURNCOAT



2

UNDERWORLD • VEHICLE • FIGHTER

3

BOUNTY – Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

SEBASTIAN GUIDOBONO © LFL © FFG SHD • EN 195/282

UNIT SPACE

3 **BLUE LEADER**
SCARIF AIR SUPPORT

3 **REBEL • VEHICLE • FIGHTER**

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**

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**

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

4 **HEROIC ARC-170**

4 **REPUBLIC • VEHICLE • FIGHTER**

When Played: If you control a damaged unit, you may deal 2 damage to an enemy unit.

STEPHEN ZAVALA © LFL © FFG SEC • EN 254/284

UNIT SPACE

3 **MILLENNIUM FALCON**
GET OUT AND PUSH

3 **REBEL • VEHICLE • TRANSPORT**

You may play or deploy 1 additional **PILOT** on this unit.
This unit gets $\{1/1\}$ for each **PILOT** on it.

ROBERT BONCHUNE © LFL © FFG JTL • EN 248/202

UNIT SPACE

3 **MILLENNIUM FALCON**
GET OUT AND PUSH

3 **REBEL • VEHICLE • TRANSPORT**

You may play or deploy 1 additional **PILOT** on this unit.
This unit gets $\{1/1\}$ for each **PILOT** on it.

ROBERT BONCHUNE © LFL © FFG JTL • EN 248/202

UNIT SPACE

3 **MILLENNIUM FALCON**
GET OUT AND PUSH

3 **REBEL • VEHICLE • TRANSPORT**

You may play or deploy 1 additional **PILOT** on this unit.
This unit gets $\{1/1\}$ for each **PILOT** on it.

ROBERT BONCHUNE © LFL © FFG JTL • EN 248/202

UNIT SPACE

3 **EAGER ESCORT FIGHTER**

4 **NEW REPUBLIC • VEHICLE • FIGHTER**

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

ROBERT BONCHUNE © LFL © FFG JTL • EN 246/202

UNIT SPACE

3 **EAGER ESCORT FIGHTER**

4 **NEW REPUBLIC • VEHICLE • FIGHTER**

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

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4 UNIT SPACE

ADEPT ARC-170

REPUBLIC • VEHICLE • FIGHTER **4**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

SEBASTIÁN GUIDOBONO © LFL © FFB TWI • EN 111/257

3 UNIT SPACE

REPUBLIC ARC-170

REPUBLIC • VEHICLE • FIGHTER **4**

SEBASTIÁN GUIDOBONO © LFL © FFB TWI • EN 111/257

7 EVENT

IT'S WORSE

TRICK

Defeat a non-leader unit.

JB CADACOP © LFL © FFB LOF • EN 204/204

7 EVENT

IT'S WORSE

TRICK

Defeat a non-leader unit.

JB CADACOP © LFL © FFB LOF • EN 204/204

5 EVENT

COMMANDEER

TRICK

Take control of a non-leader **VEHICLE** unit that costs **5** or less without a **PILOT** on it. If you do, ready it. At the start of the next regroup phase, return that unit to its owner's hand.

SABREL GÓMEZ ALMENAR © LFL © FFB JTL • EN 230/202

1 EVENT

TANDEM ASSAULT

TACTIC

Attack with a space unit. If you do, attack with a ground unit, and that ground unit gets **2/0** for this attack.

EJ DELA CRUZ © LFL © FFB JTL • EN 124/202

1 EVENT

TANDEM ASSAULT

TACTIC

Attack with a space unit. If you do, attack with a ground unit, and that ground unit gets **2/0** for this attack.

EJ DELA CRUZ © LFL © FFB JTL • EN 124/202

2 EVENT

BREAKING IN

TACTIC

Attack with a unit. It gets **2/0** and gains **SABOTEUR** for this attack. (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

DAVID NASH © LFL © FFB TWI • EN 224/257