

**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

DAVID BISHAN

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

DAVID BISHAN

BASE

**34**

LAKE COUNTRY

NABOO

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**2** UNIT GROUND

↳ **ALLEGIANT GENERAL PRYDE**  
RUTHLESS AND LOYAL

**2** **3**

FIRST ORDER • OFFICIAL

**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 MAKSPYUK

**2** UNIT GROUND

↳ **ALLEGIANT GENERAL PRYDE**  
RUTHLESS AND LOYAL

**2** **3**

FIRST ORDER • OFFICIAL

**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 MAKSPYUK

**6** UNIT GROUND

↳ **DARTH VADER**  
SCOURGE OF SQUADRONS

**7** **7**

**PILOTING** [3] [3] [3] [3]

Attached unit gains: **"On Attack:** You may deal 1 damage to a unit. If a unit is defeated this way, you may deal 1 damage to a unit or base."

↳ **DARTH VADER** **3**

FORCE • IMPERIAL • SITH • PILOT

IGNACIO BAZAN LAZZANO

**6** UNIT GROUND

↳ **DARTH VADER**  
SCOURGE OF SQUADRONS

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↳ **DARTH VADER** **3**

FORCE • IMPERIAL • SITH • PILOT

IGNACIO BAZAN LAZZANO

**2** UNIT GROUND

↳ **SYRIL KARN**  
WHERE IS HE?

**2** **3**

OFFICIAL

**On Attack:** You may disclose [3] [3] [3] (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

**2** UNIT GROUND

↳ **SYRIL KARN**  
WHERE IS HE?

**2** **3**

OFFICIAL

**On Attack:** You may disclose [3] [3] [3] (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

**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

**6** UNIT GROUND

◆ **CINTA KAZ**  
THE STRUGGLE COMES FIRST



**5** REBEL **5**

**When Played:** You may attack with a unit.

**PLOT** (When you deploy a leader, you may play this card from your resources, paying its cost. Replace it with the top card of your deck.)

MALI VASANSEREKUL

**6** UNIT GROUND

◆ **CINTA KAZ**  
THE STRUGGLE COMES FIRST



**5** REBEL **5**

**When Played:** You may attack with a unit.

**PLOT** (When you deploy a leader, you may play this card from your resources, paying its cost. Replace it with the top card of your deck.)

MALI VASANSEREKUL

**6** UNIT GROUND

◆ **CINTA KAZ**  
THE STRUGGLE COMES FIRST



**5** REBEL **5**

**When Played:** You may attack with a unit.

**PLOT** (When you deploy a leader, you may play this card from your resources, paying its cost. Replace it with the top card of your deck.)

MALI VASANSEREKUL

**2** UNIT GROUND

**OUTER RIM CONSTABLE**



**3** FRINGE • OFFICIAL **1**

**When Played:** You may defeat an upgrade.

MARC ESCACHX

**2** UNIT GROUND

**OUTER RIM CONSTABLE**



**3** FRINGE • OFFICIAL **1**

**When Played:** You may defeat an upgrade.

MARC ESCACHX

**3** UNIT GROUND

◆ **0-0-0**  
TRANSLATION AND TORTURE



**4** UNDERWORLD • DROID **4**

**On Attack:** You may put a card from your discard pile on the bottom of your deck. If you do, deal 1 damage to each enemy base.

KAIHOUND STUDIOS

**3** UNIT GROUND

◆ **0-0-0**  
TRANSLATION AND TORTURE



**4** UNDERWORLD • DROID **4**

**On Attack:** You may put a card from your discard pile on the bottom of your deck. If you do, deal 1 damage to each enemy base.

KAIHOUND STUDIOS

**3** UNIT GROUND

◆ **0-0-0**  
TRANSLATION AND TORTURE



**4** UNDERWORLD • DROID **4**

**On Attack:** You may put a card from your discard pile on the bottom of your deck. If you do, deal 1 damage to each enemy base.

KAIHOUND STUDIOS

UNIT GROUND

3 **ARVEL SKEEN**  
WIN AND WALK AWAY

4 REBEL 3

**When Played/On Attack:** You may defeat a Credit token (belonging to any player). If you do, deal 1 damage to a unit or base.

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UNIT SPACE

3 **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.)

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UNIT SPACE

3 **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

UNIT SPACE

3 **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

UNIT SPACE

8 **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.

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UNIT SPACE

8 **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

UNIT SPACE

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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

UNIT SPACE

2 **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.)

ARAD MIR © LFL © FFG JTL • EN 237/262

UNIT SPACE

2 **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.)

ARAD MIR © LFL © FFG JTL • EN 237/262

UNIT SPACE

**2** **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.)

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UNIT SPACE

**4** **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 140/262

UNIT SPACE

**4** **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 140/262

UNIT SPACE

**9** **PERSECUTOR**  
FIRE OVER SCARIF



**9** IMPERIAL • VEHICLE • CAPITAL SHIP **7**

**When Played/On Attack:** Choose an arena. You may deal 3 damage to each unit in that arena.

STEPHEN ZAVALA LFL FFG LAW • EN 178/264

UNIT SPACE

**9** **PERSECUTOR**  
FIRE OVER SCARIF



**9** IMPERIAL • VEHICLE • CAPITAL SHIP **7**

**When Played/On Attack:** Choose an arena. You may deal 3 damage to each unit in that arena.

STEPHEN ZAVALA LFL FFG LAW • EN 178/264

UNIT SPACE

**2** **CAVERN ANGELS X-WING**



**2** REBEL • VEHICLE • FIGHTER **1**

**When Defeated:** Deal 2 damage to a base.

KAIROUND STUDIOS LFL FFG LAW • EN 169/264

UNIT SPACE

**2** **CAVERN ANGELS X-WING**



**2** REBEL • VEHICLE • FIGHTER **1**

**When Defeated:** Deal 2 damage to a base.

KAIROUND STUDIOS LFL FFG LAW • EN 169/264

UNIT SPACE

**2** **CAVERN ANGELS X-WING**



**2** REBEL • VEHICLE • FIGHTER **1**

**When Defeated:** Deal 2 damage to a base.

KAIROUND STUDIOS LFL FFG LAW • EN 169/264

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

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

STEPHEN ZAWALA

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

STEPHEN ZAWALA

**2** UNIT SPACE

**SUPPORTING ETA-2**

**2** REPUBLIC • VEHICLE • FIGHTER **2**

**On Attack:** You may give a ground unit  $\frac{2}{0}$  for this phase.

ERIC HIBBELER

**2** UNIT SPACE

**SUPPORTING ETA-2**

**2** REPUBLIC • VEHICLE • FIGHTER **2**

**On Attack:** You may give a ground unit  $\frac{2}{0}$  for this phase.

ERIC HIBBELER

**2** UNIT SPACE

**SUPPORTING ETA-2**

**2** REPUBLIC • VEHICLE • FIGHTER **2**

**On Attack:** You may give a ground unit  $\frac{2}{0}$  for this phase.

ERIC HIBBELER

**5** UNIT SPACE

**BLOCKADE RUNNER**

**4** REBEL • VEHICLE • CAPITAL SHIP **4**

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

**When this unit deals combat damage to a base:** You may give an Experience token to this unit.

FRANCOIS CANNELS

**5** UNIT SPACE

**BLOCKADE RUNNER**

**4** REBEL • VEHICLE • CAPITAL SHIP **4**

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

**When this unit deals combat damage to a base:** You may give an Experience token to this unit.

FRANCOIS CANNELS

**5** UNIT SPACE

**BLOCKADE RUNNER**

**4** REBEL • VEHICLE • CAPITAL SHIP **4**

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

**When this unit deals combat damage to a base:** You may give an Experience token to this unit.

FRANCOIS CANNELS

**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 LAZZANO

**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 181/282

**6** EVENT

**PLANETARY BOMBARDMENT**

TACTIC

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



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**3** EVENT

**LET'S CALL IT WAR**

TACTIC

Deal 3 damage to a unit. Then, if you have the initiative, you may deal 2 damage to another unit in the same arena.



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**3** EVENT

**LET'S CALL IT WAR**

TACTIC

Deal 3 damage to a unit. Then, if you have the initiative, you may deal 2 damage to another unit in the same arena.



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**5** EVENT

**TOPPLE THE SUMMIT**

PLAN

Deal 3 damage to each damaged unit.

**PLOT** (When you deploy a leader, you may play this card from your resources, paying its cost. Replace it with the top card of your deck.)



ADRIEN GIROD © LFL © FF6 SEC • EN 183/284

**5** EVENT

**TOPPLE THE SUMMIT**

PLAN

Deal 3 damage to each damaged unit.

**PLOT** (When you deploy a leader, you may play this card from your resources, paying its cost. Replace it with the top card of your deck.)



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**3** EVENT

**COLLATERAL DAMAGE**

DISASTER

Deal 2 damage to a unit. Then, deal 2 damage to a base or another unit in the same arena.



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**3** EVENT

**COLLATERAL DAMAGE**

DISASTER

Deal 2 damage to a unit. Then, deal 2 damage to a base or another unit in the same arena.



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**3** EVENT

**COLLATERAL DAMAGE**

DISASTER

Deal 2 damage to a unit. Then, deal 2 damage to a base or another unit in the same arena.



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