

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

◆ **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.

LEADER

UNDERWORLD • BOUNTY HUNTER • PILOT

© LFL © FFG JTL • EN 133/282

BASE

LAKE COUNTRY

34

NABOO

© LFL © FFG JTL • EN 31/282

ANGIE HUTT

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 MAKSIPIUK © LFL © FFG JTL • EN 133/282

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 MAKSIPIUK © LFL © FFG JTL • EN 133/282

6 UNIT GROUND

◆ **DARTH VADER**
SCOURGE OF SQUADRONS

7 **7**

PILOTING [3] [S] [R] [C]

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 **+3**

IGNACIO BAZAN LAZCANO © LFL © FFG JTL • EN 142/282

6 UNIT GROUND

◆ **DARTH VADER**
SCOURGE OF SQUADRONS

7 **7**

PILOTING [3] [S] [R] [C]

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 **+3**

IGNACIO BAZAN LAZCANO © LFL © FFG JTL • EN 142/282

2 UNIT GROUND

◆ **SYRIL KARN**
WHERE IS HE?

2 **3**

OFFICIAL

On Attack: You may disclose [S] [R] [C] (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 133/284

2 UNIT GROUND

◆ **SYRIL KARN**
WHERE IS HE?

2 **3**

OFFICIAL

On Attack: You may disclose [S] [R] [C] (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 133/284

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

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 VASANEREKUL LFL FFG SEC • EN 172/264

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 VASANEREKUL LFL FFG SEC • EN 172/264

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 VASANEREKUL LFL FFG SEC • EN 172/264

2 UNIT GROUND

OUTER RIM CONSTABLE



3 FRINGE • OFFICIAL 1

When Played: You may defeat an upgrade.

MARC ESCACHX LFL FFG SEC • EN 103/264

2 UNIT GROUND

OUTER RIM CONSTABLE



3 FRINGE • OFFICIAL 1

When Played: You may defeat an upgrade.

MARC ESCACHX LFL FFG SEC • EN 103/264

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.

KAIHOUD STUDIOS LFL FFG LAW • EN 174/264

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.

KAIHOUD STUDIOS LFL FFG LAW • EN 174/264

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.

KAIHOUD STUDIOS LFL FFG LAW • EN 174/264

3 UNIT GROUND

◆ 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.

ALEKSA STAJISIC © LFL © FFG LAW • EN 191/264

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

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

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

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.)

AMAD MIR © 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.)

AMAD MIR © 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.)

AMASO NHR LFL FFG JTL-EN 337/282

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 340/282

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 340/282

9 UNIT SPACE

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

9 UNIT SPACE

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

2 UNIT SPACE

CAVERN ANGELS X-WING



2 REBEL • VEHICLE • FIGHTER 1

When Defeated: Deal 2 damage to a base.

KAIHOUD STUDIOS LFL FFG LAW-EN 189/264

2 UNIT SPACE

CAVERN ANGELS X-WING



2 REBEL • VEHICLE • FIGHTER 1

When Defeated: Deal 2 damage to a base.

KAIHOUD STUDIOS LFL FFG LAW-EN 189/264

2 UNIT SPACE

CAVERN ANGELS X-WING



2 REBEL • VEHICLE • FIGHTER 1

When Defeated: Deal 2 damage to a base.

KAIHOUD STUDIOS LFL FFG LAW-EN 189/264

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

STEPHEN ZAVALA LFL FFG JTL-EN 137/282

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

STEPHEN ZAVALA LFL FFG JTL-EN 137/262

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

STEPHEN ZAVALA LFL FFG JTL-EN 137/262

2 UNIT SPACE

SUPPORTING ETA-2

2 REPUBLIC • VEHICLE • FIGHTER **2**

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

ERIC HIBBELER LFL FFG JTL-EN 160/262

2 UNIT SPACE

SUPPORTING ETA-2

2 REPUBLIC • VEHICLE • FIGHTER **2**

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

ERIC HIBBELER LFL FFG JTL-EN 160/262

2 UNIT SPACE

SUPPORTING ETA-2

2 REPUBLIC • VEHICLE • FIGHTER **2**

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

ERIC HIBBELER LFL FFG JTL-EN 160/262

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 LFL FFG LDF-EN 105/204

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 LFL FFG LDF-EN 105/204

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 LFL FFG LDF-EN 105/204

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 FFG 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 FFG 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 FFG JTL • EN 181/262

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.



EJ DELA CRUZ LFL FFG SEC • EN 180/264

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.



EJ DELA CRUZ LFL FFG SEC • EN 180/264

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 FFG SEC • EN 183/264

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 FFG SEC • EN 183/264

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.



AITOR PRIETO LFL FFG LAW • EN 208/264

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.



AITOR PRIETO LFL FFG LAW • EN 208/264

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.



AITOR PRIETO LFL FFG LAW • EN 208/264

