

**6** LEADER UNIT GROUND

◆ **HONDO OHNAKA**  
THAT'S GOOD BUSINESS



**3** UNDERWORLD **7**

**RAID 1** (This unit gets +1/+0 while attacking.)  
When you play a card using **SMUGGLE**: You may give an Experience token to a unit.


AITOR PRIETO

LEADER

◆ **HONDO OHNAKA**  
THAT'S GOOD BUSINESS

When you play a card using **SMUGGLE**: You may exhaust this leader. If you do, give an Experience token to a unit.

**Epic Action**: If you control 6 or more resources, deploy this leader. **E/7**



UNDERWORLD

AITOR PRIETO

BASE

**ENERGY CONVERSION LAB**

**25**

**Epic Action**: Play a unit that costs 5 or less from your hand. Give it **AMBUSH** for this phase.

EADU

AMIRAL CIRIT

**1** UNIT GROUND

◆ **SALACIOUS CRUMB**  
OBNOXIUS PET



**1** UNDERWORLD • CREATURE **3**

When Played: Heal 1 damage from your base.  
Action [↻, return this unit to his owner's hand]: Deal 1 damage to a ground unit.

AITOR PRIETO

**1** UNIT GROUND

◆ **SALACIOUS CRUMB**  
OBNOXIUS PET



**1** UNDERWORLD • CREATURE **3**

When Played: Heal 1 damage from your base.  
Action [↻, return this unit to his owner's hand]: Deal 1 damage to a ground unit.

AITOR PRIETO

**2** UNIT GROUND

◆ **COLONEL YULAREN**  
ISB DIRECTOR



**2** IMPERIAL • OFFICIAL **3**

When you play a  unit (including this one): Heal 1 damage from your base.

DAVID BUISAN

**2** UNIT GROUND

◆ **COLONEL YULAREN**  
ISB DIRECTOR



**2** IMPERIAL • OFFICIAL **3**

When you play a  unit (including this one): Heal 1 damage from your base.

DAVID BUISAN

**2** UNIT GROUND

◆ **COLONEL YULAREN**  
ISB DIRECTOR



**2** IMPERIAL • OFFICIAL **3**

When you play a  unit (including this one): Heal 1 damage from your base.

DAVID BUISAN

**2** UNIT GROUND

**GAMORREAN RETAINER**



**3** UNDERWORLD **2**

While you control another  unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

ONERCAN CIRIT

UNIT GROUND

**2** GAMORREAN RETAINER

**3** UNDERWORLD **2**

While you control another unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

OMERCAN CIRIT © LFL © FFG SHD • EN 112/282

UNIT GROUND

**2** GAMORREAN RETAINER

**3** UNDERWORLD **2**

While you control another unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

OMERCAN CIRIT © LFL © FFG SHD • EN 112/282

UNIT GROUND

**2** ↪ MAS AMEDDA  
VICE CHAIR

**0** REPUBLIC • OFFICIAL **4**

When you play another unit: You may exhaust this unit. If you do, search the top 4 cards of your deck for a unit, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

AMAD MIR © LFL © FFG TWI • EN 101/257

UNIT GROUND

**2** ↪ MAS AMEDDA  
VICE CHAIR

**0** REPUBLIC • OFFICIAL **4**

When you play another unit: You may exhaust this unit. If you do, search the top 4 cards of your deck for a unit, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

AMAD MIR © LFL © FFG TWI • EN 101/257

UNIT GROUND

**4** ENTERPRISING LACKEYS

**5** UNDERWORLD **5**

When Defeated: You may defeat a friendly resource. If you do, put this unit into play as a resource.

SMUGGLE [ ]

AMAD MIR © LFL © FFG SHD • EN 107/282

UNIT GROUND

**4** ENTERPRISING LACKEYS

**5** UNDERWORLD **5**

When Defeated: You may defeat a friendly resource. If you do, put this unit into play as a resource.

SMUGGLE [ ]

AMAD MIR © LFL © FFG SHD • EN 107/282

UNIT GROUND

**4** ENTERPRISING LACKEYS

**5** UNDERWORLD **5**

When Defeated: You may defeat a friendly resource. If you do, put this unit into play as a resource.

SMUGGLE [ ]

AMAD MIR © LFL © FFG SHD • EN 107/282

UNIT GROUND

**3** 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

UNIT GROUND

**3** 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

3 UNIT GROUND

### SUPERLASER TECHNICIAN

2 IMPERIAL 1

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

© LFL © FFG SOR • EN 083/252 DENIS MEDRI

8 UNIT GROUND

### REINFORCEMENT WALKER

6 VEHICLE • WALKER 9

**When Played/On Attack:** Look at the top card of your deck. Either draw that card or discard it and heal 3 damage from your base.

© LFL © FFG SOR • EN 119/252 STEPHEN ZAVALA

8 UNIT GROUND

### REINFORCEMENT WALKER

6 VEHICLE • WALKER 9

**When Played/On Attack:** Look at the top card of your deck. Either draw that card or discard it and heal 3 damage from your base.

© LFL © FFG SOR • EN 119/252 STEPHEN ZAVALA

8 UNIT GROUND

### REINFORCEMENT WALKER

6 VEHICLE • WALKER 9

**When Played/On Attack:** Look at the top card of your deck. Either draw that card or discard it and heal 3 damage from your base.

© LFL © FFG SOR • EN 119/252 STEPHEN ZAVALA

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.

© LFL © FFG SHD • EN 090/282 AMAD MIR

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.

© LFL © FFG SHD • EN 090/282 AMAD MIR

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.

© LFL © FFG SHD • EN 090/282 AMAD MIR

6 UNIT GROUND

### PIRATE BATTLE TANK

4 UNDERWORLD • VEHICLE • TANK 6

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)  
**SMUGGLE** [7] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

© LFL © FFG SHD • EN 089/282 JAKE PARKER

6 UNIT GROUND

### PIRATE BATTLE TANK

4 UNDERWORLD • VEHICLE • TANK 6

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)  
**SMUGGLE** [7] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

© LFL © FFG SHD • EN 089/282 JAKE PARKER

6 UNIT GROUND

### PIRATE BATTLE TANK



4 UNDERWORLD • VEHICLE • TANK 6

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

**SMUGGLE** [7] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

JAKE PARKER © LFL © FFG SHD • EN 089/282

3 UNIT GROUND

### PHASE-III DARK TROOPER



3 IMPERIAL • DROID • TROOPER 3

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

**When combat damage is dealt to this unit:** Give an Experience token to this unit (if it survives the damage).

MARC ESCAICH © LFL © FFG SHD • EN 084/282

3 UNIT GROUND

### PHASE-III DARK TROOPER



3 IMPERIAL • DROID • TROOPER 3

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

**When combat damage is dealt to this unit:** Give an Experience token to this unit (if it survives the damage).

MARC ESCAICH © LFL © FFG SHD • EN 084/282

3 UNIT GROUND

### PHASE-III DARK TROOPER



3 IMPERIAL • DROID • TROOPER 3

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

**When combat damage is dealt to this unit:** Give an Experience token to this unit (if it survives the damage).

MARC ESCAICH © LFL © FFG SHD • EN 084/282

9 UNIT SPACE

### RELENTLESS

KONSTANTINE'S FOLLY



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

The first event played by each opponent each round loses all abilities.

ROSS TAYLOR © LFL © FFG SOR • EN 069/252

9 UNIT SPACE

### RELENTLESS

KONSTANTINE'S FOLLY



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

The first event played by each opponent each round loses all abilities.

ROSS TAYLOR © LFL © FFG SOR • EN 069/252

9 UNIT SPACE

### RELENTLESS

KONSTANTINE'S FOLLY



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

The first event played by each opponent each round loses all abilities.

ROSS TAYLOR © LFL © FFG SOR • EN 069/252

8 UNIT SPACE

### ARQUITENS ASSAULT CRUISER



7 VEHICLE • CAPITAL SHIP 8

**AMBUSH**

**When this unit attacks and defeats a non-leader unit:** Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/282

8 UNIT SPACE

### ARQUITENS ASSAULT CRUISER



7 VEHICLE • CAPITAL SHIP 8

**AMBUSH**

**When this unit attacks and defeats a non-leader unit:** Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/282

**3** UNIT SPACE

**CONSORTIUM STARVIPER**



**3** FRINGE • VEHICLE • FIGHTER **3**

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS ©LFL ©FF6 SOR • EN 112/252

**3** UNIT SPACE

**CONSORTIUM STARVIPER**



**3** FRINGE • VEHICLE • FIGHTER **3**

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS ©LFL ©FF6 SOR • EN 112/252

**3** UNIT SPACE

**CONSORTIUM STARVIPER**



**3** FRINGE • VEHICLE • FIGHTER **3**

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS ©LFL ©FF6 SOR • EN 112/252

**2** UNIT SPACE

**COLLECTIONS STARHOPPER**



**2** UNDERWORLD • VEHICLE • FIGHTER **2**

**SMUGGLE** [3] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

MARK ZHANG ©LFL ©FF6 SHD • EN 111/262

**2** UNIT SPACE

**COLLECTIONS STARHOPPER**



**2** UNDERWORLD • VEHICLE • FIGHTER **2**

**SMUGGLE** [3] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

MARK ZHANG ©LFL ©FF6 SHD • EN 111/262

**2** UNIT SPACE

**COLLECTIONS STARHOPPER**



**2** UNDERWORLD • VEHICLE • FIGHTER **2**

**SMUGGLE** [3] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

MARK ZHANG ©LFL ©FF6 SHD • EN 111/262

**1** EVENT

**TIMELY INTERVENTION**

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

**SMUGGLE** [2] [2] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



DENIS MEDRI ©LFL ©FF6 SHD • EN 129/262

**1** EVENT

**TIMELY INTERVENTION**

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

**SMUGGLE** [2] [2] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



DENIS MEDRI ©LFL ©FF6 SHD • EN 129/262

**1** EVENT

**TIMELY INTERVENTION**

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

**SMUGGLE** [2] [2] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



DENIS MEDRI ©LFL ©FF6 SHD • EN 129/262

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $\oplus 2/\oplus 2$  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  $\oplus 2/\oplus 2$  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  $\oplus 2/\oplus 2$  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

**4** EVENT

**COMMAND**

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.



MAXINE VEE ©LFL ©FF6 SOR • EN 107/252

**4** EVENT

**COMMAND**

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.



MAXINE VEE ©LFL ©FF6 SOR • EN 107/252

**4** EVENT

**COMMAND**

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.



MAXINE VEE ©LFL ©FF6 SOR • EN 107/252

**3** EVENT

**RESUPPLY**

SUPPLY

Put this event into play as a resource.



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

**3** EVENT

**RESUPPLY**

SUPPLY

Put this event into play as a resource.



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

**3** EVENT

**MERCILESS CONTEST**

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.



JAMES DALY ©LFL ©FF6 TWI • EN 238/257

3

EVENT

# MERCILESS CONTEST

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.



JAMES DALY

© LFL © FF6

TWI • EN 238/257