

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

◆ 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. **B7**



LEADER UNDERWORLD

AITOR PRIETO

ENERGY CONVERSION LAB



BASE 25

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

EADU

ADRIEN BIRDO

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

◆ 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 5 unit (including this one): Heal 1 damage from your base.

DAVID BUISAN

◆ COLONEL YULAREN
ISB DIRECTOR



2 IMPERIAL • OFFICIAL 3

When you play a 5 unit (including this one): Heal 1 damage from your base.

DAVID BUISAN

◆ COLONEL YULAREN
ISB DIRECTOR



2 IMPERIAL • OFFICIAL 3

When you play a 5 unit (including this one): Heal 1 damage from your base.

DAVID BUISAN

2 UNIT GROUND

GAMORREAN RETAINER



3 UNDERWORLD 2

While you control another 5 unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

OMERCAN CIRIT

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.)

OMERCAN CIRIT © LFL © FFG SHD • EN 112/262

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.)

OMERCAN CIRIT © LFL © FFG SHD • EN 112/262

2 UNIT GROUND

♦ 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.)

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2 UNIT GROUND

♦ 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.)

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4 UNIT GROUND

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 [6]

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4 UNIT GROUND

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 [6]

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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 [6]

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3 UNIT GROUND

SUPERLASER TECHNICIAN

2 IMPERIAL 1

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

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3 UNIT GROUND

SUPERLASER TECHNICIAN

2 IMPERIAL 1

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

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3 UNIT GROUND
SUPERLASER TECHNICIAN

2 IMPERIAL 1

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

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 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.

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 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.

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 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.

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 AMAD MIR

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 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.)

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 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.)

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JAKE PARKER © LFL © FFG SHD • EN 089/262

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 ESCACKX © LFL © FFG SHD • EN 084/262

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.)

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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 089/262

9 UNIT SPACE

◆ RELENTLESS

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

ROSS TAYLOR © LFL © FFG SOR • EN 089/262

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 122/262

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 122/262

UNIT SPACE

3 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 © FFG SOR • EN 112/252

UNIT SPACE

3 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 © FFG SOR • EN 112/252

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

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

UNIT SPACE

2 COLLECTIONS STARHOPPER



2 UNDERWORLD • VEHICLE • FIGHTER 2

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

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UNIT SPACE

2 COLLECTIONS STARHOPPER



2 UNDERWORLD • VEHICLE • FIGHTER 2

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

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UNIT SPACE

2 COLLECTIONS STARHOPPER



2 UNDERWORLD • VEHICLE • FIGHTER 2

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

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EVENT

1 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] (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 © FFG SHD • EN 129/262

EVENT

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



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EVENT

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



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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.



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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 ©FFG SOR • EN 082/252

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.



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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 ©FFG 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 ©FFG 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.



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3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



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3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



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

3 EVENT

MERCILESS CONTEST

TACTIC

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



JAMES DALY ©LFL ©FFG TWI • EN 238/257

3

EVENT

MERCILESS CONTEST

TACTIC

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



JAMES DALY

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