

6 LEADER UNIT GROUND

◆ **LUKE SKYWALKER**
HERO OF YAVIN

5 **6**

This upgrade can't be defeated by enemy card abilities.
Attached unit is a leader unit. If it's a **FIGHTER**, it gains: "On Attack: You may deal 3 damage to a unit."

◆ **LUKE SKYWALKER**
FORCE • REBEL • PILOT **+5**

RENAUD SCHEIDT

LEADER

◆ **LUKE SKYWALKER**
HERO OF YAVIN

Action [↻]: If you attacked with a **FIGHTER** unit this phase, deal 1 damage to a unit.

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. [5] [↻] [5]

FORCE • REBEL • PILOT

RENAUD SCHEIDT

BASE

CHOPPER BASE

ATOLLON

30

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TILER ERLIN

1 UNIT GROUND

◆ **R2-D2**
ART000000000!

1 **4**

PILOTING [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**
REBEL • DROID • PILOT **+1**

STEPHEN ZAWALA

1 UNIT GROUND

◆ **R2-D2**
ART000000000!

1 **4**

PILOTING [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."

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REBEL • DROID • PILOT **+1**

STEPHEN ZAWALA

1 UNIT GROUND

◆ **R2-D2**
ART000000000!

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Attached unit gains: "You may play or deploy 1 additional **PILOT** on this unit."

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

STEPHEN ZAWALA

6 UNIT GROUND

WAR JUGGERNAUT

3 **7**

REPUBLIC • VEHICLE • TANK

This unit gets [↻] [↻] for each damaged unit.
When Played: Deal 1 damage to each of any number of units.

IAKE PARKER

6 UNIT GROUND

WAR JUGGERNAUT

3 **7**

REPUBLIC • VEHICLE • TANK

This unit gets [↻] [↻] for each damaged unit.
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When Played: Deal 1 damage to each of any number of units.

IAKE PARKER

3 UNIT GROUND

SKYWAY CLOUD CAR



3 FRINGE • VEHICLE • FIGHTER 3

When Defeated: You may return a non-leader unit with 2 or less power to its owner's hand.

THOMAS WIEVEGG LFL • FFG JTL • EN 220/262

3 UNIT GROUND

SKYWAY CLOUD CAR



3 FRINGE • VEHICLE • FIGHTER 3

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3 UNIT GROUND

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THOMAS WIEVEGG LFL • FFG JTL • EN 220/262

2 UNIT GROUND

CLOUD-RIDER VETERAN



1 UNDERWORLD 4

On Attack: Deal 2 damage to a base.

FRENCH CARLOMAGNO LFL • FFG LAW • EN 181/264

2 UNIT GROUND

CLOUD-RIDER VETERAN



1 UNDERWORLD 4

On Attack: Deal 2 damage to a base.

FRENCH CARLOMAGNO LFL • FFG LAW • EN 181/264

2 UNIT GROUND

CLOUD-RIDER VETERAN



1 UNDERWORLD 4

On Attack: Deal 2 damage to a base.

FRENCH CARLOMAGNO LFL • FFG LAW • EN 181/264

4 UNIT GROUND

QUI-GON JINN

INFLUENCING CHANCE



3 FORCE • JEDI • REPUBLIC 5

SENTINEL

When Played/On Attack: Look at the top 3 cards of your deck. You may discard 1 of them. Put the rest back on top in any order.

GABRIEL GÓMEZ ALMENZAR LFL • FFG LAW • EN 237/264

4 UNIT GROUND

QUI-GON JINN

INFLUENCING CHANCE



3 FORCE • JEDI • REPUBLIC 5

SENTINEL

When Played/On Attack: Look at the top 3 cards of your deck. You may discard 1 of them. Put the rest back on top in any order.

GABRIEL GÓMEZ ALMENZAR LFL • FFG LAW • EN 237/264

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

UNIT SPACE

3 DEATH SPACE SKIRMISHER



3 UNDERWORLD • VEHICLE • FIGHTER 3

When Played: If you control another space unit, you may exhaust a unit.

IGNACIO BAZAN LAZZANO LFL © FF6 JTL • EN 237/262

UNIT SPACE

3 DEATH SPACE SKIRMISHER



3 UNDERWORLD • VEHICLE • FIGHTER 3

When Played: If you control another space unit, you may exhaust a unit.

IGNACIO BAZAN LAZZANO LFL © FF6 JTL • EN 237/262

UNIT SPACE

3 DEATH SPACE SKIRMISHER



3 UNDERWORLD • VEHICLE • FIGHTER 3

When Played: If you control another space unit, you may exhaust a unit.

IGNACIO BAZAN LAZZANO LFL © FF6 JTL • EN 237/262

UNIT SPACE

2 RED SQUADRON Y-WING



1 REBEL • VEHICLE • FIGHTER 3

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

ROBERT BONCHUNE LFL © FF6 JTL • EN 149/262

UNIT SPACE

2 RED SQUADRON Y-WING



1 REBEL • VEHICLE • FIGHTER 3

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

ROBERT BONCHUNE LFL © FF6 JTL • EN 149/262

UNIT SPACE

2 RED SQUADRON Y-WING



1 REBEL • VEHICLE • FIGHTER 3

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

ROBERT BONCHUNE LFL © FF6 JTL • EN 149/262

UNIT SPACE

5 BLACK SQUADRON SCOUT WING



4 RESISTANCE • VEHICLE • FIGHTER 6

When you play an upgrade on this unit: You may attack with this unit. It gets $\frac{1}{1}$ for this attack.

TIMO PETER LFL © FF6 JTL • EN 202/262

UNIT SPACE

5 BLACK SQUADRON SCOUT WING



4 RESISTANCE • VEHICLE • FIGHTER 6

When you play an upgrade on this unit: You may attack with this unit. It gets $\frac{1}{1}$ for this attack.

TIMO PETER LFL © FF6 JTL • EN 202/262

UNIT SPACE

5 BLACK SQUADRON SCOUT WING



4 RESISTANCE • VEHICLE • FIGHTER 6

When you play an upgrade on this unit: You may attack with this unit. It gets $\frac{1}{1}$ for this attack.

TIMO PETER LFL © FF6 JTL • EN 202/262

3 UNIT SPACE

♦ **RED FIVE**
RUNNING THE TRENCH

3 **REBEL • VEHICLE • FIGHTER** **4**

On Attack: You may deal 2 damage to a damaged unit.

AMAD MIR © LFL © FFG JTL • EN 151/262

3 UNIT SPACE

♦ **RED FIVE**
RUNNING THE TRENCH

3 **REBEL • VEHICLE • FIGHTER** **4**

On Attack: You may deal 2 damage to a damaged unit.

AMAD MIR © LFL © FFG JTL • EN 151/262

3 UNIT SPACE

♦ **RED FIVE**
RUNNING THE TRENCH

3 **REBEL • VEHICLE • FIGHTER** **4**

On Attack: You may deal 2 damage to a damaged unit.

AMAD MIR © LFL © FFG JTL • EN 151/262

2 UNIT SPACE

♦ **BLACK ONE**
STRAIGHT AT THEM

2 **RESISTANCE • VEHICLE • FIGHTER** **3**

While this unit is upgraded, it gets $\frac{1}{1}$.

On Attack: If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

AMELIE HUTT © LFL © FFG JTL • EN 147/262

2 UNIT SPACE

♦ **BLACK ONE**
STRAIGHT AT THEM

2 **RESISTANCE • VEHICLE • FIGHTER** **3**

While this unit is upgraded, it gets $\frac{1}{1}$.

On Attack: If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

AMELIE HUTT © LFL © FFG JTL • EN 147/262

3 UNIT SPACE

♦ **SABINE'S MASTERPIECE**
CRAZY COLORFUL

3 **REBEL • VEHICLE • FIGHTER • SPECTRE** **3**

On Attack: If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK © LFL © FFG JTL • EN 250/262

4 UNIT SPACE

B-WING SKIRMISHER

4 **REBEL • VEHICLE • FIGHTER** **4**

When Played: Deal 1 damage to each of up to 2 space units.

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4 UNIT SPACE

B-WING SKIRMISHER

4 **REBEL • VEHICLE • FIGHTER** **4**

When Played: Deal 1 damage to each of up to 2 space units.

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4 UNIT SPACE

REBEL BLOCKADE RUNNER

4 **REBEL • VEHICLE • TRANSPORT** **5**

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

FERNANDO CORREA © LFL © FFG LAW • EN 222/264

UNIT SPACE

4 **REBEL BLOCKADE RUNNER**

4 **REBEL • VEHICLE • TRANSPORT** 5

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

FERNANDO CORREA LFL © FF6 LAW • EN 222/264

UNIT SPACE

4 **REBEL BLOCKADE RUNNER**

4 **REBEL • VEHICLE • TRANSPORT** 5

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

FERNANDO CORREA LFL © FF6 LAW • EN 222/264

UNIT SPACE

4 **STRIKE FORCE X-WING**

3 **REBEL • VEHICLE • FIGHTER** 2

When Played: You may deal 2 damage to a ready 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.)

ENVAR ENTERTAINMENT LFL © FF6 SEC • EN 152/264

UNIT SPACE

4 **STRIKE FORCE X-WING**

3 **REBEL • VEHICLE • FIGHTER** 2

When Played: You may deal 2 damage to a ready 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.)

ENVAR ENTERTAINMENT LFL © FF6 SEC • EN 152/264

UNIT SPACE

4 **STRIKE FORCE X-WING**

3 **REBEL • VEHICLE • FIGHTER** 2

When Played: You may deal 2 damage to a ready 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.)

ENVAR ENTERTAINMENT LFL © FF6 SEC • EN 152/264

UNIT SPACE

1 **A-WING**

1 **VEHICLE • FIGHTER** 2

RAID 1 (This unit gets +1/+0 while attacking.)

KURSAD KARATAS LFL © FF6 SEC • EN 213/264

UNIT SPACE

1 **A-WING**

1 **VEHICLE • FIGHTER** 2

RAID 1 (This unit gets +1/+0 while attacking.)

KURSAD KARATAS LFL © FF6 SEC • EN 213/264

UNIT SPACE

1 **A-WING**

1 **VEHICLE • FIGHTER** 2

RAID 1 (This unit gets +1/+0 while attacking.)

KURSAD KARATAS LFL © FF6 SEC • EN 213/264

UNIT SPACE

2 **BRAVO SQUADRON FIGHTER**

2 **NABOO • VEHICLE • FIGHTER** 3

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

AARON DHANSA LFL © FF6 SEC • EN 198/264

2 UNIT SPACE

BRAVO SQUADRON FIGHTER



2 NABOO • VEHICLE • FIGHTER **3**

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

AARON DHANDA © LFL © FF6 SEC • EN 199/204

2 UNIT SPACE

BRAVO SQUADRON FIGHTER



2 NABOO • VEHICLE • FIGHTER **3**

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


AARON DHANDA © LFL © FF6 SEC • EN 199/204

1 EVENT

SYSTEM SHOCK

TACTIC

Defeat a non-leader upgrade attached to a unit. If you do, deal 1 damage to that unit.




SEBASTIÁN GUIBORNO © LFL © FF6 JTL • EN 179/202

1 EVENT

SYSTEM SHOCK

TACTIC

Defeat a non-leader upgrade attached to a unit. If you do, deal 1 damage to that unit.




SEBASTIÁN GUIBORNO © LFL © FF6 JTL • EN 179/202

1 EVENT

SYSTEM SHOCK

TACTIC

Defeat a non-leader upgrade attached to a unit. If you do, deal 1 damage to that unit.



SEBASTIÁN GUIBORNO © LFL © FF6 JTL • EN 179/202

1 EVENT

JAM COMMUNICATIONS

TRICK

Look at an opponent's hand and discard an event from it.



DENIS MEDRI © LFL © FF6 JTL • EN 303/202

1 EVENT

JAM COMMUNICATIONS

TRICK

Look at an opponent's hand and discard an event from it.



DENIS MEDRI © LFL © FF6 JTL • EN 303/202

1 EVENT

JAM COMMUNICATIONS

TRICK

Look at an opponent's hand and discard an event from it.



DENIS MEDRI © LFL © FF6 JTL • EN 303/202

1 EVENT

THEY HATE THAT SHIP

INNATE

An opponent creates 2 TIE Fighter tokens and readies them. Then, play a **VEHICLE** unit from your hand. It costs **3** less.



RENO © LFL © FF6 JTL • EN 155/202

