

LEADER UNIT GROUND

6

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

+4

+5

RENAUD SCHEIDT

LEADER

LUKE SKYWALKER
HERO OF YAVIN

Action [Action Icon]: 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 (6) (4) (5)

FORCE • REBEL • PILOT

JTL • EN 17/282

RENAUD SCHEIDT

BASE

CHOPPER BASE

ATOLLON

30

TYLER EHLIN

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UNIT GROUND

1

R2-D2
ART000000000!

1

4

PILOTING [Pilot Icon]

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

+1

STEPHEN ZWALA

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JTL • EN 245/292

UNIT GROUND

1

R2-D2
ART000000000!

1

4

PILOTING [Pilot Icon]

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

+1

STEPHEN ZWALA

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JTL • EN 245/292

UNIT GROUND

1

R2-D2
ART000000000!

1

4

PILOTING [Pilot Icon]

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

+1

STEPHEN ZWALA

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JTL • EN 245/292

UNIT GROUND

6

WAR JUGGERNAUT

3

7

REPUBLIC • VEHICLE • TANK

This unit gets $\frac{1}{2}$ for each damaged unit.
When Played: Deal 1 damage to each of any number of units.

JAKE PARKER

© LFL © FFG

JTL • EN 170/292

UNIT GROUND

6

WAR JUGGERNAUT

3

7

REPUBLIC • VEHICLE • TANK

This unit gets $\frac{1}{2}$ for each damaged unit.
When Played: Deal 1 damage to each of any number of units.

JAKE PARKER

© LFL © FFG

JTL • EN 170/292

UNIT GROUND

6

WAR JUGGERNAUT

3

7

REPUBLIC • VEHICLE • TANK

This unit gets $\frac{1}{2}$ for each damaged unit.
When Played: Deal 1 damage to each of any number of units.

JAKE PARKER

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JTL • EN 170/292

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 230/282

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 230/282

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 230/282

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 FFG JTL-EN 217/282

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 FFG JTL-EN 217/282

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 FFG JTL-EN 217/282

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 FFG JTL-EN 149/282

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 FFG JTL-EN 149/282

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 FFG JTL-EN 149/282

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 FFG JTL-EN 202/282

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 FFG JTL-EN 202/282

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 FFG JTL-EN 202/282

UNIT SPACE

3 **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

UNIT SPACE

3 **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

UNIT SPACE

3 **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

UNIT SPACE

2 **Black One**
STRAIGHT AT THEM

2 **RESISTANCE • VEHICLE • FIGHTER** 3

While this unit is upgraded, it gets $\pm 1 \pm 0$.

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

UNIT SPACE

2 **Black One**
STRAIGHT AT THEM

2 **RESISTANCE • VEHICLE • FIGHTER** 3

While this unit is upgraded, it gets $\pm 1 \pm 0$.

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

UNIT SPACE

3 **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

UNIT SPACE

4 **B-Wing Skirmisher**

4 **REBEL • VEHICLE • FIGHTER** 4

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

AMAD MIR LFL © FFG LAW • EN 183/264

UNIT SPACE

4 **B-Wing Skirmisher**

4 **REBEL • VEHICLE • FIGHTER** 4

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

AMAD MIR LFL © FFG LAW • EN 183/264

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 © FFG LAW • EN 222/264

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

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

4 UNIT SPACE

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 © FFG SEC • EN 152/264

4 UNIT SPACE

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 © FFG SEC • EN 152/264

4 UNIT SPACE

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 © FFG SEC • EN 152/264

1 UNIT SPACE

A-WING

1 VEHICLE • FIGHTER 2

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

KURSAID KARATAS LFL © FFG SEC • EN 213/264

1 UNIT SPACE

A-WING

1 VEHICLE • FIGHTER 2

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

KURSAID KARATAS LFL © FFG SEC • EN 213/264

1 UNIT SPACE

A-WING

1 VEHICLE • FIGHTER 2

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

KURSAID KARATAS LFL © FFG SEC • EN 213/264

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 © FFG SEC • EN 193/264

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

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

1 EVENT

SYSTEM SHOCK

TACTIC

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




SEBASTIÁN GUZDORNO

1 EVENT

SYSTEM SHOCK

TACTIC

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




SEBASTIÁN GUZDORNO

1 EVENT

SYSTEM SHOCK

TACTIC

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



SEBASTIÁN GUZDORNO

1 EVENT

JAM COMMUNICATIONS

TRICK

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



DEMIS MEDRI

1 EVENT

JAM COMMUNICATIONS

TRICK

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



DEMIS MEDRI

1 EVENT

JAM COMMUNICATIONS

TRICK

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



DEMIS MEDRI

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

