

5 LEADER UNIT GROUND

◆ **ENFY'S NEST**
UNTIL WE CAN GO NO HIGHER



3 UNDERWORLD **7**


When you use an "On Attack" ability: You may use that ability again. Use this ability only once each round.

MARC ESCAICH

◆ **ENFY'S NEST**
UNTIL WE CAN GO NO HIGHER

When you use an "On Attack" ability: You may pay [2] and exhaust this leader. If you do, use that ability again.

Epic Action: If you control 5 or more resources, deploy this leader. [3/7]




LEADER UNDERWORLD

MARC ESCAICH

30 BASE

SENATE ROTUNDA



CORUSCANT

AIRBORN CARD

SEC-EN 2/284

5 UNIT GROUND

◆ **CHEWBACCA**
FAITHFUL FIRST MATE



5 **6**

This unit can't be defeated or returned to hand by enemy card abilities.

PILOTING [1] [2] [3] [4] (You may play this as an upgrade on a friendly Vehicle without a Pilot.) Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

◆ **CHEWBACCA** **+3**

REBEL • WOOKIEE • PILOT

AITOR PRIETO

5 UNIT GROUND

◆ **CHEWBACCA**
FAITHFUL FIRST MATE



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REBEL • WOOKIEE • PILOT

AITOR PRIETO

1 UNIT GROUND

◆ **BB-8**
HAPPY BEEPS



1 **4**

PILOTING [1] [2] [3] [4] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may pay [2]. If you do, ready a **RESISTANCE** unit.

◆ **BB-8** **+2**

RESISTANCE • DROID • PILOT

ARTHUR MOUGNE

1 UNIT GROUND

◆ **BB-8**
HAPPY BEEPS



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ARTHUR MOUGNE

UNIT GROUND

2 DETERMINED RECRUIT

3 1

PILOTING [2] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

+3 DETERMINED RECRUIT +1

RESISTANCE • PILOT

OMERCAN CIRIT LFL • FF6 JTL • EN 159/262

UNIT GROUND

2 DETERMINED RECRUIT

3 1

PILOTING [2] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

+3 DETERMINED RECRUIT +1

RESISTANCE • PILOT

OMERCAN CIRIT LFL • FF6 JTL • EN 159/262

UNIT GROUND

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+3 DETERMINED RECRUIT +1

RESISTANCE • PILOT

OMERCAN CIRIT LFL • FF6 JTL • EN 159/262

UNIT GROUND

3 ♦ BIGGS DARKLIGHTER

THEY'LL NEVER STOP US

3 4

PILOTING [1] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

If attached unit is a FIGHTER, it gains **OVERWHELM**.

If attached unit is a TRANSPORT, it gets $\frac{0}{0}/\frac{0}{0}$.

If attached unit is a SPEEDER, it gains **GRIT**.

+2 ♦ BIGGS DARKLIGHTER +1

REBEL • PILOT

GABRIEL GOMEZ ALMENZAR LFL • FF6 JTL • EN 150/262

UNIT GROUND

3 ♦ BIGGS DARKLIGHTER

THEY'LL NEVER STOP US

3 4

PILOTING [1] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

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REBEL • PILOT

GABRIEL GOMEZ ALMENZAR LFL • FF6 JTL • EN 150/262

UNIT GROUND

1 ♦ R2-D2

ART000000000!

1 4

PILOTING [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."

+1 ♦ R2-D2 +1

REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FF6 JTL • EN 240/262

UNIT GROUND

1 ♦ R2-D2

ART000000000!

1 4

PILOTING [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."

+1 ♦ R2-D2 +1

REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FF6 JTL • EN 240/262

UNIT GROUND

1 ♦ NIEN NUNB

LOYAL CO-PILOT

1 2

This unit gets $\frac{0}{1}/\frac{0}{0}$ for each other friendly PILOT unit and upgrade.

PILOTING [1] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

Attached unit gets $\frac{0}{1}/\frac{0}{0}$ for each other friendly PILOT unit and upgrade.

+1 ♦ NIEN NUNB +2

REBEL • PILOT

MARC ESCACHX LFL • FF6 JTL • EN 83/262

UNIT GROUND

1 **NIEN NUNB**
LOYAL CO-PILOT



1 2

This unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

PILOTING [1] [] []

Attached unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

+1 **NIEN NUNB** +2
REBEL • PILOT

MARC ESCACIX LFL © FF6 JTL • EN 93/262

UNIT GROUND

1 **NIEN NUNB**
LOYAL CO-PILOT



1 2

This unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

PILOTING [1] [] []

Attached unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

+1 **NIEN NUNB** +2
REBEL • PILOT

MARC ESCACIX LFL © FF6 JTL • EN 93/262

UNIT SPACE

3 **RED FIVE**
RUNNING THE TRENCH



3 4

REBEL • VEHICLE • FIGHTER

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

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UNIT SPACE

3 **RED FIVE**
RUNNING THE TRENCH



3 4

REBEL • VEHICLE • FIGHTER

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

AMAD MIR LFL © FF6 JTL • EN 151/262

UNIT SPACE

3 **RED FIVE**
RUNNING THE TRENCH



3 4

REBEL • VEHICLE • FIGHTER

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

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UNIT SPACE

2 **RED SQUADRON Y-WING**



1 3

REBEL • VEHICLE • FIGHTER

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 3

REBEL • VEHICLE • FIGHTER

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 3

REBEL • VEHICLE • FIGHTER

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

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UNIT SPACE

5 **TACTICAL HEAVY BOMBER**



3 5

RESISTANCE • VEHICLE • TRANSPORT

On Attack: Deal indirect damage equal to this unit's power to the defending player. If a base is damaged this way, draw a card. (That player assigns that much unpreventable damage among their base and units.)

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UNIT SPACE

5 **TACTICAL HEAVY BOMBER**



RESISTANCE • VEHICLE • TRANSPORT 5

On Attack: Deal indirect damage equal to this unit's power to the defending player. If a base is damaged this way, draw a card. (That player assigns that much unpreventable damage among their base and units.)

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UNIT SPACE

5 **TACTICAL HEAVY BOMBER**



RESISTANCE • VEHICLE • TRANSPORT 5

On Attack: Deal indirect damage equal to this unit's power to the defending player. If a base is damaged this way, draw a card. (That player assigns that much unpreventable damage among their base and units.)

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UNIT SPACE

3 **◆ SABINE'S MASTERPIECE**
CRAZY COLORFUL



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

3 **◆ SABINE'S MASTERPIECE**
CRAZY COLORFUL



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

3 **◆ SABINE'S MASTERPIECE**
CRAZY COLORFUL



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.

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UNIT SPACE

3 **◆ MILLENNIUM FALCON**
GET OUT AND PUSH



REBEL • VEHICLE • TRANSPORT 4

You may play or deploy 1 additional **PILOT** on this unit.
This unit gets $\frac{1}{1}$ for each **PILOT** on it.

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UNIT SPACE

3 **◆ MILLENNIUM FALCON**
GET OUT AND PUSH



REBEL • VEHICLE • TRANSPORT 4

You may play or deploy 1 additional **PILOT** on this unit.
This unit gets $\frac{1}{1}$ for each **PILOT** on it.

ROBERT BUNCHINE © LFL © FFG JTL • EN 248/262

UNIT SPACE

3 **◆ MILLENNIUM FALCON**
GET OUT AND PUSH



REBEL • VEHICLE • TRANSPORT 4

You may play or deploy 1 additional **PILOT** on this unit.
This unit gets $\frac{1}{1}$ for each **PILOT** on it.

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UNIT SPACE

2 **RESISTANCE X-WING**



RESISTANCE • VEHICLE • FIGHTER 2

While this unit has a **PILOT** on it, it gets $\frac{1}{1}$.

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2 UNIT SPACE

RESISTANCE X-WING



2 RESISTANCE • VEHICLE • FIGHTER **2**

While this unit has a **PILOT** on it, it gets $\frac{1}{1}$.

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2 UNIT SPACE

RESISTANCE X-WING



2 RESISTANCE • VEHICLE • FIGHTER **2**

While this unit has a **PILOT** on it, it gets $\frac{1}{1}$.

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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 $\frac{3}{3}$ less.



RENO LFL © FF6 JTL • EN 155/262

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 $\frac{3}{3}$ less.



RENO LFL © FF6 JTL • EN 155/262

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 $\frac{3}{3}$ less.




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1 EVENT

HOTSHOT MANEUVER

TACTIC

Choose a friendly unit. For each of its **"On Attack"** abilities, deal 2 damage to a different enemy unit. Then, attack with the chosen unit.




JB CASACOP LFL © FF6 JTL • EN 672

1 EVENT

HOTSHOT MANEUVER

TACTIC

Choose a friendly unit. For each of its **"On Attack"** abilities, deal 2 damage to a different enemy unit. Then, attack with the chosen unit.




JB CASACOP LFL © FF6 JTL • EN 672

1 EVENT

HOTSHOT MANEUVER

TACTIC

Choose a friendly unit. For each of its **"On Attack"** abilities, deal 2 damage to a different enemy unit. Then, attack with the chosen unit.



JB CASACOP LFL © FF6 JTL • EN 672

3 EVENT

AGGRESSIVE NEGOTIATIONS

TACTIC

Attack with a unit. For this attack, it gets $\frac{1}{1}$ for each card in your hand.



KEVIN LIBRANDA LFL © FF6 SEC • EN 179/264

3 EVENT | TACTIC

Attack with a unit. For this attack, it gets $\ominus 1/\oplus 0$ for each card in your hand.

KEVIN LIBRANDA | © LFL © FFG | SEC • EN | 179/264

3 EVENT | TACTIC

Attack with a unit. For this attack, it gets $\ominus 1/\oplus 0$ for each card in your hand.

KEVIN LIBRANDA | © LFL © FFG | SEC • EN | 179/264

1 UPGRADE | TARGETING COMPUTER

Attached unit gains: "You assign all indirect damage dealt by this unit."

+1 TARGETING COMPUTER | ITEM • MODIFICATION | **+1**

FERNANDO CORREA | © LFL © FFG | JTL • EN | 171/262

1 UPGRADE | TARGETING COMPUTER

Attached unit gains: "You assign all indirect damage dealt by this unit."

+1 TARGETING COMPUTER | ITEM • MODIFICATION | **+1**

FERNANDO CORREA | © LFL © FFG | JTL • EN | 171/262

1 UPGRADE | TARGETING COMPUTER

Attached unit gains: "You assign all indirect damage dealt by this unit."

+1 TARGETING COMPUTER | ITEM • MODIFICATION | **+1**

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2 UPGRADE | **↔ ENFY'S NEST'S HELMET**

Attach to a non-VEHICLE unit.

Attached unit gains: "On Attack: You may give another unit $\ominus 3/\oplus 0$ for this phase."

+0 **↔ ENFY'S NEST'S HELMET** | ITEM • ARMOR | **+2**

EJ DELA CRUZ | © LFL © FFG | LAW • EN | 188/264

2 UPGRADE | **↔ ENFY'S NEST'S HELMET**

Attach to a non-VEHICLE unit.

Attached unit gains: "On Attack: You may give another unit $\ominus 3/\oplus 0$ for this phase."

+0 **↔ ENFY'S NEST'S HELMET** | ITEM • ARMOR | **+2**

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