

5 LEADER UNIT GROUND

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



3 UNDERWORLD **7**

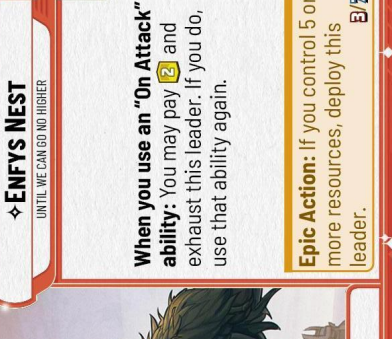
When you use an "On Attack" ability: You may use that ability again. Use this ability only once each round.

MARC ESCACHX

◆ **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. **B/7**

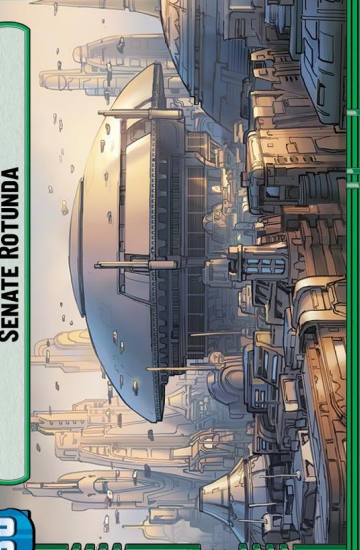


LEADER UNDERWORLD

MARC ESCACHX

30 BASE

SENATE ROTUNDA



CORUSCANT

JURJEN GIROD

5 UNIT GROUND

◆ **CHEWBACCA**
FAITHFUL FIRST MATE



5 **6**

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

PILOTING [] (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

ATOR PRIETO

5 UNIT GROUND

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REBEL • WOOKIEE • PILOT

ATOR PRIETO

1 UNIT GROUND

◆ **BB-8**
HAPPY BEEPS



1 **4**

PILOTING [] (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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RESISTANCE • DROID • PILOT

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 • FFG 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.)

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RESISTANCE • PILOT

OMERCAN CIRIT LFL • FFG JTL • EN 159/262

UNIT GROUND

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RESISTANCE • PILOT

OMERCAN CIRIT LFL • FFG 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 $\text{0}/\text{0}$.

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

+2 ◆BIGGS DARKLIGHTER +1

REBEL • PILOT

GABRIEL GOMEZ ALMENZAR LFL • FFG 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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+2 ◆BIGGS DARKLIGHTER +1

REBEL • PILOT

GABRIEL GOMEZ ALMENZAR LFL • FFG 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 • FFG JTL • EN 245/262

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 • FFG JTL • EN 245/262

UNIT GROUND

1 ◆NIEN NUNB

LOYAL CO-PILOT

1 2

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

PILOTING [1]

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

+1 ◆NIEN NUNB +2

REBEL • PILOT

MARC ESCACHY LFL • FFG JTL • EN 93/262

1 UNIT GROUND

◆ **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 ESCACHX LFL © FFG JTL • EN 93/262

1 UNIT GROUND

◆ **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 ESCACHX LFL © FFG JTL • EN 93/262

3 UNIT SPACE

◆ **RED FIVE**
RUNNING THE TRENCH



3 **4**

REBEL • VEHICLE • FIGHTER

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 **4**

REBEL • VEHICLE • FIGHTER

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 **4**

REBEL • VEHICLE • FIGHTER

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

AMAD MIR LFL © FFG JTL • EN 151/262

2 UNIT SPACE

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 © FFG JTL • EN 149/262

2 UNIT SPACE

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 © FFG JTL • EN 149/262

2 UNIT SPACE

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 © FFG JTL • EN 149/262

5 UNIT SPACE

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.)

AMAD MIR LFL © FFG JTL • EN 152/262

UNIT SPACE

5 TACTICAL HEAVY BOMBER



3 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.)

AMAD NIR LFL © FFG JTL • EN 152/282

UNIT SPACE

5 TACTICAL HEAVY BOMBER



3 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.)

AMAD NIR LFL © FFG JTL • EN 152/282

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 250/282

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 250/282

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 250/282

UNIT SPACE

3 ♠ MILLENNIUM FALCON

GET OUT AND PUSH



3 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 BONCHUNE LFL © FFG JTL • EN 248/282

UNIT SPACE

3 ♠ MILLENNIUM FALCON

GET OUT AND PUSH



3 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 BONCHUNE LFL © FFG JTL • EN 246/282

UNIT SPACE

3 ♠ MILLENNIUM FALCON

GET OUT AND PUSH



3 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 BONCHUNE LFL © FFG JTL • EN 248/282

UNIT SPACE

2 RESISTANCE X-WING



2 RESISTANCE • VEHICLE • FIGHTER 2

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

AARON DHANDA LFL © FFG JTL • EN 247/282

2 UNIT SPACE

RESISTANCE X-WING

2 RESISTANCE • VEHICLE • FIGHTER **2**

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

AARON DHANDA © LFL © FFG JTL • EN 247/262

2 UNIT SPACE

RESISTANCE X-WING

2 RESISTANCE • VEHICLE • FIGHTER **2**

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

AARON DHANDA © LFL © FFG JTL • EN 247/262

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 $\frac{1}{1}$ less.

RENO © LFL © FFG 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 $\frac{1}{1}$ less.

RENO © LFL © FFG 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 $\frac{1}{1}$ less.

RENO © LFL © FFG JTL • EN 155/262

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 © FFG 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 © FFG 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 © FFG JTL • EN 672

3 EVENT

AGGRESSIVE NEGOTIATIONS

TACTIC

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

KEVIN LIBRANDA © LFL © FFG SEC • EN 179/284

3 EVENT

AGGRESSIVE NEGOTIATIONS

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

AGGRESSIVE NEGOTIATIONS

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."

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."

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."

TARGETING COMPUTER

ITEM • MODIFICATION

+1

FERNANDO CORREA

LFL © FFG JTL • EN 171/262

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."

◆ ENFY'S NEST'S HELMET

ITEM • ARMOR

+2

EJ DELA CRUZ

LFL © FFG LAW • EN 186/264

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."

◆ ENFY'S NEST'S HELMET

ITEM • ARMOR

+2

EJ DELA CRUZ

LFL © FFG LAW • EN 186/264

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◆ ENFY'S NEST'S HELMET

ITEM • ARMOR

+2

EJ DELA CRUZ

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