



1 UNIT GROUND

HYLOBON ENFORCER

1 UNDERWORLD 4

GRIT (This unit gets +1/+0 for each damage on it.)

BOUNTY – Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

JOSHUA CARSON © LFL © FFG SHD • EN 027/262

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4 UNIT GROUND

♦SYNARA SAN

LOYAL TO KRAGAN

3 UNDERWORLD 6

GRIT

While this unit is exhausted, she gains, "**BOUNTY** – Deal 5 damage to a base." (When this unit is defeated or captured, your opponent collects its bounty.)

SANDRA CHLEWIŃSKA © LFL © FFG SHD • EN 033/262

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3 UNIT GROUND

DEATH WATCH LOYALIST

3 MANDALORIAN • TROOPER 3

GRIT (This unit gets +1/+0 for each damage on it.)

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

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3 UNIT GROUND

DEATH WATCH LOYALIST

3 MANDALORIAN • TROOPER 3

GRIT (This unit gets +1/+0 for each damage on it.)

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

AMAD MIR © LFL © FFG SHD • EN 136/262

3 UNIT GROUND

DEATH WATCH LOYALIST

3 MANDALORIAN • TROOPER 3

GRIT (This unit gets +1/+0 for each damage on it.)

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

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2 UNIT GROUND

◆ **WOLFFE**
SUSPICIOUS VETERAN



3 FRINGE • CLONE **2**

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

When Played/On Attack: Bases can't be healed for this phase.

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2 UNIT GROUND

◆ **WOLFFE**
SUSPICIOUS VETERAN



3 FRINGE • CLONE **2**

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

When Played/On Attack: Bases can't be healed for this phase.

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

When Played/On Attack: Bases can't be healed for this phase.

ELENA SKITAETS © LFL © FFG SOR • EN 160/252

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.

SMUGGLE [B] [C]

When played using SMUGGLE: Attack with attached unit.

+2 HOTSHOT DL-44 BLASTER **+0**

ITEM • WEAPON

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/262

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.

SMUGGLE [B] [C]

When played using SMUGGLE: Attack with attached unit.

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ITEM • WEAPON

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/262

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When played using SMUGGLE: Attack with attached unit.

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ITEM • WEAPON

ESLAM ABOSHADY © LFL © FFG SHD • EN 174/262

2 UNIT GROUND

◆ **DOCTOR PERSHING**
EXPERIMENTING WITH LIFE



0 IMPERIAL **5**

Action [↻, deal 1 damage to a friendly unit]: Draw a card.

DAVID BUISAN © LFL © FFG SHD • EN 028/262

2 UNIT GROUND

◆ **DOCTOR PERSHING**
EXPERIMENTING WITH LIFE



0 IMPERIAL **5**

Action [↻, deal 1 damage to a friendly unit]: Draw a card.

DAVID BUISAN © LFL © FFG SHD • EN 028/262

2 UNIT GROUND

◆ **DOCTOR PERSHING**
EXPERIMENTING WITH LIFE



0 IMPERIAL **5**

Action [↻, deal 1 damage to a friendly unit]: Draw a card.

DAVID BUISAN © LFL © FFG SHD • EN 028/262

1 UPGRADE

RUTHLESSNESS



Attached unit gains: **"When this unit attacks and defeats a unit:** Deal 2 damage to the defending player's base."

+2 **RUTHLESSNESS** **+0**
INNATE

JAMES DALY © LFL © FFG SHD • EN 143/262

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RUTHLESSNESS



Attached unit gains: **"When this unit attacks and defeats a unit:** Deal 2 damage to the defending player's base."

+2 **RUTHLESSNESS** **+0**
INNATE

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+2 **RUTHLESSNESS** **+0**
INNATE

JAMES DALY © LFL © FFG SHD • EN 143/262

3 EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.



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3 EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAM ABOSHADY © LFL © FFG SOR • EN 041/252

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An opponent chooses a unit they control. Defeat that unit.



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5 UNIT GROUND

◆ **SEVENTH SISTER**
IMPLACABLE INQUISITOR



3 **FORCE • IMPERIAL • INQUISITOR** **6**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)
When this unit deals combat damage to an opponent's base: You may deal 3 damage to a ground unit that opponent controls.

LENKA ŠIMEČKOVÁ © LFL © FFG SOR • EN 133/252

5 UNIT GROUND

◆ **SEVENTH SISTER**
IMPLACABLE INQUISITOR



3 **FORCE • IMPERIAL • INQUISITOR** **6**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)
When this unit deals combat damage to an opponent's base: You may deal 3 damage to a ground unit that opponent controls.

LENKA ŠIMEČKOVÁ © LFL © FFG SOR • EN 133/252

3 UNIT GROUND

◆ **FIFTH BROTHER**
FEAR HUNTER



2 **FORCE • IMPERIAL • INQUISITOR** **4**

This unit gains **RAID 1** for each damage on him. (He gets +1/+0 while attacking for each damage on him.)
On Attack: You may deal 1 damage to this unit and 1 damage to another ground unit.

ESLAM ABOSHADY © LFL © FFG SOR • EN 131/252

3 UNIT GROUND

♦ **FIFTH BROTHER**
FEAR HUNTER



2 FORCE • IMPERIAL • INQUISITOR **4**

This unit gains **RAID 1** for each damage on him. (He gets +1/+0 while attacking for each damage on him.)

On Attack: You may deal 1 damage to this unit and 1 damage to another ground unit.

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6 EVENT

RIVAL'S FALL

TACTIC

Defeat a unit.



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6 EVENT

RIVAL'S FALL

TACTIC

Defeat a unit.



DAVID NAGH © LFL © FFG SHD • EN 079/202

1 UNIT GROUND

GUAVIAN ANTAGONIZER



2 UNDERWORLD • TROOPER **3**

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

BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

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1 UNIT GROUND

GUAVIAN ANTAGONIZER



2 UNDERWORLD • TROOPER **3**

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

BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

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7 UNIT GROUND

♦ **PRE VIZSLA**
POWER HUNGRY



8 MANDALORIAN • TROOPER **7**

When Played/On Attack: You may pay the cost of an upgrade attached to another non-VEHICLE unit. If you do, take control of that upgrade and attach it to this unit, if able. If it can't attach to this unit, defeat it instead.

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7 UNIT GROUND

♦ **PRE VIZSLA**
POWER HUNGRY



8 MANDALORIAN • TROOPER **7**

When Played/On Attack: You may pay the cost of an upgrade attached to another non-VEHICLE unit. If you do, take control of that upgrade and attach it to this unit, if able. If it can't attach to this unit, defeat it instead.

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6 UNIT GROUND

♦ **KYLO REN**
KILLING THE PAST



6 FORCE • FIRST ORDER **7**

While playing this unit, ignore his  aspect penalty if you control Rey.

On Attack: Give a unit  for this phase. If it's a non- unit, also give an Experience token to it.

AMELIE HUTT © LFL © FFG SHD • EN 141/252

6 UNIT GROUND

♦ **KYLO REN**
KILLING THE PAST



6 FORCE • FIRST ORDER **7**

While playing this unit, ignore his  aspect penalty if you control Rey.

On Attack: Give a unit  for this phase. If it's a non- unit, also give an Experience token to it.

AMELIE HUTT © LFL © FFG SHD • EN 141/252

3

UPGRADE

FALLEN LIGHTSABER

Attach to a non-VEHICLE unit.

If attached unit is a **FORCE** unit, it gains:

"On Attack: Deal 1 damage to each ground unit the defending player controls."

+3

FALLEN LIGHTSABER

ITEM • WEAPON • LIGHTSABER

+3

MILOS SLAVKOVIC

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3

UPGRADE

FALLEN LIGHTSABER

Attach to a non-VEHICLE unit.

If attached unit is a **FORCE** unit, it gains:

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FALLEN LIGHTSABER

ITEM • WEAPON • LIGHTSABER

+3

MILOS SLAVKOVIC

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+3

FALLEN LIGHTSABER

ITEM • WEAPON • LIGHTSABER

+3

MILOS SLAVKOVIC

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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

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1

EVENT

GIVE IN TO YOUR ANGER

INNATE

Deal 1 damage to an enemy unit. Its controller's next action this phase must be an attack action with that unit, if able. It must attack a unit, if able.

CRISTINA LAVIÑA

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1

EVENT

GIVE IN TO YOUR ANGER

INNATE

Deal 1 damage to an enemy unit. Its controller's next action this phase must be an attack action with that unit, if able. It must attack a unit, if able.

CRISTINA LAVIÑA

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1

EVENT

GIVE IN TO YOUR ANGER

INNATE

Deal 1 damage to an enemy unit. Its controller's next action this phase must be an attack action with that unit, if able. It must attack a unit, if able.

CRISTINA LAVIÑA

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