

**6** LEADER UNIT GROUND

◆ **GRAND INQUISITOR**  
HUNTING THE JEDI



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

**On Attack:** You may deal 1 damage to another friendly unit with **3** or less power and ready it.

BORJA PINGADO

◆ **GRAND INQUISITOR**  
HUNTING THE JEDI

**Action** [↻]: Deal 2 damage to a friendly unit with **3** or less power and ready it.


**Epic Action:** If you control **6** or more resources, deploy this leader.

**LEADER** FORCE • IMPERIAL • INQUISITOR

BORJA PINGADO

**25** BASE

**SECURITY COMPLEX**



**Epic Action:** Give a Shield token to a non-leader unit.

SCARIF

TYLOR EDWIN

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**1** UNIT GROUND

**2-1B SURGICAL DROID**



**1** DROID **3**

**On Attack:** You may heal 2 damage from another unit.

HOAN NGUYEN ©LFL ©FFG SOR • EN 059/252

**1** UNIT GROUND

**2-1B SURGICAL DROID**



**1** DROID **3**

**On Attack:** You may heal 2 damage from another unit.

HOAN NGUYEN ©LFL ©FFG SOR • EN 059/252

**1** UNIT GROUND

**2-1B SURGICAL DROID**



**1** DROID **3**

**On Attack:** You may heal 2 damage from another unit.

HOAN NGUYEN ©LFL ©FFG SOR • EN 059/252

**2** UNIT GROUND

**SCOUT BIKE PURSUER**



**1** IMPERIAL • TROOPER **4**

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

MICKAEL BALLOUL ©LFL ©FFG SOR • EN 032/252

**2** UNIT GROUND

**SCOUT BIKE PURSUER**



**1** IMPERIAL • TROOPER **4**

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

MICKAEL BALLOUL ©LFL ©FFG SOR • EN 032/252

**2** UNIT GROUND

**SCOUT BIKE PURSUER**



**1** IMPERIAL • TROOPER **4**

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

MICKAEL BALLOUL ©LFL ©FFG SOR • EN 032/252

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

1 UNIT GROUND

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1 UNDERWORLD 4

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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 CHLEWINSKA © LFL © FFG SHD • EN 033/262

4 UNIT GROUND

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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.)

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.

ELENA SKITALET'S © LFL © FFG SOR • EN 160/252

**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.

ELENA SKITALET'S © 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.

**+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.

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

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

**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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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

**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

**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

**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 SIMECKOVA © 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 SIMECKOVA © 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.



DWID 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.

MARKUS LENZ © LFL © FFG SHD • EN 142/252

**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.

MARKUS LENZ © LFL © FFG SHD • EN 142/252

**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  $\ominus 2/\ominus 0$  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  $\ominus 2/\ominus 0$  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** **+3**  
ITEM • WEAPON • LIGHTSABER

MILOS SLAYKOVIC ©LFL ©FFG SOR • EN 137/252

**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."

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ITEM • WEAPON • LIGHTSABER

MILOS SLAYKOVIC ©LFL ©FFG SOR • EN 137/252

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**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** **+3**  
ITEM • WEAPON • LIGHTSABER

MILOS SLAYKOVIC ©LFL ©FFG SOR • EN 137/252

**4** EVENT

**TAKEDOWN**

TACTIC

Defeat a unit with 5 or less remaining HP.




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**4** EVENT

**TAKEDOWN**

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

**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 ©LFL ©FFG SHD • EN 144/252

**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 ©LFL ©FFG SHD • EN 144/252

**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.



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