

LEADER UNIT **GROUND**

6 ♦ **BOBA FETT**
DAIMYO

4 **UNDERWORLD** **7**

Each other friendly unit that has 1 or more **KEYWORDS** gets $\pm 1/\pm 0$.

GUILLAUME OSPITAL

LEADER **GROUND**

♦ **BOBA FETT**
DAIMYO

UNDERWORLD

When you play a unit that has 1 or more KEYWORDS: You may exhaust this leader. If you do, give a friendly unit $\pm 1/\pm 0$ for this phase.

Epic Action: If you control 6 or more resources, deploy this leader. ± 7

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BASE

JEDHA CITY

25

JEDHA

Epic Action: Give a non-leader unit $\pm 4/\pm 0$ for this phase.

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UNIT **GROUND**

7 ♦ **HAN SOLO**
RELUCTANT HERO

6 **UNDERWORLD** **6**

AMBUSH (After you play this unit, he may ready and attack an enemy unit.)
While attacking, this unit deals combat damage before the defender.

BORJA PINDADO © LFL © FF6 SHD • EN 199/252

UNIT **GROUND**

7 ♦ **HAN SOLO**
RELUCTANT HERO

6 **UNDERWORLD** **6**

AMBUSH (After you play this unit, he may ready and attack an enemy unit.)
While attacking, this unit deals combat damage before the defender.

BORJA PINDADO © LFL © FF6 SHD • EN 199/252

UNIT **GROUND**

6 ♦ **ENFY'S NEST**
MARAUDEUR

5 **UNDERWORLD** **4**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
While a friendly unit (including this one) is attacking using **AMBUSH**, the defender gets $\pm 3/\pm 0$.

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UNIT **GROUND**

6 ♦ **ENFY'S NEST**
MARAUDEUR

5 **UNDERWORLD** **4**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
While a friendly unit (including this one) is attacking using **AMBUSH**, the defender gets $\pm 3/\pm 0$.

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UNIT **GROUND**

4 **MODDED COHORT**

2 **UNDERWORLD** **4**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
RAID 2 (This unit gets $\pm 2/\pm 0$ while attacking.)

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UNIT **GROUND**

4 **MODDED COHORT**

2 **UNDERWORLD** **4**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
RAID 2 (This unit gets $\pm 2/\pm 0$ while attacking.)

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UNIT GROUND

4 MODDED COHORT



2 UNDERWORLD 4

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

RAID 2 (This unit gets +2/+0 while attacking.)

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UNIT GROUND

3 ROGUE OPERATIVE



2 REBEL • TROOPER 4

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

RAID 2 (This unit gets +2/+0 while attacking.)

STEVE MORRIS © LFL © FF6 SOR • EN 194/252

UNIT GROUND

3 ROGUE OPERATIVE



2 REBEL • TROOPER 4

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

RAID 2 (This unit gets +2/+0 while attacking.)

STEVE MORRIS © LFL © FF6 SOR • EN 194/252

UNIT GROUND

3 ♦TECH
SOURCE OF INSIGHT



2 FRINGE • CLONE 5

Each friendly resource gains **SMUGGLE**. The gained **SMUGGLE** cost is that card's cost plus 2 and its aspect icons.

SMUGGLE [4] [Tech] [Fringe]

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UNIT GROUND

3 ♦TECH
SOURCE OF INSIGHT



2 FRINGE • CLONE 5

Each friendly resource gains **SMUGGLE**. The gained **SMUGGLE** cost is that card's cost plus 2 and its aspect icons.

SMUGGLE [4] [Tech] [Fringe]

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UNIT GROUND

3 ♦TECH
SOURCE OF INSIGHT



2 FRINGE • CLONE 5

Each friendly resource gains **SMUGGLE**. The gained **SMUGGLE** cost is that card's cost plus 2 and its aspect icons.

SMUGGLE [4] [Tech] [Fringe]

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UNIT GROUND

3 ECHO BASE DEFENDER



4 REBEL • TROOPER 3

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

THOMAS WIEVEGG © LFL © FF6 SOR • EN 098/252

UNIT GROUND

3 ECHO BASE DEFENDER



4 REBEL • TROOPER 3

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

THOMAS WIEVEGG © LFL © FF6 SOR • EN 098/252

UNIT GROUND

3 SUNDARI PEACEKEEPER



1 MANDALORIAN • TROOPER 5

RAID 2 (This unit gets +2/+0 while attacking.)

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ERIK LY © LFL © FF6 SHD • EN 086/252

UNIT GROUND

3 SUNDARI PEACEKEEPER



1 MANDALORIAN • TROOPER 5

RAID 2 (This unit gets +2/+0 while attacking.)
RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

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UNIT GROUND

3 SUNDARI PEACEKEEPER



1 MANDALORIAN • TROOPER 5

RAID 2 (This unit gets +2/+0 while attacking.)
RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

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UNIT GROUND

3 ♦DJ BLATANT THIEF



3 UNDERWORLD 5

SMUGGLE [7][6][6]
When played using SMUGGLE: Take control of an enemy resource. When this unit leaves play, that resource's owner takes control of it.

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UNIT GROUND

3 ♦DJ BLATANT THIEF



3 UNDERWORLD 5

SMUGGLE [7][6][6]
When played using SMUGGLE: Take control of an enemy resource. When this unit leaves play, that resource's owner takes control of it.

KYLE PETCHOCK © LFL © FFG SHD • EN 213/262

UNIT GROUND

2 CLOUD-RIDER



3 UNDERWORLD 1

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

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UNIT GROUND

2 CLOUD-RIDER



3 UNDERWORLD 1

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

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UNIT GROUND

2 CLOUD-RIDER



3 UNDERWORLD 1

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

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UNIT GROUND

1 CLONE DESERTER



2 FRINGE • CLONE 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)
BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

MARKUS LENZ © LFL © FFG SHD • EN 095/262

UNIT GROUND

1 CLONE DESERTER



2 FRINGE • CLONE 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)
BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

MARKUS LENZ © LFL © FFG SHD • EN 095/262

1 UNIT GROUND

CLONE DESERTER



2 FRINGE • CLONE **3**

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

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

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3 UNIT GROUND

PHASE II CLONE TROOPER



3 REPUBLIC • CLONE • TROOPER **2**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

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3 UNIT GROUND

PHASE II CLONE TROOPER



3 REPUBLIC • CLONE • TROOPER **2**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

OPERCAN CIRIT © LFL © FFG TWI • EN 242/257

3 UNIT GROUND

PHASE II CLONE TROOPER



3 REPUBLIC • CLONE • TROOPER **2**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

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5 UNIT GROUND

♦ PLO KOON
KOH-TO-YAH!



3 FORCE • JEDI • REPUBLIC **6**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

COORDINATE — RAID 3 (Gain this keyword while you control 3 or more units. This unit gets +3/+0 while attacking.)

SEBASTIAN GUIDOBONO © LFL © FFG TWI • EN 196/257

5 UNIT GROUND

♦ PLO KOON
KOH-TO-YAH!



3 FORCE • JEDI • REPUBLIC **6**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

COORDINATE — RAID 3 (Gain this keyword while you control 3 or more units. This unit gets +3/+0 while attacking.)

SEBASTIAN GUIDOBONO © LFL © FFG TWI • EN 196/257

5 UNIT GROUND

♦ PLO KOON
KOH-TO-YAH!



3 FORCE • JEDI • REPUBLIC **6**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

COORDINATE — RAID 3 (Gain this keyword while you control 3 or more units. This unit gets +3/+0 while attacking.)

SEBASTIAN GUIDOBONO © LFL © FFG TWI • EN 196/257

2 UNIT GROUND

BATTLEFIELD MARINE



3 REBEL • TROOPER **3**

DAVID BUISAN © LFL © FFG SOR • EN 095/252

2 UNIT GROUND

BATTLEFIELD MARINE



3 REBEL • TROOPER **3**

DAVID BUISAN © LFL © FFG SOR • EN 095/252

UNIT GROUND

2 CORUSCANT GUARD



3 REPUBLIC • CLONE • TROOPER 2

COORDINATE – AMBUSH (Gain this keyword while you control 3 or more units, including this one. When you play this unit, it may ready and attack an enemy unit.)

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UNIT GROUND

2 CORUSCANT GUARD



3 REPUBLIC • CLONE • TROOPER 2

COORDINATE – AMBUSH (Gain this keyword while you control 3 or more units, including this one. When you play this unit, it may ready and attack an enemy unit.)

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UNIT GROUND

2 CORUSCANT GUARD



3 REPUBLIC • CLONE • TROOPER 2

COORDINATE – AMBUSH (Gain this keyword while you control 3 or more units, including this one. When you play this unit, it may ready and attack an enemy unit.)

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UNIT GROUND

2 RYLOTH MILITIA



2 TWI'LEK • TROOPER 3

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

BENJAMIN PAULUS © LFL © FFG TWI • EN 108/257

UNIT GROUND

2 RYLOTH MILITIA



2 TWI'LEK • TROOPER 3

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

BENJAMIN PAULUS © LFL © FFG TWI • EN 108/257

UNIT GROUND

2 RYLOTH MILITIA



2 TWI'LEK • TROOPER 3

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

BENJAMIN PAULUS © LFL © FFG TWI • EN 108/257

UNIT GROUND

4 HIDDEN SHARPSHOOTER



4 REPUBLIC • CLONE • TROOPER 3

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

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UNIT GROUND

4 HIDDEN SHARPSHOOTER



4 REPUBLIC • CLONE • TROOPER 3

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

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UNIT SPACE

6 ♦ MILLENNIUM FALCON

LANDO'S PRIDE



5 UNDERWORLD • VEHICLE • TRANSPORT 5

If you play this unit from your hand, it gains **AMBUSH**.
SMUGGLE [6][6][6] (If this card is a resource, you may play her for her smuggle cost. Replace her with the top card of your deck.)

IGNACIO BAZAN LAZCANO © LFL © FFG SHD • EN 204/262

4 UNIT SPACE

♦ **BRIGHT HOPE**
THE LAST TRANSPORT



2 REBEL • VEHICLE • TRANSPORT **6**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

When Played: You may return a friendly non-leader ground unit to its owner's hand. If you do, draw a card.

RANDALL MACKEY © LFL © FFG SOR • EN 099/252

4 UNIT SPACE

♦ **BRIGHT HOPE**
THE LAST TRANSPORT



2 REBEL • VEHICLE • TRANSPORT **6**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

When Played: You may return a friendly non-leader ground unit to its owner's hand. If you do, draw a card.

RANDALL MACKEY © LFL © FFG SOR • EN 099/252

4 UNIT SPACE

♦ **BRIGHT HOPE**
THE LAST TRANSPORT



2 REBEL • VEHICLE • TRANSPORT **6**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

When Played: You may return a friendly non-leader ground unit to its owner's hand. If you do, draw a card.

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5 UNIT SPACE

♦ **THE MARAUDER**
SHUTTLING THE BAD BATCH



4 FRINGE • VEHICLE • TRANSPORT **5**

AMBUSH

When Played: Choose a card in your discard pile. Put it into play as a resource if it shares a name with a unit you control.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SHD • EN 102/262

5 UNIT SPACE

♦ **THE MARAUDER**
SHUTTLING THE BAD BATCH



4 FRINGE • VEHICLE • TRANSPORT **5**

AMBUSH

When Played: Choose a card in your discard pile. Put it into play as a resource if it shares a name with a unit you control.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SHD • EN 102/262

4 UNIT SPACE

SUBJUGATING STARFIGHTER



3 SEPARATIST • VEHICLE • FIGHTER **3**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

When Played: If you have the initiative, create a Battle Droid token.

ANAD MIR © LFL © FFG TWI • EN 112/257

4 UNIT SPACE

SUBJUGATING STARFIGHTER



3 SEPARATIST • VEHICLE • FIGHTER **3**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

When Played: If you have the initiative, create a Battle Droid token.

ANAD MIR © LFL © FFG TWI • EN 112/257

4 UNIT SPACE

SUBJUGATING STARFIGHTER



3 SEPARATIST • VEHICLE • FIGHTER **3**

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)

When Played: If you have the initiative, create a Battle Droid token.

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7 EVENT

U-WING REINFORCEMENT
SUPPLY



Search the top 10 cards of your deck for up to 3 units with combined cost 7 or less and play each of them for free. (Put the other cards on the bottom of your deck in a random order.)

ANAD MIR © LFL © FFG SOR • EN 104/252

7 EVENT

U-WING REINFORCEMENT

SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost 7 or less and play each of them for free. (Put the other cards on the bottom of your deck in a random order.)



AMAD MUIR © LFL © FFG SOR • EN 104/252

7 EVENT

U-WING REINFORCEMENT

SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost 7 or less and play each of them for free. (Put the other cards on the bottom of your deck in a random order.)



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3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FFG SOR • EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FFG SOR • EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FFG SOR • EN 126/252

2 EVENT

SPARK OF HOPE

INNATE

Choose a unit in your discard pile. If it was defeated this phase, put it into play as a resource.



ANELIE HUTT © LFL © FFG SHD • EN 105/262

2 EVENT

SPARK OF HOPE

INNATE

Choose a unit in your discard pile. If it was defeated this phase, put it into play as a resource.



ANELIE HUTT © LFL © FFG SHD • EN 105/262

2 UPGRADE

BOBA FETT'S ARMOR



Attach to a non-VEHICLE unit.
If attached unit is Boba Fett and damage would be dealt to him, prevent 2 of that damage.

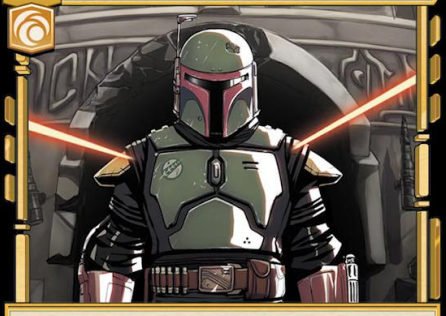
BOBA FETT'S ARMOR
ITEM • ARMOR

+2

ESLAM ABOSHADY © LFL © FFG SHD • EN 224/262

2 UPGRADE

BOBA FETT'S ARMOR



Attach to a non-VEHICLE unit.
If attached unit is Boba Fett and damage would be dealt to him, prevent 2 of that damage.

BOBA FETT'S ARMOR
ITEM • ARMOR

+2

ESLAM ABOSHADY © LFL © FFG SHD • EN 224/262

