

**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** **UNIT** **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.  $\pm 1/\pm 0$

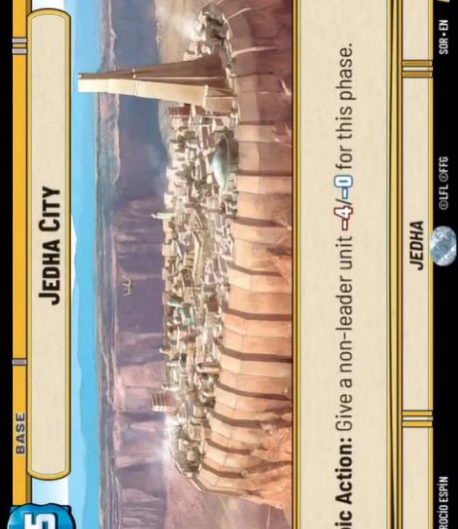
SHD • EN 008/252

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GUILLAUME OSPITAL

**BASE**

**JEDHA CITY**



**25**

**JEDHA**

**Epic Action**: Give a non-leader unit  $\pm 1/\pm 0$  for this phase.

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RICCIO ESPIN

**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

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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

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**UNIT** **GROUND**

**6** ♦ **ENFYS NEST**  
MARAUDER



**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  $\pm 1/\pm 0$ .

AFIF KHALED

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**UNIT** **GROUND**

**6** ♦ **ENFYS NEST**  
MARAUDER



**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  $\pm 1/\pm 0$ .

AFIF KHALED

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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.)

MICKAEL BALLLOUL

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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.)

MICKAEL BALLLOUL

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4 UNIT GROUND

### 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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3 UNIT GROUND

### 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 © FFG SOR • EN 194/252

3 UNIT GROUND

### 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 © FFG SOR • EN 194/252

3 UNIT GROUND

### ◆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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3 UNIT GROUND

### ◆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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3 UNIT GROUND

### ◆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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3 UNIT GROUND

### 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 © FFG SOR • EN 098/252

3 UNIT GROUND

### 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 © FFG SOR • EN 098/252

3 UNIT GROUND

### 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 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][C][C]  
**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][C][C]  
**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

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.)

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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.)

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**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.)

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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.)

AMERICAN CIRIT © LFL © FFG TWI • EN 342/237

**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.)

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**2** UNIT GROUND

**BATTLEFIELD MARINE**



**3** REBEL • TROOPER **3**

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**2** UNIT GROUND

**BATTLEFIELD MARINE**



**3** REBEL • TROOPER **3**

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



2 UNIT GROUND

**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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2 UNIT GROUND

**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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2 UNIT GROUND

**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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2 UNIT GROUND

**RYLOTH MILITIA**

2 TWI'LEK • TROOPER 3

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

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2 UNIT GROUND

**RYLOTH MILITIA**

2 TWI'LEK • TROOPER 3

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

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

2 UNIT GROUND

**RYLOTH MILITIA**

2 TWI'LEK • TROOPER 3

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

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4 UNIT GROUND

**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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4 UNIT GROUND

**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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6 UNIT SPACE

**MILLENNIUM FALCON**  
LANDO'S PRIDE

5 UNDERWORLD • VEHICLE • TRANSPORT 5

If you play this unit from your hand, it gains **AMBUSH**.  
**SMUGGLE** [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 204/282



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.

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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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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.)



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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.)



AMAD MUR © 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.



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**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.



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**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.

**+2** BOBA FETT'S ARMOR  
ITEM • ARMOR

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.

**+2** BOBA FETT'S ARMOR  
ITEM • ARMOR

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

