

4 LEADER UNIT GROUND

◆ **KYLO REN**
RASH AND DEADLY



5 FORCE • FIRST ORDER **4**

This unit gets $-1/-0$ for each card in your hand.


GUILLAUME OSPITAL

◆ **KYLO REN**
RASH AND DEADLY

LEADER

Action [🔄, discard a card from your hand]: Give a unit $+2/+0$ for this phase.

Epic Action: If you control 4 or more resources, deploy this leader. **5/4**



FORCE • FIRST ORDER

GUILLAUME OSPITAL

JABBA'S PALACE

BASE

30



TATOOINE

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SID-EN 026/262
TYLER EDLIN

1 UNIT SPACE

MINING GUILD TIE FIGHTER



1 FRINGE • VEHICLE • FIGHTER **2**

On Attack: You may pay $\{2\}$. If you do, draw a card.

ANDRÉ MEALHA © LFL © FF6 SOR-EN 206/252

1 UNIT SPACE

MINING GUILD TIE FIGHTER



1 FRINGE • VEHICLE • FIGHTER **2**

On Attack: You may pay $\{2\}$. If you do, draw a card.

ANDRÉ MEALHA © LFL © FF6 SOR-EN 206/252

1 UNIT SPACE

MINING GUILD TIE FIGHTER



1 FRINGE • VEHICLE • FIGHTER **2**

On Attack: You may pay $\{2\}$. If you do, draw a card.

ANDRÉ MEALHA © LFL © FF6 SOR-EN 206/252

3 UNIT SPACE

SEVENTH FLEET DEFENDER



3 IMPERIAL • VEHICLE • FIGHTER **2**

SHIELDED (When you play this unit, give a Shield token to it.)

FRANÇOIS CANNELS © LFL © FF6 SOR-EN 180/252

3 UNIT SPACE

SEVENTH FLEET DEFENDER



3 IMPERIAL • VEHICLE • FIGHTER **2**

SHIELDED (When you play this unit, give a Shield token to it.)

FRANÇOIS CANNELS © LFL © FF6 SOR-EN 180/252

3 UNIT SPACE

SEVENTH FLEET DEFENDER



3 IMPERIAL • VEHICLE • FIGHTER **2**

SHIELDED (When you play this unit, give a Shield token to it.)

FRANÇOIS CANNELS © LFL © FF6 SOR-EN 180/252

UNIT SPACE

2 OUTER RIM HEADHUNTER



1 FRINGE • VEHICLE • FIGHTER 3

RAID 1 (This unit gets +1/+0 while attacking.)
On Attack: If you control a leader unit, you may exhaust a non-leader unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 208/252

UNIT SPACE

2 OUTER RIM HEADHUNTER



1 FRINGE • VEHICLE • FIGHTER 3

RAID 1 (This unit gets +1/+0 while attacking.)
On Attack: If you control a leader unit, you may exhaust a non-leader unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 208/252

UNIT SPACE

2 OUTER RIM HEADHUNTER



1 FRINGE • VEHICLE • FIGHTER 3

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On Attack: If you control a leader unit, you may exhaust a non-leader unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 208/252

UNIT SPACE

2 CARTEL SPACER



2 UNDERWORLD • VEHICLE • FIGHTER 3

When Played: If you control another  unit, exhaust an enemy unit that costs 4 or less.

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 178/252

UNIT SPACE

2 CARTEL SPACER



2 UNDERWORLD • VEHICLE • FIGHTER 3

When Played: If you control another  unit, exhaust an enemy unit that costs 4 or less.

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 178/252

UNIT SPACE

2 CARTEL SPACER



2 UNDERWORLD • VEHICLE • FIGHTER 3

When Played: If you control another  unit, exhaust an enemy unit that costs 4 or less.

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 178/252

UNIT SPACE

3 LURKING TIE PHANTOM



2 IMPERIAL • VEHICLE • FIGHTER 2

RAID 2 (This unit gets +2/+0 while attacking.)
 This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO ©LFL ©FFG SHD • EN 187/262

UNIT SPACE

3 LURKING TIE PHANTOM



2 IMPERIAL • VEHICLE • FIGHTER 2

RAID 2 (This unit gets +2/+0 while attacking.)
 This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO ©LFL ©FFG SHD • EN 187/262

UNIT SPACE

3 LURKING TIE PHANTOM



2 IMPERIAL • VEHICLE • FIGHTER 2

RAID 2 (This unit gets +2/+0 while attacking.)
 This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO ©LFL ©FFG SHD • EN 187/262

UNIT SPACE

2 PRIVATEER SCYK



2 FRINGE • VEHICLE • FIGHTER 2

While you control another  unit, this unit gains **SHIELDED**. (When you play this unit, give a Shield token to it.)

MARK ZHANG © LFL © FFG SHD • EN 212/282

UNIT SPACE

2 PRIVATEER SCYK



2 FRINGE • VEHICLE • FIGHTER 2

While you control another  unit, this unit gains **SHIELDED**. (When you play this unit, give a Shield token to it.)

MARK ZHANG © LFL © FFG SHD • EN 212/282

UNIT SPACE

2 PRIVATEER SCYK



2 FRINGE • VEHICLE • FIGHTER 2

While you control another  unit, this unit gains **SHIELDED**. (When you play this unit, give a Shield token to it.)

MARK ZHANG © LFL © FFG SHD • EN 212/282

UNIT SPACE

4 IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: You may deal 3 damage to a space unit.

FRANCOIS CANNELS © LFL © FFG SOR • EN 132/252

UNIT SPACE

4 IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: You may deal 3 damage to a space unit.

FRANCOIS CANNELS © LFL © FFG SOR • EN 132/252

UNIT SPACE

4 IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: You may deal 3 damage to a space unit.

FRANCOIS CANNELS © LFL © FFG SOR • EN 132/252

UNIT SPACE

3 STAR WING SCOUT



4 VEHICLE • FIGHTER 1

When Defeated: If you have the initiative, draw 2 cards.

FERNANDO CORREA © LFL © FFG SOR • EN 163/252

UNIT SPACE

3 STAR WING SCOUT



4 VEHICLE • FIGHTER 1

When Defeated: If you have the initiative, draw 2 cards.

FERNANDO CORREA © LFL © FFG SOR • EN 163/252

UNIT SPACE

3 STAR WING SCOUT



4 VEHICLE • FIGHTER 1

When Defeated: If you have the initiative, draw 2 cards.

FERNANDO CORREA © LFL © FFG SOR • EN 163/252

6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 134/252

6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 134/252

2 UNIT SPACE

♦ KYLO'S TIE SILENCER
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER **2**

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (*paying its cost*).

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2 UNIT SPACE

♦ KYLO'S TIE SILENCER
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER **2**

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (*paying its cost*).

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2 UNIT SPACE

♦ KYLO'S TIE SILENCER
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER **2**

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (*paying its cost*).

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2 UNIT SPACE

RHOKAI GUNSHIP



2 UNDERWORLD • VEHICLE • FIGHTER **1**

When Defeated: Deal 1 damage to a unit or base.

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2 UNIT SPACE

RHOKAI GUNSHIP



2 UNDERWORLD • VEHICLE • FIGHTER **1**

When Defeated: Deal 1 damage to a unit or base.

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2 UNIT SPACE

RHOKAI GUNSHIP



2 UNDERWORLD • VEHICLE • FIGHTER **1**

When Defeated: Deal 1 damage to a unit or base.

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3 UNIT SPACE

CONFEDERATE TRI-FIGHTER



3 SEPARATIST • DROID • VEHICLE • FIGHTER **3**

Bases can't be healed.

FACUNDO MOTANO © LFL © FF6 TWI • EN 132/257

3 UNIT SPACE

CONFEDERATE TRI-FIGHTER



3 SEPARATIST • DROID • VEHICLE • FIGHTER **3**

Bases can't be healed.

FACUNDO MOYANO © LFL © FFG TWI • EN 132/257

3 UNIT SPACE

CONFEDERATE TRI-FIGHTER



3 SEPARATIST • DROID • VEHICLE • FIGHTER **3**

Bases can't be healed.

FACUNDO MOYANO © LFL © FFG TWI • EN 132/257

4 UNIT SPACE

TIE ADVANCED



3 IMPERIAL • VEHICLE • FIGHTER **2**

When Played: Give 2 Experience tokens to another friendly **IMPERIAL** unit.

ESLAM ABOSHADY © LFL © FFG SOR • EN 231/252

4 UNIT SPACE

TIE ADVANCED



3 IMPERIAL • VEHICLE • FIGHTER **2**

When Played: Give 2 Experience tokens to another friendly **IMPERIAL** unit.

ESLAM ABOSHADY © LFL © FFG SOR • EN 231/252

4 UNIT SPACE

TIE ADVANCED



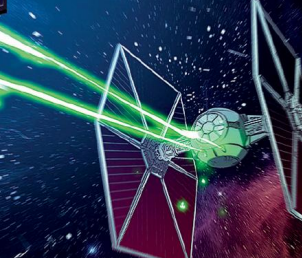
3 IMPERIAL • VEHICLE • FIGHTER **2**

When Played: Give 2 Experience tokens to another friendly **IMPERIAL** unit.

ESLAM ABOSHADY © LFL © FFG SOR • EN 231/252

1 UNIT SPACE

TIE/LN FIGHTER



2 IMPERIAL • VEHICLE • FIGHTER **1**

FRENCH CARLOMAGNO © LFL © FFG SOR • EN 225/252

1 UNIT SPACE

TIE/LN FIGHTER




2 IMPERIAL • VEHICLE • FIGHTER **1**

FRENCH CARLOMAGNO © LFL © FFG SOR • EN 225/252

1 UNIT SPACE

TIE/LN FIGHTER



2 IMPERIAL • VEHICLE • FIGHTER **1**

FRENCH CARLOMAGNO © LFL © FFG SOR • EN 225/252

3 EVENT

TRIPLE DARK RAID

TACTIC

Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs **5** less and enters play ready. Return it to its owner's hand at the end of the phase.



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

3 EVENT

TRIPLE DARK RAID

TACTIC

Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs **5** less and enters play ready. Return it to its owner's hand at the end of the phase.



ARIO MURTI ©LFL ©FFG SOR • EN 104/252

3 EVENT

TRIPLE DARK RAID

TACTIC

Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs **5** less and enters play ready. Return it to its owner's hand at the end of the phase.



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2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets **3**/**0** for this attack.



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2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets **3**/**0** for this attack.



ARIO MURTI ©LFL ©FFG SOR • EN 220/252

2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets **3**/**0** for this attack.



ARIO MURTI ©LFL ©FFG SOR • EN 220/252

3 EVENT

OUTMANEUVER

TACTIC

Choose an arena (ground or space). Exhaust each unit in that arena.



LEONARDO GIANMICHELE ©LFL ©FFG SOR • EN 221/252

3 EVENT

OUTMANEUVER

TACTIC

Choose an arena (ground or space). Exhaust each unit in that arena.



LEONARDO GIANMICHELE ©LFL ©FFG SOR • EN 221/252

3 EVENT

OUTMANEUVER

TACTIC

Choose an arena (ground or space). Exhaust each unit in that arena.



LEONARDO GIANMICHELE ©LFL ©FFG SOR • EN 221/252