



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.

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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.

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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.

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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.

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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 LAZZANO ©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 LAZZANO ©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 LAZZANO ©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.)

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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 212/252

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.)

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UNIT SPACE

4 IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER 2

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

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UNIT SPACE

4 IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER 2

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

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UNIT SPACE

4 IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER 2

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

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UNIT SPACE

3 STAR WING SCOUT



4 VEHICLE • FIGHTER 1

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

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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.

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**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.

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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

## ♦ KYLO'S TIE SILENCER

RUTHLESSLY EFFICIENT



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

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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.

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**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**



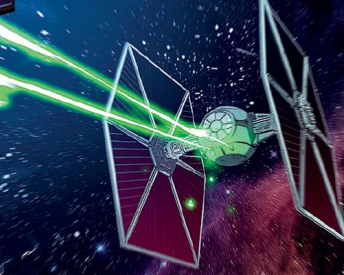
**3** IMPERIAL • VEHICLE • FIGHTER **2**

**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**

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**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.



APRAID PIR © LFL © FFG SOR • EN 194/252



**3** **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 184/252

**3** **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** **SURPRISE STRIKE**  
TACTIC

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



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**2** **SURPRISE STRIKE**  
TACTIC

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



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**2** **SURPRISE STRIKE**  
TACTIC

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



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**3** **OUTMANEUVER**  
TACTIC

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



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

**3** **OUTMANEUVER**  
TACTIC

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



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

**3** **OUTMANEUVER**  
TACTIC

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



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