

**LEADER UNIT** **GROUND**

**5** **↖ AHSOKA TANO** **SNIPS**



**3** **FORCE • JEDI • REPUBLIC** **6**

**COORDINATE** – This unit gets  $\frac{2}{2}/0$ .

DAVID BIRMAN

**LEADER** **UNIT** **GROUND**

**5** **↖ AHSOKA TANO** **SNIPS**



**COORDINATE** – Action [ $\frac{1}{1}$ ]: Attack with a unit. It gets  $\frac{2}{2}/0$  for this attack. (Gain this ability while you control 3 or more units.)


**Epic Action:** If you control 15 or more resources, deploy this leader. (Flip her, ready her, and move her to the ground arena.)  $\frac{3}{3}$

**FORCE • JEDI • REPUBLIC**

DAVID BIRMAN

**BASE**

**PETRAKAKI ARENA**



**25**

Each leader unit you control gets  $\frac{2}{2}/0$ .

**GEONOSIS**

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**UNIT** **GROUND**

**1** **↖ R2-D2** **IGNORING PROTOCOL**



**1** **REBEL • DROID** **4**

**DEMO**

**When Played/On Attack:** Look at the top card of your deck. You may put it on the bottom of your deck. (Otherwise, leave it on top of your deck.)

AITOR PRIETO © LFL © FFG 7 SOR-EN 04/70

**UNIT** **GROUND**

**1** **↖ R2-D2** **IGNORING PROTOCOL**



**1** **REBEL • DROID** **4**

**DEMO**

**When Played/On Attack:** Look at the top card of your deck. You may put it on the bottom of your deck. (Otherwise, leave it on top of your deck.)

AITOR PRIETO © LFL © FFG 7 SOR-EN 04/70

**UNIT** **GROUND**

**3** **FLEET LIEUTENANT**



**3** **REBEL • TROOPER** **3**

**When Played:** You may attack with a unit. If it's a **REBEL** unit, it gets  $\frac{2}{2}/0$  for this attack.

HOAN NGUYEN © LFL © FFG SOR-EN 240/252

**UNIT** **GROUND**

**3** **FLEET LIEUTENANT**



**3** **REBEL • TROOPER** **3**

**When Played:** You may attack with a unit. If it's a **REBEL** unit, it gets  $\frac{2}{2}/0$  for this attack.

HOAN NGUYEN © LFL © FFG SOR-EN 240/252

**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 © FFG 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 © 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 184/252

2 UNIT GROUND

♦ **SABINE WREN**  
EXPLOSIVES ARTIST



2 MANDALORIAN • REBEL • SPECTRE 3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).  
**On Attack:** You may deal 1 damage to the defender or to a base.

REBECCA FARROW ©LFL ©FFG SOR • EN 142/252

2 UNIT GROUND

♦ **SABINE WREN**  
EXPLOSIVES ARTIST



2 MANDALORIAN • REBEL • SPECTRE 3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).  
**On Attack:** You may deal 1 damage to the defender or to a base.

REBECCA FARROW ©LFL ©FFG SOR • EN 142/252

2 UNIT GROUND

♦ **SABINE WREN**  
EXPLOSIVES ARTIST



2 MANDALORIAN • REBEL • SPECTRE 3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).  
**On Attack:** You may deal 1 damage to the defender or to a base.

REBECCA FARROW ©LFL ©FFG SOR • EN 142/252

4 UNIT GROUND

♦ **K-2SO**  
CASSIAN'S COUNTERPART



4 REBEL • DROID 4

**OVERWHELM**  
**When Defeated:** For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

4 UNIT GROUND

♦ **K-2SO**  
CASSIAN'S COUNTERPART



4 REBEL • DROID 4

**OVERWHELM**  
**When Defeated:** For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

4 UNIT GROUND

♦ **K-2SO**  
CASSIAN'S COUNTERPART



4 REBEL • DROID 4

**OVERWHELM**  
**When Defeated:** For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

6 UNIT GROUND

♦ **WRECKER**  
BOOM!



7 FRINGE • CLONE 6

**OVERWHELM**  
**When Played:** You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI ©LFL ©FFG SHD • EN 154/262

6 UNIT GROUND

♦ **WRECKER**  
BOOM!



7 FRINGE • CLONE 6

**OVERWHELM**  
**When Played:** You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI ©LFL ©FFG SHD • EN 154/262



6 UNIT GROUND

♦ **WRECKER**  
BOOM!

7 FRINGE • CLONE 6

**OVERWHELM**  
When Played: You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD • EN 154/282

3 UNIT GROUND

**BATCH BROTHERS**

2 REPUBLIC • CLONE • TROOPER 1

When Played: Create a Clone Trooper token.

TATSIANA MAKSYMUK © LFL © FFG TWI • EN 144/257

3 UNIT GROUND

**BATCH BROTHERS**

2 REPUBLIC • CLONE • TROOPER 1

When Played: Create a Clone Trooper token.

TATSIANA MAKSYMUK © LFL © FFG TWI • EN 144/257

3 UNIT GROUND

**BATCH BROTHERS**

2 REPUBLIC • CLONE • TROOPER 1

When Played: Create a Clone Trooper token.

TATSIANA MAKSYMUK © LFL © FFG TWI • EN 144/257

1 UNIT GROUND

**SOLDIER OF THE 501ST**

1 REPUBLIC • CLONE • TROOPER 3

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

KYLE PETCHOCK © LFL © FFG TWI • EN 141/257

1 UNIT GROUND

**SOLDIER OF THE 501ST**

1 REPUBLIC • CLONE • TROOPER 3

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

KYLE PETCHOCK © LFL © FFG TWI • EN 141/257

1 UNIT GROUND

**SOLDIER OF THE 501ST**

1 REPUBLIC • CLONE • TROOPER 3

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

KYLE PETCHOCK © LFL © FFG TWI • EN 141/257

3 UNIT GROUND

♦ **ANSOKA TANO**  
ALWAYS BE READY FOR THRODD!

3 FORCE • JEDI • REPUBLIC 4

While you control fewer units than an opponent (including this unit), this unit gains **AMBUSH**.  
Action [🗑️]: Return this unit and each upgrade on her to their owners' hands.

MONA FISHER © LFL © FFG TWI • EN 104/257

3 UNIT GROUND

♦ **ANSOKA TANO**  
ALWAYS BE READY FOR THRODD!


3 FORCE • JEDI • REPUBLIC 4

While you control fewer units than an opponent (including this unit), this unit gains **AMBUSH**.  
Action [🗑️]: Return this unit and each upgrade on her to their owners' hands.

MONA FISHER © LFL © FFG TWI • EN 104/257



3 UNIT **ANSOKA TANO** ALWAYS READY FOR TROUBLE



3 FORCE • JEDI • REPUBLIC 4

While you control fewer units than an opponent (including this unit), this unit gains **AMBUSH**.

Action [C]: Return this unit and each upgrade on her to their owners' hands.

FRANÇOIS CANNELS © LFL © FFG SOR • EN 141/252

2 UNIT **GREEN SQUADRON A-WING**



1 REBEL • VEHICLE • FIGHTER 3

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

FRANÇOIS CANNELS © LFL © FFG SOR • EN 142/252

2 UNIT **GREEN SQUADRON A-WING**



1 REBEL • VEHICLE • FIGHTER 3

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

FRANÇOIS CANNELS © LFL © FFG SOR • EN 143/252

2 UNIT **GREEN SQUADRON A-WING**

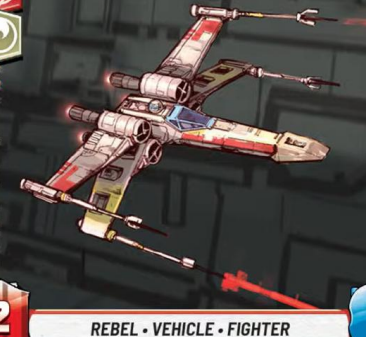


1 REBEL • VEHICLE • FIGHTER 3

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

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3 UNIT **RED THREE** UNSTOPPABLE




2 REBEL • VEHICLE • FIGHTER 3

**RAID 1** (This unit gets +1/+0 while attacking.)  
Each other friendly [C] unit gains **RAID 1**.

FERNANDO CORREA © LFL © FFG SOR • EN 144/252

3 UNIT **RED THREE** UNSTOPPABLE

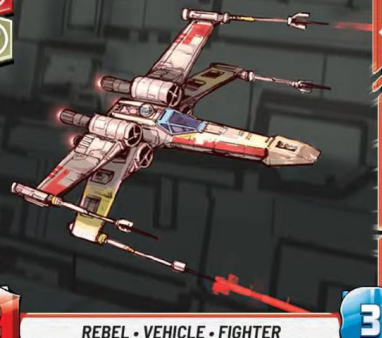


2 REBEL • VEHICLE • FIGHTER 3

**RAID 1** (This unit gets +1/+0 while attacking.)  
Each other friendly [C] unit gains **RAID 1**.

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3 UNIT **RED THREE** UNSTOPPABLE



2 REBEL • VEHICLE • FIGHTER 3

**RAID 1** (This unit gets +1/+0 while attacking.)  
Each other friendly [C] unit gains **RAID 1**.

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1 UNIT **CARTEL TURNCOAT**



2 UNDERWORLD • VEHICLE • FIGHTER 3

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

SEBASTIÁN GUIDOBONO © LFL © FFG SHD • EN 195/282

1 UNIT **CARTEL TURNCOAT**



2 UNDERWORLD • VEHICLE • FIGHTER 3

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

SEBASTIÁN GUIDOBONO © LFL © FFG SHD • EN 195/282



1

UNIT

SPACE

CARTEL TURNCOAT

2

UNDERWORLD • VEHICLE • FIGHTER

3

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

SEBASTIAN GUIDONNO

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3

UNIT

GROUND

♦ JESSE

HARD-FIGHTING PATRIOT

4

REPUBLIC • CLONE • TROOPER

4

**RAID 1** (This unit gets +1/+0 while attacking.)  
**When Played:** An opponent creates 2 Battle Droid tokens.

DENIS MEDRI

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3

UNIT

GROUND

♦ JESSE

HARD-FIGHTING PATRIOT

4

REPUBLIC • CLONE • TROOPER

4

**RAID 1** (This unit gets +1/+0 while attacking.)  
**When Played:** An opponent creates 2 Battle Droid tokens.

DENIS MEDRI

© LFL © FFG

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3

UNIT

GROUND

♦ JESSE

HARD-FIGHTING PATRIOT

4

REPUBLIC • CLONE • TROOPER

4

**RAID 1** (This unit gets +1/+0 while attacking.)  
**When Played:** An opponent creates 2 Battle Droid tokens.

DENIS MEDRI

© LFL © FFG

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2

EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets  $\text{E}/\text{E}/\text{E}$  for this attack.

ARIO MURTI

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SOR • EN

220/252

2

EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets  $\text{E}/\text{E}/\text{E}$  for this attack.

ARIO MURTI

© LFL © FFG

SOR • EN

220/252

2

EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets  $\text{E}/\text{E}/\text{E}$  for this attack.

ARIO MURTI

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3

EVENT

FOR A CAUSE I BELIEVE IN

INNATE

Reveal the top 4 cards of your deck. For each  $\text{E}$  card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.

ERIC HIBBELER

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SOR • EN

152/252

3

EVENT

FOR A CAUSE I BELIEVE IN

INNATE

Reveal the top 4 cards of your deck. For each  $\text{E}$  card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.

ERIC HIBBELER

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**3** EVENT

**FOR A CAUSE I BELIEVE IN**

INNATE

Reveal the top 4 cards of your deck. For each  card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.



ERIC HIBBELER

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**2** EVENT

**BREAKING IN**

TACTIC

Attack with a unit. It gets /2/0 and gains **SABOTEUR** for this attack. (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)



DAVID NASH

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**2** EVENT

**BREAKING IN**

TACTIC

Attack with a unit. It gets /2/0 and gains **SABOTEUR** for this attack. (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)



DAVID NASH

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**1** UPGRADE

**HOTSHOT DL-44 BLASTER**



Attach to a non-VEHICLE unit.

**SMUGGLE** [   ]

**When played using SMUGGLE:** Attack with attached unit.

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

ITEM • WEAPON

ESLAM ABOSHADY

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**1** UPGRADE

**HOTSHOT DL-44 BLASTER**



Attach to a non-VEHICLE unit.

**SMUGGLE** [   ]

**When played using SMUGGLE:** Attack with attached unit.

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

ITEM • WEAPON

ESLAM ABOSHADY

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**1** UPGRADE

**♦ AHSOKA'S PADAWAN LIGHTSABER**



Attach to a non-VEHICLE unit.

**When Played:** If attached unit is Ahsoka Tano, you may attack with a unit.

**+2** ♦ AHSOKA'S PADAWAN LIGHTSABER **+0**

ITEM • WEAPON • LIGHTSABER

ARTHUR MOUGNE

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**1** UPGRADE

**♦ AHSOKA'S PADAWAN LIGHTSABER**



Attach to a non-VEHICLE unit.

**When Played:** If attached unit is Ahsoka Tano, you may attack with a unit.

**+2** ♦ AHSOKA'S PADAWAN LIGHTSABER **+0**

ITEM • WEAPON • LIGHTSABER

ARTHUR MOUGNE

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**1** UPGRADE

**♦ AHSOKA'S PADAWAN LIGHTSABER**



Attach to a non-VEHICLE unit.

**When Played:** If attached unit is Ahsoka Tano, you may attack with a unit.

**+2** ♦ AHSOKA'S PADAWAN LIGHTSABER **+0**

ITEM • WEAPON • LIGHTSABER

ARTHUR MOUGNE

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