

**5** LEADER UNIT GROUND

◆ **QUINLAN Vos**  
STICKING THE LANDING



**3** FORCE • JEDI • REPUBLIC **7**

**When you play a unit:** You may deal 1 damage to an enemy unit that costs the same as or less than the played unit.

CRISTINA LAVIÑA

◆ **QUINLAN Vos**  
STICKING THE LANDING

**When you play a unit:** You may exhaust this leader. If you do, deal 1 damage to an enemy unit that costs the same as the played unit.

**Epic Action:** If you control 5 or more resources, deploy this leader. **5/7**



LEADER FORCE • JEDI • REPUBLIC

CRISTINA LAVIÑA

BASE

**ENERGY CONVERSION LAB**



**25**

**Epic Action:** Play a unit that costs 5 or less from your hand. Give it **AMBUSH** for this phase.

EADU

308 • EN 02/252

ASHEN DRAGO

UNIT GROUND

◆ **R2-D2**  
IGNORING PROTOCOL



**1** DEMO **4**

REBEL • DROID

**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

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UNIT GROUND

◆ **R2-D2**  
IGNORING PROTOCOL



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AITOR PRIETO

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UNIT GROUND

◆ **C-3PO**  
PROTOCOL DROID



**2** DEMO **4**

REBEL • DROID

**When Played/On Attack:** Choose a number, then look at the top card of your deck. If its cost is the chosen number, you may reveal and draw it. (Otherwise, leave it on top of your deck.)

ASH PIERCE

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UNIT GROUND

◆ **C-3PO**  
PROTOCOL DROID



**2** DEMO **4**

REBEL • DROID

**When Played/On Attack:** Choose a number, then look at the top card of your deck. If its cost is the chosen number, you may reveal and draw it. (Otherwise, leave it on top of your deck.)

ASH PIERCE

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UNIT GROUND

◆ **C-3PO**  
PROTOCOL DROID



**2** DEMO **4**

REBEL • DROID

**When Played/On Attack:** Choose a number, then look at the top card of your deck. If its cost is the chosen number, you may reveal and draw it. (Otherwise, leave it on top of your deck.)

ASH PIERCE

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UNIT GROUND

4 ♦ECHO  
RESTORED

4 FRINGE • CLONE

**RESTORE 2**  
**When Played:** You may discard a card from your hand. Give 2 Experience tokens to a unit in play with the same name as the discarded card.

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UNIT GROUND

4 ♦ECHO  
RESTORED

4 FRINGE • CLONE

**RESTORE 2**  
**When Played:** You may discard a card from your hand. Give 2 Experience tokens to a unit in play with the same name as the discarded card.

AMAD MIR © LFL © FF6 SHD • EN 099/262

UNIT GROUND

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4 FRINGE • CLONE

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**When Played:** You may discard a card from your hand. Give 2 Experience tokens to a unit in play with the same name as the discarded card.

AMAD MIR © LFL © FF6 SHD • EN 099/262

UNIT GROUND

2 ♦R2-D2  
FULL OF SOLUTIONS

2 REPUBLIC • DROID

**When Played:** You may discard a card from your hand. If you do, search the top 3 cards of your deck for a card and draw it. (Put the other cards on the bottom of your deck in a random order.)

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UNIT GROUND

2 ♦R2-D2  
FULL OF SOLUTIONS

2 REPUBLIC • DROID

**When Played:** You may discard a card from your hand. If you do, search the top 3 cards of your deck for a card and draw it. (Put the other cards on the bottom of your deck in a random order.)

DAVID NASH © LFL © FF6 TWI • EN 193/257

UNIT GROUND

2 ♦R2-D2  
FULL OF SOLUTIONS

2 REPUBLIC • DROID

**When Played:** You may discard a card from your hand. If you do, search the top 3 cards of your deck for a card and draw it. (Put the other cards on the bottom of your deck in a random order.)

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UNIT GROUND

2 ♦ECHO  
VALIANT ARC TROOPER

2 REPUBLIC • CLONE • TROOPER

**COORDINATE** — This unit gets  $\frac{2}{2}/\frac{2}{2}$ . (Gain this ability while you control 3 or more units.)

SEBASTIÁN GUIDOBONO © LFL © FF6 TWI • EN 090/257

UNIT GROUND

2 ♦ECHO  
VALIANT ARC TROOPER

2 REPUBLIC • CLONE • TROOPER

**COORDINATE** — This unit gets  $\frac{2}{2}/\frac{2}{2}$ . (Gain this ability while you control 3 or more units.)

SEBASTIÁN GUIDOBONO © LFL © FF6 TWI • EN 090/257

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UNIT GROUND

5

♦ **AAYLA SECURA**  
MASTER OF THE BLADE

6

FORCE • JEDI • REPUBLIC

5

**COORDINATE** — On Attack: Prevent all combat damage that would be dealt to this unit for this attack.

TATSIANA MAKSYMUK © LFL © FFG TWI • EN 096/257

UNIT GROUND

5

♦ **AAYLA SECURA**  
MASTER OF THE BLADE

6

FORCE • JEDI • REPUBLIC

5

**COORDINATE** — On Attack: Prevent all combat damage that would be dealt to this unit for this attack.

TATSIANA MAKSYMUK © LFL © FFG TWI • EN 096/257

UNIT GROUND

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♦ **AAYLA SECURA**  
MASTER OF THE BLADE

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FORCE • JEDI • REPUBLIC

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**COORDINATE** — On Attack: Prevent all combat damage that would be dealt to this unit for this attack.

TATSIANA MAKSYMUK © LFL © FFG TWI • EN 096/257

UNIT GROUND

3

♦ **ADMIRAL YULAREN**  
ADVISING CAUTION

2

REPUBLIC • OFFICIAL

5

**RESTORE 1**  
Each other friendly unit gets 0/1.

ERIC HIBBELER © LFL © FFG TWI • EN 092/257

UNIT GROUND

3

♦ **ADMIRAL YULAREN**  
ADVISING CAUTION

2

REPUBLIC • OFFICIAL

5

**RESTORE 1**  
Each other friendly unit gets 0/1.

ERIC HIBBELER © LFL © FFG TWI • EN 092/257

UNIT GROUND

3

♦ **ADMIRAL YULAREN**  
ADVISING CAUTION

2

REPUBLIC • OFFICIAL

5

**RESTORE 1**  
Each other friendly unit gets 0/1.

ERIC HIBBELER © LFL © FFG TWI • EN 092/257

UNIT GROUND

7

♦ **ENFYS NEST**  
CHAMPION OF JUSTICE

5

UNDERWORLD

7

**SABOTEUR**  
**When Played/On Attack:** You may return an enemy non-leader unit with less power than this unit to its owner's hand.

BENJAMIN PAULUS © LFL © FFG TWI • EN 198/257

UNIT GROUND

7

♦ **ENFYS NEST**  
CHAMPION OF JUSTICE

5

UNDERWORLD

7

**SABOTEUR**  
**When Played/On Attack:** You may return an enemy non-leader unit with less power than this unit to its owner's hand.

BENJAMIN PAULUS © LFL © FFG TWI • EN 198/257

UNIT GROUND

7

♦ **ENFYS NEST**  
CHAMPION OF JUSTICE

5


UNDERWORLD

7

**SABOTEUR**  
**When Played/On Attack:** You may return an enemy non-leader unit with less power than this unit to its owner's hand.

BENJAMIN PAULUS © LFL © FFG TWI • EN 198/257

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



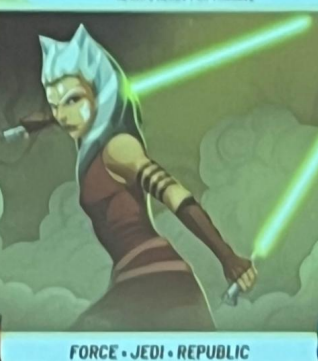
3 FORCE • JEDI • REPUBLIC 4

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

Action [3]: Return this unit and each upgrade on her to their owners' hands.

PHILIP FRIEDMAN © LFL © FFG T01 • 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 [3]: Return this unit and each upgrade on her to their owners' hands.

PHILIP FRIEDMAN © LFL © FFG T01 • 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 [3]: Return this unit and each upgrade on her to their owners' hands.

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6 UNIT **ENFY'S 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  $\ominus \text{E} / \ominus \text{D}$ .

AFIF KHALED © LFL © FFG SHD • EN 219/282

6 UNIT **ENFY'S 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  $\ominus \text{E} / \ominus \text{D}$ .

AFIF KHALED © LFL © FFG SHD • EN 219/282

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3 UNIT **EZRA BRIDGER**  
RESOURCEFUL TROUBLEMAKER



3 FORCE • REBEL • SPECTRE 4

When this unit completes an attack: Look at the top card of your deck. You may play it, discard it, or leave it on top of your deck.

JOSHUA CARSON © LFL © FFG SOR • EN 182/252

3 UNIT **EZRA BRIDGER**  
RESOURCEFUL TROUBLEMAKER



3 FORCE • REBEL • SPECTRE 4

When this unit completes an attack: Look at the top card of your deck. You may play it, discard it, or leave it on top of your deck.

JOSHUA CARSON © LFL © FFG SOR • EN 182/252

3 UNIT **EZRA BRIDGER**  
RESOURCEFUL TROUBLEMAKER



3 FORCE • REBEL • SPECTRE 4

When this unit completes an attack: Look at the top card of your deck. You may play it, discard it, or leave it on top of your deck.

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UNIT SPACE

3 ◆ **MILLENNIUM FALCON**  
PIECE OF JUNK

3 4

UNDERWORLD • VEHICLE • TRANSPORT

This unit enters play ready.

**When you ready cards during the regroup phase:** Either pay 1 or return this unit to her owner's hand.

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UNIT SPACE

3 ◆ **MILLENNIUM FALCON**  
PIECE OF JUNK

3 4

UNDERWORLD • VEHICLE • TRANSPORT

This unit enters play ready.

**When you ready cards during the regroup phase:** Either pay 1 or return this unit to her owner's hand.

FRANCOIS CANNELS © LFL © FFG SOR • EN 193/252

UNIT SPACE

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PIECE OF JUNK

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UNDERWORLD • VEHICLE • TRANSPORT

This unit enters play ready.

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FRANCOIS CANNELS © LFL © FFG SOR • EN 193/252

UNIT SPACE

6 ◆ **MILLENNIUM FALCON**  
LANDO'S PRIDE

5 5

UNDERWORLD • VEHICLE • TRANSPORT

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 LAZZANO © LFL © FFG SHD • EN 204/262

UNIT SPACE

6 ◆ **MILLENNIUM FALCON**  
LANDO'S PRIDE

5 5

UNDERWORLD • VEHICLE • TRANSPORT

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.)

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**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 LAZZANO © LFL © FFG SHD • EN 204/262

UNIT SPACE

5 ◆ **THE MARAUDER**  
SHUTTLING THE BAD BATCH

4 5

FRINGE • VEHICLE • TRANSPORT

**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

UNIT SPACE

5 ◆ **THE MARAUDER**  
SHUTTLING THE BAD BATCH

4 5

FRINGE • VEHICLE • TRANSPORT

**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

UNIT SPACE

5 ◆ **THE MARAUDER**  
SHUTTLING THE BAD BATCH

4 5

FRINGE • VEHICLE • TRANSPORT

**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



UNIT SPACE

2

ALLIANCE X-WING



2

REBEL • VEHICLE • FIGHTER

3

FRANÇOIS CANNELS ©LFL ©FFG SOR • EN 237/252

UNIT SPACE

2

ALLIANCE X-WING



2

REBEL • VEHICLE • FIGHTER

3

FRANÇOIS CANNELS ©LFL ©FFG SOR • EN 237/252

UNIT SPACE

8

◆HOME ONE

ALLIANCE FLAGSHIP



7

REBEL • VEHICLE • CAPITAL SHIP

7

**RESTORE 2**  
Each other friendly unit gains **RESTORE 1**.  
**When Played:** Play a  unit from your discard pile. It costs  less.

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UNIT SPACE

8

◆HOME ONE

ALLIANCE FLAGSHIP



7

REBEL • VEHICLE • CAPITAL SHIP

7

**RESTORE 2**  
Each other friendly unit gains **RESTORE 1**.  
**When Played:** Play a  unit from your discard pile. It costs  less.

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UNIT SPACE

8

◆HOME ONE

ALLIANCE FLAGSHIP



7

REBEL • VEHICLE • CAPITAL SHIP

7

**RESTORE 2**  
Each other friendly unit gains **RESTORE 1**.  
**When Played:** Play a  unit from your discard pile. It costs  less.

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EVENT

7

U-WING REINFORCEMENT

SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost  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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EVENT

7

U-WING REINFORCEMENT

SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost  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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EVENT

7

U-WING REINFORCEMENT

SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost  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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