



UNIT GROUND

3

◆EZRA BRIDGER
RESOURCEFUL TROUBLEMAKER



3 4

FORCE • REBEL • SPECTRE

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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JOSHUA CARSON ©LFL ©FFG SOR • EN 192/252

UNIT GROUND

1

◆CHOPPER
METAL MENACE



1 3

REBEL • DROID • SPECTRE

While you control another **SPECTRE** unit, this unit gains **RAID 1**.

On Attack: Discard a card from the defending player's deck. If it's an event, exhaust a resource that player controls.

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 188/252

UNIT GROUND

1

◆CHOPPER
METAL MENACE



1 3

REBEL • DROID • SPECTRE

While you control another **SPECTRE** unit, this unit gains **RAID 1**.

On Attack: Discard a card from the defending player's deck. If it's an event, exhaust a resource that player controls.

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UNIT GROUND

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METAL MENACE



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ARTHUR MOUGNE ©LFL ©FFG SOR • EN 188/252

UNIT GROUND

7

◆ENFYS NEST
CHAMPION OF JUSTICE



5 7

UNDERWORLD

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 7

UNDERWORLD

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

1

◆GREEDO
SLOW ON THE DRAW



3 1

UNDERWORLD • BOUNTY HUNTER

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

AITOR PRIETO ©LFL ©FFG SOR • EN 204/252

1 UNIT GROUND

♦ GREEDO
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER 1

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

AITOR PRIETO ©LFL ©FFG SOR • EN 204/252

1 UNIT GROUND

♦ GREEDO
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER 1

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

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6 UNIT SPACE

♦ THE GHOST
SPECTRE HOME BASE



5 REBEL • VEHICLE • TRANSPORT • SPECTRE 5

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

When Played/On Attack: You may give a Shield token to another **SPECTRE** unit.

FERNANDO CORREA ©LFL ©FFG SOR • EN 050/252

6 UNIT SPACE

♦ THE GHOST
SPECTRE HOME BASE



5 REBEL • VEHICLE • TRANSPORT • SPECTRE 5

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

When Played/On Attack: You may give a Shield token to another **SPECTRE** unit.

FERNANDO CORREA ©LFL ©FFG SOR • EN 050/252

3 UNIT SPACE

WING LEADER



2 REBEL • VEHICLE • FIGHTER 1

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

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 240/252

3 UNIT SPACE

WING LEADER



2 REBEL • VEHICLE • FIGHTER 1

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

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 240/252

3 UNIT SPACE

WING LEADER



2 REBEL • VEHICLE • FIGHTER 1

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

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 240/252

2 UNIT SPACE

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

2 UNIT SPACE

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

2

UNIT

SPACE

6

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

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SOR • EN

208/252

2

EVENT

6

SPARK OF REBELLION

6

SPECTRE

Look at an opponent's hand and discard a card from it.

KEVIN LIBRANDA

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200/252

2

EVENT

6

SPARK OF REBELLION

6

SPECTRE

Look at an opponent's hand and discard a card from it.

KEVIN LIBRANDA

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2

EVENT

6

SPARK OF REBELLION

6

SPECTRE

Look at an opponent's hand and discard a card from it.

KEVIN LIBRANDA

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2

EVENT

6

SURPRISE STRIKE

6

TACTIC

Attack with a unit. It gets $\frac{1}{2}$ for this attack.

ARIO MURTI

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2

EVENT

6

SURPRISE STRIKE

6

TACTIC

Attack with a unit. It gets $\frac{1}{2}$ for this attack.

ARIO MURTI

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2

EVENT

6

SURPRISE STRIKE

6

TACTIC

Attack with a unit. It gets $\frac{1}{2}$ for this attack.

ARIO MURTI

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3

EVENT

6

STRIKE TRUE

6

TACTIC

A friendly unit deals damage equal to its power to an enemy unit.

AUDREY HOTTE

©LFL ©FFG

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127/252

3

EVENT

6

STRIKE TRUE

6

TACTIC

A friendly unit deals damage equal to its power to an enemy unit.

AUDREY HOTTE

©LFL ©FFG

SOR • EN

127/252

3 EVENT

STRIKE TRUE

TACTIC

A friendly unit deals damage equal to its power to an enemy unit.



AUDREY HOTTE ©LFL ©FFG SOR • EN 123/252

1 EVENT

OUTFLANK

TACTIC

Attack with 2 units (*one at a time*).



KYLE PETCHOCK ©LFL ©FFG SHD • EN 128/202

1 EVENT

OUTFLANK

TACTIC

Attack with 2 units (*one at a time*).



KYLE PETCHOCK ©LFL ©FFG SHD • EN 128/202

2 EVENT

ASTEROID SANCTUARY

TRICK

Exhaust an enemy unit.
Give a Shield token to a friendly unit that costs 3 or less.



REBECCA FARROW ©LFL ©FFG SOR • EN 218/252

2 EVENT

ASTEROID SANCTUARY

TRICK

Exhaust an enemy unit.
Give a Shield token to a friendly unit that costs 3 or less.



REBECCA FARROW ©LFL ©FFG SOR • EN 218/252

2 EVENT

ASTEROID SANCTUARY

TRICK

Exhaust an enemy unit.
Give a Shield token to a friendly unit that costs 3 or less.



REBECCA FARROW ©LFL ©FFG SOR • EN 218/252

1 UPGRADE

SNAPSHOT REFLEXES



When Played: You may attack with attached unit.

SNAPSHOT REFLEXES **LEARNED** **+1**

AMELIE HUTT ©LFL ©FFG SOR • EN 215/252

1 UPGRADE

SNAPSHOT REFLEXES



When Played: You may attack with attached unit.

SNAPSHOT REFLEXES **LEARNED** **+1**

AMELIE HUTT ©LFL ©FFG SOR • EN 215/252

1 UPGRADE

SNAPSHOT REFLEXES



When Played: You may attack with attached unit.

SNAPSHOT REFLEXES **LEARNED** **+1**

AMELIE HUTT ©LFL ©FFG SOR • EN 215/252

2 UPGRADE

PRICE ON YOUR HEAD



Attached unit gains: **"BOUNTY"** – Put the top card of your deck into play as a resource.
(When this unit is defeated or captured, its opponent collects its bounty.)

PRICE ON YOUR HEAD
BOUNTY • CONDITION

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2 UPGRADE

PRICE ON YOUR HEAD



Attached unit gains: **"BOUNTY"** – Put the top card of your deck into play as a resource.
(When this unit is defeated or captured, its opponent collects its bounty.)

PRICE ON YOUR HEAD
BOUNTY • CONDITION

ARIO MURTI © LFL © FFG SHD • EN 125/262

2 UPGRADE

PRICE ON YOUR HEAD



Attached unit gains: **"BOUNTY"** – Put the top card of your deck into play as a resource.
(When this unit is defeated or captured, its opponent collects its bounty.)

PRICE ON YOUR HEAD
BOUNTY • CONDITION

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2 UPGRADE

INSPIRING MENTOR



Attach to a non-VEHICLE unit.
Attached unit gains, **"On Attack/When Defeated:** Give an Experience token to another friendly unit."

INSPIRING MENTOR
INNATE

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 104/262

2 UPGRADE

INSPIRING MENTOR



Attach to a non-VEHICLE unit.
Attached unit gains, **"On Attack/When Defeated:** Give an Experience token to another friendly unit."

INSPIRING MENTOR
INNATE

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 104/262

2 UPGRADE

INSPIRING MENTOR



Attach to a non-VEHICLE unit.
Attached unit gains, **"On Attack/When Defeated:** Give an Experience token to another friendly unit."

INSPIRING MENTOR
INNATE

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 104/262

2 UPGRADE

LEGAL AUTHORITY



Attach to a friendly unit.
When Played: Attached unit captures an enemy non-leader unit with less power than it. (Put the captured card facedown under attached unit until attached unit leaves play.)

LEGAL AUTHORITY
LAW

CHRISTIAN PAPAZOGIANNIS © LFL © FFG SHD • EN 124/262

2 UPGRADE

LEGAL AUTHORITY



Attach to a friendly unit.
When Played: Attached unit captures an enemy non-leader unit with less power than it. (Put the captured card facedown under attached unit until attached unit leaves play.)

LEGAL AUTHORITY
LAW

CHRISTIAN PAPAZOGIANNIS © LFL © FFG SHD • EN 124/262

2 UPGRADE

LEGAL AUTHORITY



Attach to a friendly unit.
When Played: Attached unit captures an enemy non-leader unit with less power than it. (Put the captured card facedown under attached unit until attached unit leaves play.)

LEGAL AUTHORITY
LAW

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