

LEADER UNIT GROUND

4 ♦ **LANDO CALRISSIAN**
WITH IMPECCABLE TASTE



2 5

UNDERWORLD

Action: Play a card using **SMUGGLE**. It costs 2 less. Defeat a resource you own and control. Use this ability only once each round.


ERIC HIBBELER

LEADER

♦ **LANDO CALRISSIAN**
WITH IMPECCABLE TASTE

Action [C]: Play a card using **SMUGGLE**. It costs 2 less. Defeat a resource you own and control.

Epic Action: If you control 4 or more resources, deploy this leader. 2/5



UNDERWORLD

ERIC HIBBELER

BASE

25

TARKINTOWN

LOTHAL

Epic Action: Deal 3 damage to a damaged non-leader unit.

ARJUN GURO

UNIT GROUND

1 ♦ **R2-D2**
IGNORING PROTOCOL



1 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

UNIT GROUND

1 ♦ **R2-D2**
IGNORING PROTOCOL



1 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

UNIT GROUND

1 **SOLDIER OF THE 501ST**



1 3

REPUBLIC • CLONE • TROOPER

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

KYLE PETCHOCK

UNIT GROUND

1 **SOLDIER OF THE 501ST**



1 3

REPUBLIC • CLONE • TROOPER

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

KYLE PETCHOCK

UNIT GROUND

1 **SOLDIER OF THE 501ST**



1 3

REPUBLIC • CLONE • TROOPER

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

KYLE PETCHOCK

UNIT GROUND

2 ♦ **LEIA ORGANA**
DEFIANT PRINCESS



2 2

REBEL • OFFICIAL

When Played: Either ready a resource or exhaust a unit.

ROBYNN FRAUHN

UNIT GROUND

2

◆ LEIA ORGANA
DEFIANT PRINCESS

2

REBEL • OFFICIAL

When Played: Either ready a resource or exhaust a unit.

ROBYNN FRAUHN © LFL © FFG SDR • EN 189/252

UNIT GROUND

2

◆ LEIA ORGANA
DEFIANT PRINCESS

2

REBEL • OFFICIAL

When Played: Either ready a resource or exhaust a unit.

ROBYNN FRAUHN © LFL © FFG SDR • EN 189/252

UNIT GROUND

2

◆ 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 SDR • EN 142/252

UNIT GROUND

2

◆ 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 SDR • EN 142/252

UNIT GROUND

2

◆ 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 SDR • EN 142/252

UNIT GROUND

3

◆ CASSIAN ANDOR
REBELLIONS ARE BUILT ON HOPE

3

REBEL

5

SMUGGLE [5] [Resource Icon] [Smuggle Icon] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)

When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 148/262

UNIT GROUND

3

◆ CASSIAN ANDOR
REBELLIONS ARE BUILT ON HOPE

3

REBEL

5

SMUGGLE [5] [Resource Icon] [Smuggle Icon] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)

When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 148/262

UNIT GROUND

3

◆ CASSIAN ANDOR
REBELLIONS ARE BUILT ON HOPE

3

REBEL

5

SMUGGLE [5] [Resource Icon] [Smuggle Icon] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)

When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 148/262

UNIT GROUND

5

◆ ZORRI BLISS
VALIANT SMUGGLER

4

UNDERWORLD

7

On Attack: Draw a card. At the start of the regroup phase, discard a card from your hand.

SMUGGLE [6] [Resource Icon] [Smuggle Icon]

GUILAUME OSPITAL © LFL © FFG SHD • EN 203/262

5 UNIT GROUND

◆ ZORII BLISS
VALIANT SMUGGLER

4 UNDERWORLD 7

On Attack: Draw a card. At the start of the regroup phase, discard a card from your hand.

SMUGGLE [6] [6] [6]

© LFL © FFG SHD • EN 203/262

1 UNIT GROUND

◆ BENTHIC "TWO TUBES"
PARTISAN LIEUTENANT

2 REBEL • TROOPER 2

On Attack: Another friendly [6] unit gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

© MERICAN CIRIT © LFL © FFG SOR • EN 156/252

1 UNIT GROUND

◆ BENTHIC "TWO TUBES"
PARTISAN LIEUTENANT

2 REBEL • TROOPER 2

On Attack: Another friendly [6] unit gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

© MERICAN CIRIT © LFL © FFG SOR • EN 156/252

3 UNIT GROUND

FIGHTERS FOR FREEDOM

3 REBEL • TROOPER 4

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When you play another [6] card: You may deal 1 damage to a base.

© YVETTE CHUA © LFL © FFG SOR • EN 143/252

3 UNIT GROUND

FIGHTERS FOR FREEDOM

3 REBEL • TROOPER 4

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When you play another [6] card: You may deal 1 damage to a base.

© YVETTE CHUA © LFL © FFG SOR • EN 143/252

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

1 UNIT GROUND

RECKLESS GUNSLINGER

2 UNDERWORLD 1

When Played: Deal 1 damage to each base.

SMUGGLE [3] [6] [6] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

© ESLAM ABOSHADY © LFL © FFG SHD • EN 160/262

1 UNIT GROUND

RECKLESS GUNSLINGER

2 UNDERWORLD 1

When Played: Deal 1 damage to each base.

SMUGGLE [3] [6] [6] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

© ESLAM ABOSHADY © LFL © FFG SHD • EN 160/262

3 UNIT GROUND

GUERRILLA SOLDIER

2 FRINGE • TWI'LEK • TROOPER 3

When Played: Deal 3 indirect damage to a player. If a base is damaged this way, ready this unit. (That player assigns 3 unpreventable damage among their base and units.)

© SALONE GORE © LFL © FFG JTL • EN 218/262

3 UNIT GROUND

GUERRILLA SOLDIER

2 FRINGE • TWI'LEK • TROOPER 3

When Played: Deal 3 indirect damage to a player. If a base is damaged this way, ready this unit. (That player assigns 3 unpreventable damage among their base and units.)

© LFL © FFG JTL • EN 218/282

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.)

© 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.)

© 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.)

© LFL © FFG SHD • EN 195/282

2 UNIT SPACE

GREEN SQUADRON A-WING

1 REBEL • VEHICLE • FIGHTER 3

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

© LFL © FFG SOR • EN 141/252

2 UNIT SPACE

GREEN SQUADRON A-WING

1 REBEL • VEHICLE • FIGHTER 3

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

© LFL © FFG SOR • EN 141/252

2 UNIT SPACE

GREEN SQUADRON A-WING

1 REBEL • VEHICLE • FIGHTER 3

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

© LFL © FFG SOR • EN 141/252

3 UNIT SPACE

♦ MILLENNIUM FALCON

PIECE OF JUNK

3 UNDERWORLD • VEHICLE • TRANSPORT 4

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.

© LFL © FFG SOR • EN 193/252

3 UNIT SPACE

♦ MILLENNIUM FALCON

PIECE OF JUNK

3 UNDERWORLD • VEHICLE • TRANSPORT 4

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.

© LFL © FFG SOR • EN 193/252

3 UNIT SPACE

◆ **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.

FRANCIS CANNELS © LFL © FF6 SOR • EN 183/252

3 UNIT SPACE

◆ **RED THREE**
UNSTOPPABLE

2 **3**

REBEL • VEHICLE • FIGHTER

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

FERNANDO CORREA © LFL © FF6 SOR • EN 144/252

3 UNIT SPACE

◆ **RED THREE**
UNSTOPPABLE

2 **3**

REBEL • VEHICLE • FIGHTER

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

FERNANDO CORREA © LFL © FF6 SOR • EN 144/252

6 UNIT SPACE

◆ **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 © FF6 SHD • EN 204/262

6 UNIT SPACE

◆ **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 © FF6 SHD • EN 204/262

1 EVENT

DARING RAID
TACTIC

Deal 2 damage to a unit or base.

ARIO MURTI © LFL © FF6 SHD • EN 178/262

1 EVENT

DARING RAID
TACTIC

Deal 2 damage to a unit or base.

ARIO MURTI © LFL © FF6 SHD • EN 178/262

2 EVENT

SURPRISE STRIKE
TACTIC

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

ARIO MURTI © LFL © FF6 SOR • EN 220/252

2 EVENT

SURPRISE STRIKE
TACTIC

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

ARIO MURTI © LFL © FF6 SOR • EN 220/252

2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\ominus 3/\ominus 0$ for this attack.



ARIQ MURTI © LFL © FF6 SDR • EN 220/252

2 EVENT

BREAKING IN

TACTIC

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



DAVID NASH © LFL © FF6 TWI • EN 224/257

2 EVENT

BREAKING IN

TACTIC

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



DAVID NASH © LFL © FF6 TWI • EN 224/257

2 UPGRADE

ARMED TO THE TEETH



Attached unit gains: "On Attack: Give another friendly unit $\ominus 2/\ominus 0$ for this phase."

SMUGGLE [4] [4] [4] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

+2 **ARMED TO THE TEETH** **+0**

SUPPLY • WEAPON

ESLAM ABOSHADY © LFL © FF6 SHD • EN 175/262

2 UPGRADE

ARMED TO THE TEETH



Attached unit gains: "On Attack: Give another friendly unit $\ominus 2/\ominus 0$ for this phase."

SMUGGLE [4] [4] [4] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

+2 **ARMED TO THE TEETH** **+0**

SUPPLY • WEAPON

ESLAM ABOSHADY © LFL © FF6 SHD • EN 175/262

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.

SMUGGLE [3] [3] [3]

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

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

ITEM • WEAPON

ESLAM ABOSHADY © LFL © FF6 SHD • EN 174/262

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.

SMUGGLE [3] [3] [3]

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

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

ITEM • WEAPON

ESLAM ABOSHADY © LFL © FF6 SHD • EN 174/262

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.

SMUGGLE [3] [3] [3]

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

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

ITEM • WEAPON

ESLAM ABOSHADY © LFL © FF6 SHD • EN 174/262