

LEADER UNIT GROUND

4

◆ LANDO CALRISSIAN

WITH IMPECCABLE TASTE



2

UNDERWORLD

5

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

TARKINTOWN

25

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

LOTHAL

ADREN GIROD

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

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

UNIT GROUND

1

SOLDIER OF THE 501ST



1

REPUBLIC • CLONE • TROOPER

3

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

KYLE PETCHOCK

UNIT GROUND

1

SOLDIER OF THE 501ST



1

REPUBLIC • CLONE • TROOPER

3

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

KYLE PETCHOCK

UNIT GROUND

1

SOLDIER OF THE 501ST



1

REPUBLIC • CLONE • TROOPER

3

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

KYLE PETCHOCK

UNIT GROUND

2

◆ LEIA ORGANA

DEFIANT PRINCESS



2

REBEL • OFFICIAL

2

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

ROBYNN FRAUHN

2 UNIT GROUND

◆ LEIA ORGANA
DEFIANT PRINCESS

2 REBEL • OFFICIAL 2

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

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

2 UNIT GROUND

◆ LEIA ORGANA
DEFIANT PRINCESS

2 REBEL • OFFICIAL 2

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

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

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

3 UNIT GROUND

◆ 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 148/252

3 UNIT GROUND

◆ 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 148/252

3 UNIT GROUND

◆ 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 148/252

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] [Resource Icon] [Smuggle Icon]

GUILLAUME OSPITAL ©LFL ©FFG SHD • EN 203/282

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] [C] [S]

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1 UNIT GROUND

◆ BENTHIC "TWO TUBES"
PARTISAN LIEUTENANT

2 REBEL • TROOPER 2

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

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1 UNIT GROUND

◆ BENTHIC "TWO TUBES"
PARTISAN LIEUTENANT

2 REBEL • TROOPER 2

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

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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 [C] card: You may deal 1 damage to a base.

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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 [C] card: You may deal 1 damage to a base.

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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.

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1 UNIT GROUND

RECKLESS GUNSLINGER

2 UNDERWORLD 1

When Played: Deal 1 damage to each base.

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

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1 UNIT GROUND

RECKLESS GUNSLINGER

2 UNDERWORLD 1

When Played: Deal 1 damage to each base.

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

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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.)

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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.)

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

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.)

SEBASTIÁN GUIDOBONO © LFL © FFG SHD • EN 195/262

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.)

SEBASTIÁN GUIDOBONO © LFL © FFG SHD • EN 195/262

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.)

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2 UNIT SPACE

GREEN SQUADRON A-WING

1 REBEL • VEHICLE • FIGHTER 3

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

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2 UNIT SPACE

GREEN SQUADRON A-WING

1 REBEL • VEHICLE • FIGHTER 3

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

FRANÇOIS CANNELS © 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.)

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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.

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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.

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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.

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3 UNIT SPACE
▶ RED THREE
 UNSTOPPABLE

2 REBEL • VEHICLE • FIGHTER **3**

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

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3 UNIT SPACE
▶ RED THREE
 UNSTOPPABLE

2 REBEL • VEHICLE • FIGHTER **3**

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

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6 UNIT SPACE
▶ MILLENNIUM FALCON
 LANDO'S PRIDE

5 UNDERWORLD • VEHICLE • TRANSPORT **5**

If you play this unit from your hand, it gains **AMBUSH**.
SMUGGLE [] (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

6 UNIT SPACE
▶ MILLENNIUM FALCON
 LANDO'S PRIDE

5 UNDERWORLD • VEHICLE • TRANSPORT **5**

If you play this unit from your hand, it gains **AMBUSH**.
SMUGGLE [] (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

1 EVENT
DARING RAID
 TACTIC

Deal 2 damage to a unit or base.

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

1 EVENT
DARING RAID
 TACTIC

Deal 2 damage to a unit or base.

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

2 EVENT
SURPRISE STRIKE
 TACTIC

Attack with a unit. It gets for this attack.

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

2 EVENT
SURPRISE STRIKE
 TACTIC

Attack with a unit. It gets for this attack.

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

2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\frac{3}{3}$ for this attack.



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

2 EVENT

BREAKING IN

TACTIC

Attack with a unit. It gets $\frac{2}{3}$ and gains **SABOTEUR** for this attack. (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)



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

2 EVENT

BREAKING IN

TACTIC

Attack with a unit. It gets $\frac{2}{3}$ and gains **SABOTEUR** for this attack. (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)



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2 UPGRADE

ARMED TO THE TEETH



Attached unit gains: "On Attack: Give another friendly unit $\frac{2}{3}$ for this phase."

SMUGGLE [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 © FFG SHD • EN 175/262

2 UPGRADE

ARMED TO THE TEETH



Attached unit gains: "On Attack: Give another friendly unit $\frac{2}{3}$ for this phase."

SMUGGLE [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

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1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.

SMUGGLE [3]

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

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

ITEM • WEAPON

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

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.

SMUGGLE [3]

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

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

ITEM • WEAPON

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

1 UPGRADE

HOTSHOT DL-44 BLASTER



Attach to a non-VEHICLE unit.

SMUGGLE [3]

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

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

ITEM • WEAPON

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