

**LEADER UNIT** **GROUND**

**5** ♦ **FENNEC SHAND**  
HONORING THE DEAL



**4** **UNDERWORLD** **4**

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)  
**Action:** Play a unit that costs 4 or less from your hand (paying its cost). Give it **AMBUSH** for this phase.

AMELIE HUTT

**LEADER** **GROUND**

♦ **FENNEC SHAND**  
HONORING THE DEAL

**Action** [1]: Play a unit that costs 4 or less from your hand (paying its cost). Give it **AMBUSH** for this phase. (After you play the unit, it may ready and attack an enemy unit.)

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



**UNDERWORLD**

AMELIE HUTT

**BASE**

**ADMINISTRATOR'S TOWER**



**30**

**CLOUD CITY**

TYLER EDLIN

**UNIT** **GROUND**

**2** ♦ **LEIA ORGANA**  
DEFIANT PRINCESS



**2** **REBEL • OFFICIAL** **2**

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

ROBYNN FRAUHN

**UNIT** **GROUND**

♦ **LEIA ORGANA**  
DEFIANT PRINCESS



**2** **REBEL • OFFICIAL** **2**

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

ROBYNN FRAUHN

**UNIT** **GROUND**

**2** **REBEL PATHFINDER**



**2** **REBEL • TROOPER** **3**

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

JOSHUA CARSON

**UNIT** **GROUND**

**2** **REBEL PATHFINDER**



**2** **REBEL • TROOPER** **3**

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

JOSHUA CARSON

**UNIT** **GROUND**

**2** **REBEL PATHFINDER**



**2** **REBEL • TROOPER** **3**

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

JOSHUA CARSON

**UNIT** **GROUND**

**7** ♦ **HAN SOLO**  
RELUCTANT HERO



**6** **UNDERWORLD** **6**

**AMBUSH** (After you play this unit, he may ready and attack an enemy unit.)  
While attacking, this unit deals combat damage before the defender.

BORJA PINDADO



7 UNIT GROUND

♦HAN SOLO  
RELUCTANT HERO



6 UNDERWORLD 6

**AMBUSH** (After you play this unit, he may ready and attack an enemy unit.)  
While attacking, this unit deals combat damage before the defender.

BORJA PINDADO ©LFL ©FFG SOR-EN 198/252

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 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 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 194/252

3 UNIT GROUND

♦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 192/252

3 UNIT GROUND

♦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 192/252

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.

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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5 UNIT GROUND

### CANTINA BOUNCER



3 FRINGE 5

**When Played:** You may return a non-leader unit to its owner's hand.

JAMES DALY ©LFL ©FFG SOR • EN 202/252

5 UNIT GROUND

### CANTINA BOUNCER



3 FRINGE 5

**When Played:** You may return a non-leader unit to its owner's hand.

JAMES DALY ©LFL ©FFG SOR • EN 202/252

5 UNIT GROUND

### CANTINA BOUNCER



3 FRINGE 5

**When Played:** You may return a non-leader unit to its owner's hand.

JAMES DALY ©LFL ©FFG SOR • EN 202/252

3 UNIT GROUND

### ♦BODHI ROOK

IMPERIAL DEFECTOR



3 IMPERIAL • REBEL 3

**When Played:** Look at an opponent's hand and discard a non-unit card from it.

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3 UNIT GROUND

### ♦BODHI ROOK

IMPERIAL DEFECTOR



3 IMPERIAL • REBEL 3

**When Played:** Look at an opponent's hand and discard a non-unit card from it.

ARIO MURTI ©LFL ©FFG SOR • EN 201/252

3 UNIT GROUND

### ♦BODHI ROOK

IMPERIAL DEFECTOR



3 IMPERIAL • REBEL 3

**When Played:** Look at an opponent's hand and discard a non-unit card from it.

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2 UNIT GROUND

### CRAFTY SMUGGLER



2 UNDERWORLD 2

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

AMAD MIR ©LFL ©FFG SOR • EN 207/252

2 UNIT GROUND

### CRAFTY SMUGGLER



2 UNDERWORLD 2

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

AMAD MIR ©LFL ©FFG SOR • EN 207/252

2 UNIT GROUND

### CRAFTY SMUGGLER



2 UNDERWORLD 2

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

AMAD MIR ©LFL ©FFG SOR • EN 207/252



4 UNIT GROUND

♦ Qi'ra  
PLAYING HER PART

3 5

UNDERWORLD

**When Played:** Look at an opponent's hand, then name a card. While this unit is in play, each card with that name costs 3 more for your opponents to play.

AMELIE HUTT © LFL © FFG SHD • EN 202/282

4 UNIT GROUND

♦ Qi'ra  
PLAYING HER PART

3 5

UNDERWORLD

**When Played:** Look at an opponent's hand, then name a card. While this unit is in play, each card with that name costs 3 more for your opponents to play.

AMELIE HUTT © LFL © FFG SHD • EN 202/282

3 UNIT GROUND

LIBERATED SLAVES

3 5

FRINGE • DROID • TWI'LEK • WOOKIEE

MARC ESCAICH © LFL © FFG SHD • EN 200/282

3 UNIT GROUND

LIBERATED SLAVES

3 5

FRINGE • DROID • TWI'LEK • WOOKIEE

MARC ESCAICH © LFL © FFG SHD • EN 200/282

3 UNIT GROUND

LIBERATED SLAVES

3 5

FRINGE • DROID • TWI'LEK • WOOKIEE

MARC ESCAICH © LFL © FFG SHD • EN 200/282

3 UNIT GROUND

♦ ANSOKA TANO  
ALWAYS READY FOR TROUBLE

3 4

FORCE • JEDI • REPUBLIC

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.

PIRKA FINER © LFL © FFG TWI • EN 104/257

5 UNIT GROUND

♦ PLO KOON  
KOH-TO-YAH!

3 6

FORCE • JEDI • REPUBLIC

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)

**COORDINATE — RAID 3** (Gain this keyword while you control 3 or more units. This unit gets +3/+0 while attacking.)

SEBASTIAN GUIDOBONO © LFL © FFG TWI • EN 198/257

5 UNIT GROUND

♦ PLO KOON  
KOH-TO-YAH!

3 6

FORCE • JEDI • REPUBLIC

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)

**COORDINATE — RAID 3** (Gain this keyword while you control 3 or more units. This unit gets +3/+0 while attacking.)

SEBASTIAN GUIDOBONO © LFL © FFG TWI • EN 198/257

2 UNIT GROUND

LOTHAL INSURGENT

3 2

REBEL

**When Played:** If you played another card this phase, each opponent draws a card then discards a random card from their hand.

KEVIN LIBRANDA © LFL © FFG SOR • EN 180/252



UNIT GROUND

2

LOTHAL INSURGENT



3

REBEL

2

**When Played:** If you played another card this phase, each opponent draws a card then discards a random card from their hand.

KEVIN LIBRANDA ©LFL ©FFG SOR-EN 180/252

UNIT SPACE

3

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

UNIT SPACE

3

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

UNIT SPACE

3

◆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.

FRANÇOIS CANNELS ©LFL ©FFG SOR-EN 193/252

UNIT SPACE

3

◆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.

FRANÇOIS CANNELS ©LFL ©FFG SOR-EN 193/252

UNIT SPACE

2

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

UNIT SPACE

2

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

UNIT SPACE

2

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

EVENT

3

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.



AMÉLIE HUTT ©LFL ©FFG SOR-EN 31/70

**3** EVENT

**WAYLAY**

TRICK

Return a non-leader unit to its owner's hand.



APÉLIE HUTT ©LFL ©FFG 7 SOR-EN 31/70

**2** EVENT

**SPARK OF REBELLION**

SPECTRE

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



KEVIN LIBRANDA ©LFL ©FFG SOR-EN 200/252

**2** EVENT

**SPARK OF REBELLION**

SPECTRE

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



KEVIN LIBRANDA ©LFL ©FFG SOR-EN 200/252

**4** EVENT

**CUNNING**

INNATE

Choose two, in any order:

- Return a non-leader unit with 4 or less power to its owner's hand.
- Give a unit 4/0 for this phase.
- Exhaust up to 2 units.
- An opponent discards a random card from their hand.



SANDRA CHLEWIŃSKA ©LFL ©FFG SOR-EN 203/252

**4** EVENT

**CUNNING**

INNATE

Choose two, in any order:

- Return a non-leader unit with 4 or less power to its owner's hand.
- Give a unit 4/0 for this phase.
- Exhaust up to 2 units.
- An opponent discards a random card from their hand.



SANDRA CHLEWIŃSKA ©LFL ©FFG SOR-EN 203/252

**4** EVENT

**CUNNING**

INNATE

Choose two, in any order:

- Return a non-leader unit with 4 or less power to its owner's hand.
- Give a unit 4/0 for this phase.
- Exhaust up to 2 units.
- An opponent discards a random card from their hand.



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**2** EVENT

**SURPRISE STRIKE**

TACTIC

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



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**2** EVENT

**SURPRISE STRIKE**

TACTIC

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



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