

5 LEADER UNIT GROUND

◆ **HAN SOLO**
WORTH THE RISK

3 UNDERWORLD **6**

Action: Play a unit from your hand. It costs **1** less. Deal 2 damage to it.

ARLIE HUTT

◆ **HAN SOLO**
WORTH THE RISK

Action [C]: Play a unit from your hand. It costs **1** less. Deal 2 damage to it.

Epic Action: If you control 5 or more resources, deploy this leader. **5/6**

LEADER UNDERWORLD

ARLIE HUTT © LFL © FFG SHD-EN 037/262

25 BASE

ENERGY CONVERSION LAB

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

EADU

ARLIE HUTT © LFL © FFG SHD-EN 027/262

1 UNIT GROUND

SOLDIER OF THE 501ST

1 REPUBLIC • CLONE • TROOPER **3**

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

KYLE PETCHOCK © LFL © FFG TWI-EN 141/257

1 UNIT GROUND

SOLDIER OF THE 501ST

1 REPUBLIC • CLONE • TROOPER **3**

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

KYLE PETCHOCK © LFL © FFG TWI-EN 141/257

6 UNIT GROUND

GUERRILLA ATTACK POD

4 REBEL • VEHICLE • WALKER **6**

GRIT (This unit gets +1/+0 for each damage on it.)

When Played: If a base has 15 or more damage on it, ready this unit.

FRENCH CARLOSINO © LFL © FFG SHD-EN 140/252

6 UNIT GROUND

GUERRILLA ATTACK POD

4 REBEL • VEHICLE • WALKER **6**

GRIT (This unit gets +1/+0 for each damage on it.)

When Played: If a base has 15 or more damage on it, ready this unit.

FRENCH CARLOSINO © LFL © FFG SHD-EN 140/252

6 UNIT GROUND

◆ **WRECKER**
BOOM!

7 FRINGE • CLONE **6**

OVERWHELM

When Played: You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD-EN 154/262

6 UNIT GROUND

◆ **WRECKER**
BOOM!

7 FRINGE • CLONE **6**

OVERWHELM

When Played: You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD-EN 154/262

5 UNIT GROUND

◆ **POE DAMERON**
QUICK TO IMPROVISE



6 RESISTANCE **6**

On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

AMELIE HUTT © LFL © FFG SHD • EN 153/262

5 UNIT GROUND

◆ **POE DAMERON**
QUICK TO IMPROVISE



6 RESISTANCE **6**

On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

AMELIE HUTT © LFL © FFG SHD • EN 153/262

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On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

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3 UNIT GROUND

◆ **CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE



3 REBEL **5**

SMUGGLE [5] [5] [5] (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

3 UNIT GROUND

◆ **CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE



3 REBEL **5**

SMUGGLE [5] [5] [5] (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

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◆ **CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE



3 REBEL **5**

SMUGGLE [5] [5] [5] (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

1 UNIT GROUND

◆ **MAZ KANATA**
PIRATE QUEEN



1 UNDERWORLD **1**

When you play another unit: Give an Experience token to this unit.

MARC ESCACHX © LFL © FFG SHD • EN 098/262

1 UNIT GROUND

◆ **MAZ KANATA**
PIRATE QUEEN



1 UNDERWORLD **1**

When you play another unit: Give an Experience token to this unit.

MARC ESCACHX © LFL © FFG SHD • EN 098/262

1 UNIT GROUND

◆ **MAZ KANATA**
PIRATE QUEEN



1 UNDERWORLD **1**

When you play another unit: Give an Experience token to this unit.

MARC ESCACHX © LFL © FFG SHD • EN 098/262

3 UNIT GROUND

◆ **SNAP WEXLEY**
RESISTANCE RECON FLIER

2 **5**

When played as a unit/On Attack: The next **RESISTANCE** card you play this phase costs **1** less.

PILOTING [👤 🚗 🛡️]

When played as an upgrade: Search the top 5 cards of your deck for a **RESISTANCE** card, reveal it, and draw it.

◆ **SNAP WEXLEY** **+2**

RESISTANCE • PILOT

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3 UNIT GROUND

◆ **SNAP WEXLEY**
RESISTANCE RECON FLIER

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◆ **SNAP WEXLEY** **+2**

RESISTANCE • PILOT

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4 UNIT GROUND

◆ **POE DAMERON**
ONE HELL OF A PILOT

3 **3**

When played as a unit: Create an X-Wing token. You may attach this unit as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it.

PILOTING [👤 🚗 🛡️] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

◆ **POE DAMERON** **+3**

RESISTANCE • PILOT

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4 UNIT GROUND

◆ **POE DAMERON**
ONE HELL OF A PILOT

3 **3**

When played as a unit: Create an X-Wing token. You may attach this unit as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it.

PILOTING [👤 🚗 🛡️] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

◆ **POE DAMERON** **+3**

RESISTANCE • PILOT

AMELIE HUTT © LFL © FF6 JTL • EN 102/26

4 UNIT GROUND

◆ **POE DAMERON**
ONE HELL OF A PILOT

3 **3**

When played as a unit: Create an X-Wing token. You may attach this unit as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it.

PILOTING [👤 🚗 🛡️] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

◆ **POE DAMERON** **+3**

RESISTANCE • PILOT

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1 UNIT GROUND

◆ **BB-8**
HAPPY BEEPS

1 **4**

PILOTING [👤 🚗 🛡️] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may pay **2**. If you do, ready a **RESISTANCE** unit.

◆ **BB-8** **+2**

RESISTANCE • DROID • PILOT

ARTHUR MOUNSE © LFL © FF6 JTL • EN 145/262

1 UNIT GROUND

◆ **BB-8**
HAPPY BEEPS

1 **4**

PILOTING [👤 🚗 🛡️] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may pay **2**. If you do, ready a **RESISTANCE** unit.

◆ **BB-8** **+2**

RESISTANCE • DROID • PILOT

ARTHUR MOUNSE © LFL © FF6 JTL • EN 145/262

1 UNIT GROUND

◆ **BB-8**
HAPPY BEEPS

1 **4**

PILOTING [👤 🚗 🛡️] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may pay **2**. If you do, ready a **RESISTANCE** unit.

◆ **BB-8** **+2**

RESISTANCE • DROID • PILOT

ARTHUR MOUNSE © LFL © FF6 JTL • EN 145/262

UNIT GROUND

1 **R2-D2**
ART00000000!

1 4

PILOTING [0] [0]

This upgrade can be played on a friendly **VEHICLE** unit with a **PILOT** on it.

Attached unit gains: "You may play or deploy 1 additional **PILOT** on this unit."

+1 **R2-D2** +1
REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FF6 JTL • EN 245/282

UNIT GROUND

1 **R2-D2**
ART00000000!

1 4

PILOTING [0] [0]

This upgrade can be played on a friendly **VEHICLE** unit with a **PILOT** on it.

Attached unit gains: "You may play or deploy 1 additional **PILOT** on this unit."

+1 **R2-D2** +1
REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FF6 JTL • EN 245/282

UNIT GROUND

1 **R2-D2**
ART00000000!

1 4

PILOTING [0] [0]

This upgrade can be played on a friendly **VEHICLE** unit with a **PILOT** on it.

Attached unit gains: "You may play or deploy 1 additional **PILOT** on this unit."

+1 **R2-D2** +1
REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FF6 JTL • EN 245/282

UNIT GROUND

1 **NIEN NUNB**
LOYAL CO-PILOT

1 2

This unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

PILOTING [1] [0] [0]

Attached unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

+1 **NIEN NUNB** +2
REBEL • PILOT

MARC ESCACHX LFL • FF6 JTL • EN 93/282

UNIT GROUND

1 **NIEN NUNB**
LOYAL CO-PILOT

1 2

This unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

PILOTING [1] [0] [0]

Attached unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

+1 **NIEN NUNB** +2
REBEL • PILOT

MARC ESCACHX LFL • FF6 JTL • EN 93/282

UNIT GROUND

1 **NIEN NUNB**
LOYAL CO-PILOT

1 2

This unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

PILOTING [1] [0] [0]

Attached unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

+1 **NIEN NUNB** +2
REBEL • PILOT

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UNIT SPACE

2 **BLACK ONE**
STRAIGHT AT THEM

2 3

RESISTANCE • VEHICLE • FIGHTER

While this unit is upgraded, it gets $\frac{1}{1}$.

On Attack: If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

ANELIE HUTT LFL • FF6 JTL • EN 147/282

UNIT SPACE

2 **BLACK ONE**
STRAIGHT AT THEM

2 3

RESISTANCE • VEHICLE • FIGHTER

While this unit is upgraded, it gets $\frac{1}{1}$.

On Attack: If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

ANELIE HUTT LFL • FF6 JTL • EN 147/282

UNIT SPACE

2 **BLACK ONE**
STRAIGHT AT THEM

2 3

RESISTANCE • VEHICLE • FIGHTER

While this unit is upgraded, it gets $\frac{1}{1}$.

On Attack: If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

ANELIE HUTT LFL • FF6 JTL • EN 147/282

UNIT SPACE

1 **CRACKSHOT V-WING**

2 **REPUBLIC • VEHICLE • FIGHTER** 2

When Played: If you control no other **FIGHTER** units, deal 1 damage to this unit.

THOMAS WIEGEG

UNIT SPACE

1 **CRACKSHOT V-WING**

2 **REPUBLIC • VEHICLE • FIGHTER** 2

When Played: If you control no other **FIGHTER** units, deal 1 damage to this unit.

THOMAS WIEGEG

UNIT SPACE

1 **CRACKSHOT V-WING**

2 **REPUBLIC • VEHICLE • FIGHTER** 2

When Played: If you control no other **FIGHTER** units, deal 1 damage to this unit.

THOMAS WIEGEG

UNIT SPACE

3 **♦ RED THREE**
UNSTOPPABLE

2 **REBEL • VEHICLE • FIGHTER** 3

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

FERNANDO CORREA

UNIT SPACE

3 **♦ RED THREE**
UNSTOPPABLE

2 **REBEL • VEHICLE • FIGHTER** 3

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

FERNANDO CORREA

UNIT SPACE

3 **♦ RED THREE**
UNSTOPPABLE

2 **REBEL • VEHICLE • FIGHTER** 3

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

FERNANDO CORREA

UNIT SPACE

3 **♦ SABINE'S MASTERPIECE**
CRAZY COLORFUL

3 **REBEL • VEHICLE • FIGHTER • SPECTRE** 3

On Attack: If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK

UNIT SPACE

3 **♦ SABINE'S MASTERPIECE**
CRAZY COLORFUL

3 **REBEL • VEHICLE • FIGHTER • SPECTRE** 3

On Attack: If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK

UNIT SPACE

4 **♦ RED LEADER**
FORM UP

3 **REBEL • VEHICLE • FIGHTER** 4

This unit costs less to play for each friendly **PILOT** unit and upgrade.
When a PILOT upgrade attaches to this unit: Create an X-Wing token.

RENO

UNIT SPACE

4 **RED LEADER**
FORM UP

3 **REBEL • VEHICLE • FIGHTER** 4

This unit costs 1 less to play for each friendly **PILOT** unit and upgrade.

When a PILOT upgrade attaches to this unit: Create an X-Wing token.

RENO LFL © FF6 JTL • EN 101/282

UNIT SPACE

4 **RED LEADER**
FORM UP

3 **REBEL • VEHICLE • FIGHTER** 4

This unit costs 1 less to play for each friendly **PILOT** unit and upgrade.

When a PILOT upgrade attaches to this unit: Create an X-Wing token.

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EVENT

1 **TRENCH RUN**
GAMBIT

Attack with a **FIGHTER** unit. For this attack, it gets 4/0 and gains:
"On Attack: Discard 2 cards from the defending player's deck. Deal unpreventable damage equal to the difference in the discarded cards' costs to this unit."

IGNACIO BAZAN LAZZANO LFL © FF6 JTL • EN 156/282

EVENT

1 **TRENCH RUN**
GAMBIT

Attack with a **FIGHTER** unit. For this attack, it gets 4/0 and gains:
"On Attack: Discard 2 cards from the defending player's deck. Deal unpreventable damage equal to the difference in the discarded cards' costs to this unit."

IGNACIO BAZAN LAZZANO LFL © FF6 JTL • EN 156/282

EVENT

1 **TRENCH RUN**
GAMBIT

Attack with a **FIGHTER** unit. For this attack, it gets 4/0 and gains:
"On Attack: Discard 2 cards from the defending player's deck. Deal unpreventable damage equal to the difference in the discarded cards' costs to this unit."

IGNACIO BAZAN LAZZANO LFL © FF6 JTL • EN 156/282

EVENT

3 **FOR A CAUSE I BELIEVE IN**
INNATE

Reveal the top 4 cards of your deck. For each card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.

ERIC HIBBELER LFL © FF6 SOR • EN 152/252

EVENT

3 **FOR A CAUSE I BELIEVE IN**
INNATE

Reveal the top 4 cards of your deck. For each card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.

ERIC HIBBELER LFL © FF6 SOR • EN 152/252

EVENT

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INNATE

Reveal the top 4 cards of your deck. For each card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.

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