

LEADER UNIT GROUND

6

ADMIRAL ACKBAR
IT'S A TRAP!



3

REBEL • OFFICIAL

8

On Attack: You may exhaust a unit. If you do, its controller creates an X-Wing token.

ANELIE HUTT

LEADER

ADMIRAL ACKBAR
IT'S A TRAP!

Action [3]: Exhaust a non-leader unit. If you do, its controller creates an X-Wing token.

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

3/8



REBEL • OFFICIAL


JTL-EN 18/282

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ANELIE HUTT

BASE

DAGOBAH SWAMP



30

DAGOBAH

TYLER EHLIN

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SUR-EN 02/252

UNIT GROUND

4

HONDO OHNAKA
SUPERFLUOUS SWINDLER



3

UNDERWORLD

5

SHIELDED

On Attack: You may take control of a non-PILOT upgrade on a unit and attach it to a different eligible unit.

MARC ESCACKX

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JTL-EN 58/282

UNIT GROUND

4

HONDO OHNAKA
SUPERFLUOUS SWINDLER



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UNDERWORLD

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UNIT GROUND

3

DILAPIDATED SKI SPEEDER



3

RESISTANCE • VEHICLE • SPEEDER

7

When Played: Deal 3 damage to this unit.

JAKE PARKER

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JTL-EN 248/282

UNIT GROUND

3

DILAPIDATED SKI SPEEDER



3

RESISTANCE • VEHICLE • SPEEDER

7

When Played: Deal 3 damage to this unit.

JAKE PARKER

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JTL-EN 248/282

UNIT GROUND

3

DILAPIDATED SKI SPEEDER



3

RESISTANCE • VEHICLE • SPEEDER

7

When Played: Deal 3 damage to this unit.

JAKE PARKER

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JTL-EN 248/282

5 UNIT GROUND

◆ HAN SOLO
HAS HIS MOMENTS

4 5

AMBUSH

PILOTING [2] [3] [4]

When played as an upgrade: You may attack with attached unit. If it's the Millennium Falcon, it deals its combat damage before the defender.

+2 ◆ HAN SOLO +3
REBEL • PILOT

ERIC HIBBELER © LFL © FF6 JTL • EN 203/262

5 UNIT GROUND

◆ HAN SOLO
HAS HIS MOMENTS

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REBEL • PILOT

ERIC HIBBELER © LFL © FF6 JTL • EN 203/262

3 UNIT GROUND

CONTRACTED HUNTER

4 4

UNDERWORLD • BOUNTY HUNTER

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

When the regroup phase starts: Defeat this unit.

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3 UNIT GROUND

CONTRACTED HUNTER

4 4

UNDERWORLD • BOUNTY HUNTER

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

When the regroup phase starts: Defeat this unit.

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UNDERWORLD • BOUNTY HUNTER

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

When the regroup phase starts: Defeat this unit.

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2 UNIT GROUND

X-34 LANDSPEEDER

2 3

FRINGE • VEHICLE • SPEEDER

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

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2 UNIT GROUND

X-34 LANDSPEEDER

2 3

FRINGE • VEHICLE • SPEEDER

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

JOSHUA CARSON © LFL © FF6 JTL • EN 214/262

2 UNIT GROUND

X-34 LANDSPEEDER

2 3

FRINGE • VEHICLE • SPEEDER

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

JOSHUA CARSON © LFL © FF6 JTL • EN 214/262

UNIT GROUND

3 **L3-37**
GET OUT OF MY SEAT



3 3

If this unit would be defeated, you may instead attach her as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it. (She's no longer a unit. Defeat all upgrades on her and remove all damage from her.)

PILOTING [3] [3] [3]

+3 **L3-37** +3

UNDERWORLD • DROID • PILOT

DAVID NASH

UNIT GROUND

3 **L3-37**
GET OUT OF MY SEAT



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PILOTING [3] [3] [3]

+3 **L3-37** +3

UNDERWORLD • DROID • PILOT

DAVID NASH

UNIT GROUND

5 **Ki-Adi-Mundi**
COMPOSED AND CONFIDENT



5 7

COORDINATE – When an opponent plays their second card each phase: You may draw 2 cards.

ANELIE HUTT

UNIT GROUND

5 **Ki-Adi-Mundi**
COMPOSED AND CONFIDENT



5 7

COORDINATE – When an opponent plays their second card each phase: You may draw 2 cards.

ANELIE HUTT

UNIT GROUND

3 **VILLAGE PROTECTORS**



2 2

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

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

ARIO MURTI

UNIT GROUND

3 **VILLAGE PROTECTORS**



2 2

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

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

ARIO MURTI

UNIT GROUND

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

ARIO MURTI

UNIT SPACE

2 **FIREBALL**
AN EXPLOSION WITH WINGS



3 3

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

When the regroup phase starts: Deal 1 damage to this unit.

ANAD MIR

UNIT SPACE

2 **FIREBALL**
AN EXPLOSION WITH WINGS

3 RESISTANCE • VEHICLE • FIGHTER 3

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

When the regroup phase starts: Deal 1 damage to this unit.

AMAD MIR © LFL © FFG JTL • EN 198/262

UNIT SPACE

2 **FIREBALL**
AN EXPLOSION WITH WINGS

3 RESISTANCE • VEHICLE • FIGHTER 3

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

When the regroup phase starts: Deal 1 damage to this unit.

AMAD MIR © LFL © FFG JTL • EN 198/262

UNIT SPACE

3 **STOLEN AT-HAULER**

4 UNDERWORLD • VEHICLE • TRANSPORT 5

When Defeated: Choose an opponent. For this phase, they may play this unit from its owner's discard pile for free.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG JTL • EN 221/262

UNIT SPACE

3 **STOLEN AT-HAULER**

4 UNDERWORLD • VEHICLE • TRANSPORT 5

When Defeated: Choose an opponent. For this phase, they may play this unit from its owner's discard pile for free.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG JTL • EN 221/262

UNIT SPACE

3 **STOLEN AT-HAULER**

4 UNDERWORLD • VEHICLE • TRANSPORT 5

When Defeated: Choose an opponent. For this phase, they may play this unit from its owner's discard pile for free.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG JTL • EN 221/262

UNIT SPACE

2 **MERCENARY GUNSHIP**

3 UNDERWORLD • VEHICLE • FIGHTER 2

Action [4]: Take control of this unit. Any player may use this ability.

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UNIT SPACE

2 **MERCENARY GUNSHIP**

3 UNDERWORLD • VEHICLE • FIGHTER 2

Action [4]: Take control of this unit. Any player may use this ability.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SHD • EN 258/262

UNIT SPACE

2 **MERCENARY GUNSHIP**

3 UNDERWORLD • VEHICLE • FIGHTER 2

Action [4]: Take control of this unit. Any player may use this ability.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SHD • EN 258/262

UNIT SPACE

3 **CONCORD DAWN INTERCEPTORS**

1 MANDALORIAN • VEHICLE • FIGHTER 4

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

This unit gets $\frac{2}{3}$ while defending.

ANDRÉ MEALHA © LFL © FFG SHD • EN 042/202

UNIT SPACE

3 CONCORD DAWN INTERCEPTORS

1 MANDALORIAN • VEHICLE • FIGHTER **4**

SENTINEL. (Units in this arena can't attack your non-Sentinel units or your base.)
This unit gets $\frac{2}{2}/0$ while defending.

ANDRÉ MEALHA © LFL © FFG SRD • EN 042/202

UNIT SPACE

3 CONCORD DAWN INTERCEPTORS

1 MANDALORIAN • VEHICLE • FIGHTER **4**

SENTINEL. (Units in this arena can't attack your non-Sentinel units or your base.)
This unit gets $\frac{2}{2}/0$ while defending.

ANDRÉ MEALHA © LFL © FFG SRD • EN 042/202

UNIT SPACE

3 FLANKING FANG FIGHTER

2 MANDALORIAN • VEHICLE • FIGHTER **3**

While you control another **FIGHTER** unit, this unit gains **RAID 2.** (It gets +2/+0 while attacking.)

UNIT SPACE

3 FLANKING FANG FIGHTER

2 MANDALORIAN • VEHICLE • FIGHTER **3**

While you control another **FIGHTER** unit, this unit gains **RAID 2.** (It gets +2/+0 while attacking.)

UNIT SPACE

3 FLANKING FANG FIGHTER

2 MANDALORIAN • VEHICLE • FIGHTER **3**

While you control another **FIGHTER** unit, this unit gains **RAID 2.** (It gets +2/+0 while attacking.)

UNIT SPACE

2 ROYAL SECURITY FIGHTER

2 NABOO • VEHICLE • FIGHTER **2**

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

ESLAN ABOUSHAZI © LFL © FFG JTL • EN 01/202

UNIT SPACE

2 ROYAL SECURITY FIGHTER

2 NABOO • VEHICLE • FIGHTER **2**

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

ESLAN ABOUSHAZI © LFL © FFG JTL • EN 01/202

UNIT SPACE

2 ROYAL SECURITY FIGHTER

2 NABOO • VEHICLE • FIGHTER **2**

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

ESLAN ABOUSHAZI © LFL © FFG JTL • EN 01/202

UNIT SPACE

2 CORPORATE DEFENSE SHUTTLE

3 SEPARATIST • VEHICLE • TRANSPORT **5**

This unit can't attack.

ERIK FROBEN © LFL © FFG JTL • EN 01/202

UNIT SPACE

2 CORPORATE DEFENSE SHUTTLE



3 SEPARATIST - VEHICLE - TRANSPORT **5**

This unit can't attack.

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UNIT SPACE

2 CORPORATE DEFENSE SHUTTLE



3 SEPARATIST - VEHICLE - TRANSPORT **5**

This unit can't attack.


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EVENT

1 CLOSE THE SHIELD GATE

TACTIC

Choose a base. The next time damage would be dealt to it this phase, prevent that damage.



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TACTIC

Choose a base. The next time damage would be dealt to it this phase, prevent that damage.



EVENT

3 SPARE THE TARGET

TACTIC

Return an enemy non-leader unit to its owner's hand. Collect that unit's **BOUNTIES**.



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EVENT

3 SPARE THE TARGET

TACTIC

Return an enemy non-leader unit to its owner's hand. Collect that unit's **BOUNTIES**.



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