

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.

AMELIE HUTT

LEADER

6 ♦ **ADMIRAL ACKBAR**
IT'S A TRAP!

Action [1]: 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.




REBEL • OFFICIAL

AMELIE HUTT

BASE

30 **DAGOBAH SWAMP**



DAGOBAH

TILES EDLIN

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 ESCACKI

UNIT GROUND

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SUPERFLUOUS SWINDLER



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MARC ESCACKI

UNIT GROUND

3 **DILAPIDATED SKI SPEEDER**



3 RESISTANCE • VEHICLE • SPEEDER 7

When Played: Deal 3 damage to this unit.

JAKE PARKER

UNIT GROUND

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UNIT GROUND

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JAKE PARKER

5 UNIT GROUND

◆ HAN SOLO
HAS HIS MOMENTS



4 5

AMBUSH

PILOTING [2] [3] [4] [5]

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.

◆ HAN SOLO
REBEL • PILOT

+2 +3

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5 UNIT GROUND

◆ HAN SOLO
HAS HIS MOMENTS



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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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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 © FFG 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.)

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

JOSHUA CARSON LFL © FFG 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 [E] [M] [M]

3 ♦L3-37 3

+3 UNDERWORLD • DROID • PILOT +3

DAVID NASH LFL • FF6 JTL • EN 49/282

UNIT GROUND

3 ♦L3-37
GET OUT OF MY SEAT



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+3 UNDERWORLD • DROID • PILOT +3

DAVID NASH LFL • FF6 JTL • EN 49/282

UNIT GROUND

5 ♦KI-ADI-MUNDI
COMPOSED AND CONFIDENT



5 7

FORCE • JEDI • REPUBLIC

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

AMELIE HUTT LFL • FF6 TWI • EN 084/257

UNIT GROUND

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COMPOSED AND CONFIDENT



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AMELIE HUTT LFL • FF6 TWI • EN 084/257

UNIT GROUND

3 VILLAGE PROTECTORS



2 2

FRINGE

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 LFL • FF6 SHD • EN 043/282

UNIT GROUND

3 VILLAGE PROTECTORS



2 2

FRINGE

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

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ARIO MURTI LFL • FF6 SHD • EN 043/282

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ARIO MURTI LFL • FF6 SHD • EN 043/282

UNIT SPACE

2 ♦FIREBALL
AN EXPLOSION WITH WINGS



3 3

RESISTANCE • VEHICLE • FIGHTER

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 • FF6 JTL • EN 198/282

2 UNIT SPACE

♦ **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

2 UNIT SPACE

♦ **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

3 UNIT SPACE

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

3 UNIT SPACE

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

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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.

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2 UNIT SPACE

MERCENARY GUNSHIP

3 UNDERWORLD • VEHICLE • FIGHTER 2

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

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2 UNIT SPACE

MERCENARY GUNSHIP

3 UNDERWORLD • VEHICLE • FIGHTER 2

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

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2 UNIT SPACE

MERCENARY GUNSHIP

3 UNDERWORLD • VEHICLE • FIGHTER 2

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

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3 UNIT SPACE

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 $\frac{2}{1/0}$ while defending.

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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 **RAID 2** while defending.

ANDRÉ MEALHA © LFL © FFG SHD - EN 04/2012

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 **RAID 2** while defending.

ANDRÉ MEALHA © LFL © FFG SHD - EN 04/2012

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 ABBASZADEH © LFL © FFG JTL - EN 01/2012

UNIT SPACE

2 **ROYAL SECURITY FIGHTER**

2 **NABOO • VEHICLE • FIGHTER** 2

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

ESLAN ABBASZADEH © LFL © FFG JTL - EN 01/2012

UNIT SPACE

2 **ROYAL SECURITY FIGHTER**

2 **NABOO • VEHICLE • FIGHTER** 2

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

ESLAN ABBASZADEH © LFL © FFG JTL - EN 01/2012

UNIT SPACE

2 **CORPORATE DEFENSE SHUTTLE**

3 **SEPARATIST • VEHICLE • TRANSPORT** 5

This unit can't attack.

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2 UNIT SPACE

CORPORATE DEFENSE SHUTTLE



3 SEPARATIST - VEHICLE - TRANSPORT 5

This unit can't attack.

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2 UNIT SPACE

CORPORATE DEFENSE SHUTTLE



3 SEPARATIST - VEHICLE - TRANSPORT 5

This unit can't attack.


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1 EVENT

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



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3 EVENT

SPARE THE TARGET

TACTIC

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



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



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