

LEADER UNIT **GROUND**

6

◆ **REY**
MORE THAN A SCAVENGER



2

FORCE • FRINGE 6

RESTORE 3 (When this unit attacks, heal 3 damage from your base.)
On Attack: You may give an Experience token to a unit with 2 or less power.


DAVID BUISAN

LEADER

◆ **REY**
MORE THAN A SCAVENGER

Action [1]: Give an Experience token to a unit with 2 or less power.

Epic Action: If you control 6 or more resources, deploy this leader. 2/6



FORCE • FRINGE

DAVID BUISAN

BASE

COLLOSSUS

35



Draw 1 less card in your starting hand.

CASTILON

ASTORIA GIBSON

JTL-EN 2/262

UNIT **GROUND**

1

◆ **R2-D2**
IGNORING PROTOCOL



1

REBEL • DROID 4

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

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



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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**

3

◆ **YODA**
OLD MASTER



2

FORCE • JEDI 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)
When Defeated: Choose any number of players. They each draw a card.

ALEXANDRIA HUNTINGTON

UNIT **GROUND**

3

◆ **YODA**
OLD MASTER



2

FORCE • JEDI 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)
When Defeated: Choose any number of players. They each draw a card.

ALEXANDRIA HUNTINGTON

UNIT **GROUND**

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◆ **YODA**
OLD MASTER



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FORCE • JEDI 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)
When Defeated: Choose any number of players. They each draw a card.

ALEXANDRIA HUNTINGTON

UNIT GROUND

6

◆ **Obi-Wan Kenobi**
FOLLOWING FATE



4

FORCE • JEDI

6

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

When Defeated: Give 2 Experience tokens to another friendly unit. If it's a **FORCE** unit, draw a card.

AMÉLIE HUTT ©LFL ©FFG SOR • EN 049/252

UNIT GROUND

6

◆ **Obi-Wan Kenobi**
FOLLOWING FATE



4

FORCE • JEDI

6

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

When Defeated: Give 2 Experience tokens to another friendly unit. If it's a **FORCE** unit, draw a card.

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UNIT GROUND

6

◆ **Obi-Wan Kenobi**
FOLLOWING FATE



4

FORCE • JEDI

6

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

When Defeated: Give 2 Experience tokens to another friendly unit. If it's a **FORCE** unit, draw a card.

AMÉLIE HUTT ©LFL ©FFG SOR • EN 049/252

UNIT GROUND

7

◆ **Luke Skywalker**
JEDI KNIGHT



6

FORCE • JEDI • REBEL

7

RESTORE 3

When Played: Give an enemy unit $\ominus\text{B}/\ominus\text{B}$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\ominus\text{B}/\ominus\text{B}$ for this phase instead.

ERIC HIBBELER ©LFL ©FFG SOR • EN 051/252

UNIT GROUND

7

◆ **Luke Skywalker**
JEDI KNIGHT



6

FORCE • JEDI • REBEL

7

RESTORE 3

When Played: Give an enemy unit $\ominus\text{B}/\ominus\text{B}$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\ominus\text{B}/\ominus\text{B}$ for this phase instead.

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UNIT GROUND

7

◆ **Luke Skywalker**
JEDI KNIGHT



6

FORCE • JEDI • REBEL

7

RESTORE 3

When Played: Give an enemy unit $\ominus\text{B}/\ominus\text{B}$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\ominus\text{B}/\ominus\text{B}$ for this phase instead.

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UNIT GROUND

6

CARGO JUGGERNAUT



4

VEHICLE • TANK

6

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

When Played: If you control another S unit, heal 4 damage from your base.

THOMAS WIEVEG ©LFL ©FFG SOR • EN 068/252

UNIT GROUND

6

CARGO JUGGERNAUT



4

VEHICLE • TANK

6

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

When Played: If you control another S unit, heal 4 damage from your base.

THOMAS WIEVEG ©LFL ©FFG SOR • EN 068/252

UNIT GROUND

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CARGO JUGGERNAUT



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VEHICLE • TANK

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When Played: If you control another S unit, heal 4 damage from your base.

THOMAS WIEVEG ©LFL ©FFG SOR • EN 068/252

1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ROXANA KARPATYDEVI © LFL © FFG SHD • EN 035/262

1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ROXANA KARPATYDEVI © LFL © FFG SHD • EN 035/262

1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ROXANA KARPATYDEVI © LFL © FFG SHD • EN 035/262

2 UNIT GROUND

◆ KUIIL

I HAVE SPOKEN



2 FRINGE 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

On Attack: Discard a card from your deck. If it shares an aspect with your base, return it to your hand.

LUKE HARRINGTON © LFL © FFG SHD • EN 041/262

2 UNIT GROUND

◆ KUIIL

I HAVE SPOKEN



2 FRINGE 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

On Attack: Discard a card from your deck. If it shares an aspect with your base, return it to your hand.

LUKE HARRINGTON © LFL © FFG SHD • EN 041/262

2 UNIT GROUND

◆ KUIIL

I HAVE SPOKEN



2 FRINGE 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

On Attack: Discard a card from your deck. If it shares an aspect with your base, return it to your hand.

LUKE HARRINGTON © LFL © FFG SHD • EN 041/262

4 UNIT GROUND

◆ 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 © LFL © FFG JTL • EN 58/262

4 UNIT GROUND

◆ 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 © LFL © FFG JTL • EN 58/262

4 UNIT GROUND

◆ HONDO OHNAKA

SUPERFLUOUS SWINDLER



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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 © LFL © FFG JTL • EN 58/262

UNIT GROUND

3 VILLAGE PROTECTORS

FRINGE **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 © LFL © FFG SHD • EN 043/282

UNIT GROUND

3 VILLAGE PROTECTORS

FRINGE **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 © LFL © FFG SHD • EN 043/282

UNIT GROUND

3 VILLAGE PROTECTORS

FRINGE **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.)

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UNIT SPACE

8 **REDEMPTION**
MEDICAL FRIGATE

REBEL • VEHICLE • CAPITAL SHIP **9**

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

When Played: Heal up to 8 total damage from any number of units and/or bases. Deal that much damage to this unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SOR • EN 052/252

UNIT SPACE

8 **REDEMPTION**
MEDICAL FRIGATE

REBEL • VEHICLE • CAPITAL SHIP **9**

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

When Played: Heal up to 8 total damage from any number of units and/or bases. Deal that much damage to this unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SOR • EN 052/252

UNIT SPACE

3 **CONCORD DAWN INTERCEPTORS**

MANDALORIAN • VEHICLE • FIGHTER **4**

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

This unit gets **2/3/0** while defending.

ANDRÉ MEALHA © LFL © FFG SHD • EN 042/282

UNIT SPACE

3 **CONCORD DAWN INTERCEPTORS**

MANDALORIAN • VEHICLE • FIGHTER **4**

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

This unit gets **2/3/0** while defending.

ANDRÉ MEALHA © LFL © FFG SHD • EN 042/282

UNIT SPACE

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MANDALORIAN • VEHICLE • FIGHTER **4**

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

This unit gets **2/3/0** while defending.

ANDRÉ MEALHA © LFL © FFG SHD • EN 042/282

UNIT SPACE

3 **RED SQUADRON X-WING**

REBEL • VEHICLE • FIGHTER **4**

When Played: You may deal 2 damage to this unit. If you do, draw a card.

ROBERT BONCHUNE © LFL © FFG JTL • EN 51/282

3 UNIT SPACE

RED SQUADRON X-WING



3 REBEL • VEHICLE • FIGHTER **4**

When Played: You may deal 2 damage to this unit. If you do, draw a card.

ROBERT BONCHUNE © LFL © FFG JTL • EN 51/282

3 UNIT SPACE

RED SQUADRON X-WING



3 REBEL • VEHICLE • FIGHTER **4**

When Played: You may deal 2 damage to this unit. If you do, draw a card.

ROBERT BONCHUNE © LFL © FFG JTL • EN 51/282

4 EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 3 or less remaining HP.
- Give a Shield token to a unit.



CRISTINA LAVIÑA © LFL © FFG SOR • EN 058/252

4 EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 3 or less remaining HP.
- Give a Shield token to a unit.



CRISTINA LAVIÑA © LFL © FFG SOR • EN 058/252

4 EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 3 or less remaining HP.
- Give a Shield token to a unit.



CRISTINA LAVIÑA © LFL © FFG SOR • EN 058/252

1 EVENT

CONFISCATE

LAW

Defeat an upgrade.




FRENCH CARLOMAGNO © LFL © FFG SOR • EN 251/252

1 EVENT

CONFISCATE

LAW

Defeat an upgrade.



FRENCH CARLOMAGNO © LFL © FFG SOR • EN 251/252

4 EVENT

FELL THE DRAGON

TACTIC

Defeat a non-leader unit with 3 or more power.



ARIQ MURTI © LFL © FFG SHD • EN 078/202

4 EVENT

FELL THE DRAGON

TACTIC

Defeat a non-leader unit with 3 or more power.



ARIQ MURTI © LFL © FFG SHD • EN 078/202

6 EVENT

RIVAL'S FALL

TACTIC

Defeat a unit.



DAVID NASH © LFL © FF6 SRD • EN 075/202

6 EVENT

RIVAL'S FALL

TACTIC

Defeat a unit.




DAVID NASH © LFL © FF6 SRD • EN 075/202

3 EVENT

EQUALIZE

TACTIC

Give a unit $-2/-2$ for this phase. Then, if you control fewer units than that unit's controller, give another unit $-2/-2$ for this phase.




KEVIN LIBRANDA © LFL © FF6 TWI • EN 055/257

3 EVENT

EQUALIZE

TACTIC

Give a unit $-2/-2$ for this phase. Then, if you control fewer units than that unit's controller, give another unit $-2/-2$ for this phase.



KEVIN LIBRANDA © LFL © FF6 TWI • EN 055/257

4 EVENT

DIRECT HIT

TACTIC

Defeat a non-leader **VEHICLE** unit.



AMELIE HUTT © LFL © FF6 JTL • EN 78/262

4 EVENT

DIRECT HIT

TACTIC

Defeat a non-leader **VEHICLE** unit.



AMELIE HUTT © LFL © FF6 JTL • EN 78/262

9 EVENT

NEBULA IGNITION

DISASTER

Defeat each unit that isn't upgraded.



JOHNNY MORROW © LFL © FF6 JTL • EN 80/262

9 EVENT

NEBULA IGNITION

DISASTER

Defeat each unit that isn't upgraded.



JOHNNY MORROW © LFL © FF6 JTL • EN 80/262