

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 [3]: 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

CASTILON

Draw 1 less card in your starting hand.

AORIEN GIBRO

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

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◆ R2-D2
IGNORING PROTOCOL



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REBEL • DROID

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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.)

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UNIT GROUND

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◆ YODA
OLD MASTER



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ALEXANDRIA HUNTINGTON

6 UNIT GROUND

◆ 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 ©FF6 SOR • EN 049/252

6 UNIT GROUND

◆ OBI-WAN KENOBI
FOLLOWING FATE



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◆ OBI-WAN KENOBI
FOLLOWING FATE



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AMÉLIE HUTT ©LFL ©FF6 SOR • EN 049/252

7 UNIT GROUND

◆ 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 ©FF6 SOR • EN 051/252

7 UNIT GROUND

◆ 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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7 UNIT GROUND

◆ 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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6 UNIT GROUND

CARGO JUGGERNAUT



4 VEHICLE • TANK 6

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

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

THOMAS WIEVEGG ©LFL ©FF6 SOR • EN 068/252

6 UNIT GROUND

CARGO JUGGERNAUT



4 VEHICLE • TANK 6

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

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

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CARGO JUGGERNAUT



4 VEHICLE • TANK 6

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

THOMAS WIEVEGG ©LFL ©FF6 SOR • EN 068/252

1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

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

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1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

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

© LFL © FFG SHD • EN 055/262

1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

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

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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.

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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.

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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.

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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.

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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.

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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.

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3 UNIT GROUND

VILLAGE PROTECTORS

2 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 043/262

3 UNIT GROUND

VILLAGE PROTECTORS

2 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 043/262

3 UNIT GROUND

VILLAGE PROTECTORS

2 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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8 UNIT SPACE

REDEMPTION

MEDICAL FRIGATE

6 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

8 UNIT SPACE

REDEMPTION

MEDICAL FRIGATE

6 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

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

ANDRÉ MEALHA © LFL © FFG SHD • EN 042/252

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

ANDRÉ MEALHA © LFL © FFG SHD • EN 042/252

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

ANDRÉ MEALHA © LFL © FFG SHD • EN 042/252

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 51/262

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 51/262

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 51/262

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 059/252

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 059/252

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 059/252

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 076/252

4 EVENT

FELL THE DRAGON

TACTIC

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

ARIQ MURTI © LFL © FFG SHD • EN 076/252

6 EVENT
RIVAL'S FALL
TACTIC

Defeat a unit.

DAVID NAGH © LFL © FFG SHD • EN 079/202

6 EVENT
RIVAL'S FALL
TACTIC

Defeat a unit.

DAVID NAGH © LFL © FFG SHD • EN 079/202

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 © FFG 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 © FFG TWI • EN 055/257

4 EVENT
DIRECT HIT
TACTIC

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

AMÉLIE HUTT © LFL © FFG JTL • EN 78/262

4 EVENT
DIRECT HIT
TACTIC

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

AMÉLIE HUTT © LFL © FFG JTL • EN 78/262

9 EVENT
NEBULA IGNITION
DISASTER

Defeat each unit that isn't upgraded.

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

9 EVENT
NEBULA IGNITION
DISASTER

Defeat each unit that isn't upgraded.

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