

5 LEADER UNIT GROUND

♦ **MOTHER TALZIN**
POWER THROUGH MAGIC



3 FORCE • NIGHT **7**

On Attack: You may give a unit $-1/-1$ for this phase.


AXEL HUTT

LEADER

♦ **MOTHER TALZIN**
POWER THROUGH MAGIC

Action [↻, use the Force (lose your Force token)]: Give a unit $-1/-1$ for this phase. **5/7**

Epic Action: If you control 5 or more resources, deploy this leader. **5/7**



FORCE • NIGHT

AXEL HUTT

BASE

25 **ENERGY CONVERSION LAB**



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

EADU

AMEN CARD

2 UNIT GROUND

♦ **DOCTOR PERSHING**
EXPERIMENTING WITH LIFE



0 IMPERIAL **5**

Action [↻, deal 1 damage to a friendly unit]: Draw a card.

DAVID BUISAN

2 UNIT GROUND

♦ **DOCTOR PERSHING**
EXPERIMENTING WITH LIFE



0 IMPERIAL **5**

Action [↻, deal 1 damage to a friendly unit]: Draw a card.

DAVID BUISAN

2 UNIT GROUND

♦ **DOCTOR PERSHING**
EXPERIMENTING WITH LIFE



0 IMPERIAL **5**

Action [↻, deal 1 damage to a friendly unit]: Draw a card.

DAVID BUISAN

2 UNIT GROUND

PYKE SENTINEL



2 UNDERWORLD **3**

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

OMERCAN CIRIT

2 UNIT GROUND

PYKE SENTINEL



2 UNDERWORLD **3**

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

OMERCAN CIRIT

2 UNIT GROUND

PYKE SENTINEL



2 UNDERWORLD **3**

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

OMERCAN CIRIT

UNIT GROUND

4 ♦ LOM PYKE
DEALER IN TRUTHS

4 UNDERWORLD 6

On Attack: You may give a Shield token to an enemy unit. If you do, give a Shield token to a friendly unit.

SMUGGLE [5] [Shield] [Saboteur]

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UNIT GROUND

4 ♦ LOM PYKE
DEALER IN TRUTHS

4 UNDERWORLD 6

On Attack: You may give a Shield token to an enemy unit. If you do, give a Shield token to a friendly unit.

SMUGGLE [5] [Shield] [Saboteur]

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UNIT GROUND

3 PHASE-III DARK TROOPER

3 IMPERIAL • DROID • TROOPER 3

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

When combat damage is dealt to this unit: Give an Experience token to this unit (if it survives the damage).

MARC ESCACHEX © LFL © FFG SHD • EN 084/262

UNIT GROUND

3 PHASE-III DARK TROOPER

3 IMPERIAL • DROID • TROOPER 3

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

When combat damage is dealt to this unit: Give an Experience token to this unit (if it survives the damage).

MARC ESCACHEX © LFL © FFG SHD • EN 084/262

UNIT GROUND

3 SUPERLASER TECHNICIAN

2 IMPERIAL 1

When Defeated: You may put this unit into play as a resource and ready it.

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UNIT GROUND

3 SUPERLASER TECHNICIAN

2 IMPERIAL 1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI © LFL © FFG SOR • EN 083/252

UNIT GROUND

3 SUPERLASER TECHNICIAN

2 IMPERIAL 1

When Defeated: You may put this unit into play as a resource and ready it.

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UNIT GROUND

5 ♦ GIDEON HASK
RUTHLESS LOYALIST

5 IMPERIAL • TROOPER 5

When an enemy unit is defeated: Give an Experience token to a friendly unit.

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UNIT GROUND

5 ♦ GIDEON HASK
RUTHLESS LOYALIST

5 IMPERIAL • TROOPER 5

When an enemy unit is defeated: Give an Experience token to a friendly unit.

AMELIE MUTT © LFL © FFG SOR • EN 036/252

5 UNIT GROUND

◆ **GIDEON HASK**
RUTHLESS LOYALIST



5 IMPERIAL • TROOPER **5**

When an enemy unit is defeated: Give an Experience token to a friendly unit.

APHELIE MUTT ©LFL ©FFG SOR • EN 036/252

4 UNIT GROUND

◆ **LIEUTENANT CHILDSSEN**
DEATH STAR PRISON WARDEN



2 IMPERIAL • OFFICIAL **2**

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

When Played: Reveal up to 4 cards from your hand. For each card revealed this way, give an Experience token to this unit.

YVETTE CHUA ©LFL ©FFG SOR • EN 035/252

4 UNIT GROUND

◆ **LIEUTENANT CHILDSSEN**
DEATH STAR PRISON WARDEN



2 IMPERIAL • OFFICIAL **2**

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

When Played: Reveal up to 4 cards from your hand. For each card revealed this way, give an Experience token to this unit.

YVETTE CHUA ©LFL ©FFG SOR • EN 035/252

7 UNIT GROUND

◆ **DARTH VADER**
COMMANDING THE FIRST LEGION



5 FORCE • IMPERIAL • SITH **7**

AMBUSH

When Played: Search the top 10 cards of your deck for any number of units with combined cost 5 or less and play each of them for free.

IVAN DEDOV ©LFL ©FFG SOR • EN 087/252

7 UNIT GROUND

◆ **DARTH VADER**
COMMANDING THE FIRST LEGION



5 FORCE • IMPERIAL • SITH **7**

AMBUSH

When Played: Search the top 10 cards of your deck for any number of units with combined cost 5 or less and play each of them for free.

IVAN DEDOV ©LFL ©FFG SOR • EN 087/252

6 UNIT GROUND

◆ **DARTH VADER**
TWILIGHT OF THE APPRENTICE



5 FORCE • IMPERIAL • SITH **6**

When Played: Give a Shield token to a friendly unit and to an enemy unit.

On Attack: Defeat an enemy unit with a Shield token on it.

KYLE PETCHOCK ©LFL ©FFG LOF • EN 337/254

6 UNIT GROUND

◆ **DARTH VADER**
TWILIGHT OF THE APPRENTICE



5 FORCE • IMPERIAL • SITH **6**

When Played: Give a Shield token to a friendly unit and to an enemy unit.

On Attack: Defeat an enemy unit with a Shield token on it.

KYLE PETCHOCK ©LFL ©FFG LOF • EN 337/254

6 UNIT GROUND

◆ **DARTH VADER**
TWILIGHT OF THE APPRENTICE



5 FORCE • IMPERIAL • SITH **6**

When Played: Give a Shield token to a friendly unit and to an enemy unit.

On Attack: Defeat an enemy unit with a Shield token on it.

KYLE PETCHOCK ©LFL ©FFG LOF • EN 337/254

7 UNIT GROUND

◆ **MAUL**
SHADOW COLLECTIVE VISIONARY



7 FORCE • UNDERWORLD **6**

AMBUSH, OVERWHELM

On Attack: You may choose another friendly UNDERWORLD unit. If you do, all combat damage that would be dealt to this unit during this attack is dealt to the chosen unit instead.

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8 UNIT GROUND

REINFORCEMENT WALKER



6 VEHICLE • WALKER **9**

When Played/On Attack: Look at the top card of your deck. Either draw that card or discard it and heal 3 damage from your base.

STEPHEN ZAVALA © LFL © FFG SOR • EN 119/252

8 UNIT GROUND

REINFORCEMENT WALKER



6 VEHICLE • WALKER **9**

When Played/On Attack: Look at the top card of your deck. Either draw that card or discard it and heal 3 damage from your base.

STEPHEN ZAVALA © LFL © FFG SOR • EN 119/252

8 UNIT GROUND

◆ **SUPREME LEADER SNOKE**
SHADOW RULER



6 FORCE • FIRST ORDER • OFFICIAL **6**

Each enemy non-leader unit gets **-2/-2**.

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2 UNIT SPACE

◆ **INFERNO FOUR**
UNFORGETTING



2 IMPERIAL • VEHICLE • FIGHTER **3**

When Played/When Defeated: Look at the top 2 cards of your deck. Put any number of them on the bottom of your deck and the rest on top in any order.

RANDALL MACKEY © LFL © FFG SOR • EN 031/252

2 UNIT SPACE

◆ **INFERNO FOUR**
UNFORGETTING



2 IMPERIAL • VEHICLE • FIGHTER **3**

When Played/When Defeated: Look at the top 2 cards of your deck. Put any number of them on the bottom of your deck and the rest on top in any order.

RANDALL MACKEY © LFL © FFG SOR • EN 031/252

2 UNIT SPACE

◆ **INFERNO FOUR**
UNFORGETTING



2 IMPERIAL • VEHICLE • FIGHTER **3**

When Played/When Defeated: Look at the top 2 cards of your deck. Put any number of them on the bottom of your deck and the rest on top in any order.

RANDALL MACKEY © LFL © FFG SOR • EN 031/252

8 EVENT

SUPERLASER BLAST
DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH © LFL © FFG SOR • EN 043/252

1 EVENT

TIMELY INTERVENTION
TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

SMUGGLE [2] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



DENIS MEDRI © LFL © FFG SHD • EN 129/262

1 EVENT

TIMELY INTERVENTION
TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)

SMUGGLE [2] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



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2 EVENT

DRAIN ESSENCE

FORCE

Deal 2 damage to a unit. The Force is with you (create your Force token).



JOHNNY ROSCH © LFL © FFG LOR-EN 42/264

2 EVENT

DRAIN ESSENCE

FORCE

Deal 2 damage to a unit. The Force is with you (create your Force token).



JOHNNY ROSCH © LFL © FFG LOR-EN 42/264

2 EVENT

DRAIN ESSENCE

FORCE

Deal 2 damage to a unit. The Force is with you (create your Force token).



JOHNNY ROSCH © LFL © FFG LOR-EN 42/264

3 EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAH ABOSHADY © LFL © FFG SOR-EN 041/252

3 EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAH ABOSHADY © LFL © FFG SOR-EN 041/252

3 EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAH ABOSHADY © LFL © FFG SOR-EN 041/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FFG SOR-EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FFG SOR-EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FFG SOR-EN 126/252

4

EVENT

FELL THE DRAGON

TACTIC

Defeat a non-leader unit with 5 or more power.

ARID MURTI

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076/252

4

EVENT

FELL THE DRAGON

TACTIC

Defeat a non-leader unit with 5 or more power.

ARID MURTI

©LFL ©FFG

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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY

©LFL ©FFG

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5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit +2/+2 for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

FRANCOIS CANNELS

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5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit +2/+2 for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

FRANCOIS CANNELS

©LFL ©FFG

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5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit +2/+2 for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

FRANCOIS CANNELS

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