

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

♦ **MOTHER TALZIN**
POWER THROUGH MAGIC

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

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



LEADER

FORCE • NIGHT

AXEL HUTT

25 BASE

ENERGY CONVERSION LAB



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

EADU

JOHN BIRD

2 UNIT GROUND

♦ **DOCTOR PERSHING**
EXPERIMENTING WITH LIFE



0 IMPERIAL **5**

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

DAVID BUISAN

♦ **DOCTOR PERSHING**
EXPERIMENTING WITH LIFE



0 IMPERIAL **5**

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

DAVID BUISAN

♦ **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

♦ **PYKE SENTINEL**



2 UNDERWORLD **3**

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

OMERCAN CIRIT

♦ **PYKE SENTINEL**



2 UNDERWORLD **3**

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

OMERCAN CIRIT

4 UNIT GROUND

♦ 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]

AMAD HIR © LFL/FFG SHD-EN 032/262

4 UNIT GROUND

♦ 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]

AMAD HIR © LFL/FFG SHD-EN 032/262

3 UNIT GROUND

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 ESCACKX © LFL/FFG SHD-EN 084/262

3 UNIT GROUND

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 ESCACKX © LFL/FFG SHD-EN 084/262

3 UNIT GROUND

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

3 UNIT GROUND

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

3 UNIT GROUND

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

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.

AMELIE HUTT © 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.

AMELIE HUTT © 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.

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

4 UNIT GROUND

◆ **LIEUTENANT CHILDS**
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 CHILDS**
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 37/254

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 37/254

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 37/254

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.

AMAD MIR © LFL © FFG SHD • EN 090/282

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**.

AMAD MIR ©LFL ©FFG SHD • EN 037/262

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] [2] (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] [2] (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 ROSROW © LFL © FF6 LSF • EN 4/264

2 EVENT

DRAIN ESSENCE

FORCE

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



JOHNNY ROSROW © LFL © FF6 LSF • EN 4/264

2 EVENT

DRAIN ESSENCE

FORCE

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



JOHNNY ROSROW © LFL © FF6 LSF • EN 4/264

3 EVENT

POWER OF THE DARK SIDE

INNATE

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



ESLAM ABOSHADY © LFL © FF6 SOR • EN 04/252

3 EVENT

POWER OF THE DARK SIDE

INNATE

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



ESLAM ABOSHADY © LFL © FF6 SOR • EN 04/252

3 EVENT

POWER OF THE DARK SIDE

INNATE

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



ESLAM ABOSHADY © LFL © FF6 SOR • EN 04/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FF6 SOR • EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FF6 SOR • EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FF6 SOR • EN 126/252

4 EVENT

FELL THE DRAGON

TACTIC

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



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

4 EVENT

FELL THE DRAGON

TACTIC

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




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

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY © LFL © FFG SOR • EN 077/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.




ESLAM ABOSHADY © LFL © FFG SOR • EN 077/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY © LFL © FFG SOR • EN 077/252

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 SOR • EN 082/252

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 SOR • EN 082/252

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.



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