

LEADER UNIT GROUND

6 **ANAKIN SKYWALKER**
WHAT IT TAKES TO WIN

4 **FORCE • JEDI • REPUBLIC** 7

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
This unit gets $\heartsuit 1$ for every 5 damage on your base.

KEVIN LIBRANDA

LEADER UNIT GROUND

6 **ANAKIN SKYWALKER**
WHAT IT TAKES TO WIN

4 **FORCE • JEDI • REPUBLIC** 7

Action [\heartsuit]: deal 2 damage to your base]. Attack with a unit. If it's attacking a unit, it gets $\heartsuit 2$ for this attack.

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

LEADER

KEVIN LIBRANDA

BASE

28 **SHADOWED UNDERCITY**

When a friendly FORCE unit attacks: The Force is with you (create your Force token).

CORUSCANT

MARCO FIEBLER

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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

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UNIT GROUND

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OLD MASTER

2 **FORCE • JEDI** 4

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UNIT GROUND

2 **SABINE WREN**
EXPLOSIVES ARTIST

2 **MANDALORIAN • REBEL • SPECTRE** 3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).
On Attack: You may deal 1 damage to the defender or to a base.

REBECCA FARROW

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UNIT GROUND

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7 UNIT GROUND

◆ **LUKE SKYWALKER**
JEDI KNIGHT



6 FORCE • JEDI • REBEL **7**

RESTORE 3
When Played: Give an enemy unit $\ominus 3/\ominus 3$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\ominus 3/\ominus 3$ 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 $\ominus 3/\ominus 3$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\ominus 3/\ominus 3$ 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 $\ominus 3/\ominus 3$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\ominus 3/\ominus 3$ for this phase instead.

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4 UNIT GROUND

◆ **K-2SO**
CASSIAN'S COUNTERPART



4 REBEL • DROID **4**

OVERWHELM
When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

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4 UNIT GROUND

◆ **K-2SO**
CASSIAN'S COUNTERPART



4 REBEL • DROID **4**

OVERWHELM
When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

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4 UNIT GROUND

◆ **K-2SO**
CASSIAN'S COUNTERPART



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OVERWHELM
When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

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3 UNIT GROUND

◆ **CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE



3 REBEL **5**

SMUGGLE [5] [Resource] [Cost] [Effect] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)
When played using SMUGGLE: Ready this unit.

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3 UNIT GROUND

◆ **CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE



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SMUGGLE [5] [Resource] [Cost] [Effect] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)
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REBELLIONS ARE BUILT ON HOPE



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When played using SMUGGLE: Ready this unit.

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UNIT GROUND

3

◆ EZRA BRIDGER
ATTUNED WITH LIFE



3 5

FORCE • JEDI • REBEL • SPECTRE

On Attack: You may give an Experience token to another **CREATURE** or **SPECTRE** unit.

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UNIT GROUND

3

◆ EZRA BRIDGER
ATTUNED WITH LIFE



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FORCE • JEDI • REBEL • SPECTRE

On Attack: You may give an Experience token to another **CREATURE** or **SPECTRE** unit.

DEREK LAUFMAN LFL © FFG LOF • EN 48/284

UNIT GROUND

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UNIT GROUND

6

◆ ANAKIN SKYWALKER
CHAMPION OF MORTIS



5 7

FORCE • JEDI • REPUBLIC

When Played: If there is a ☹️ card in your discard pile, you may give a unit $-B/-B$ for this phase.
When Played: If there is a ☹️ card in your discard pile, you may give a unit $-B/-B$ for this phase.

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UNIT GROUND

6

◆ ANAKIN SKYWALKER
CHAMPION OF MORTIS



5 7

FORCE • JEDI • REPUBLIC

When Played: If there is a ☹️ card in your discard pile, you may give a unit $-B/-B$ for this phase.
When Played: If there is a ☹️ card in your discard pile, you may give a unit $-B/-B$ for this phase.

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UNIT GROUND

2

◆ YADDLE
A CHANCE TO MAKE THINGS RIGHT



2 4

FORCE • JEDI • REPUBLIC

RESTORE 1
On Attack: Each other friendly **JEDI** unit gains **RESTORE 1** for this phase.

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UNIT GROUND

2

◆ YADDLE
A CHANCE TO MAKE THINGS RIGHT



2 4

FORCE • JEDI • REPUBLIC

RESTORE 1
On Attack: Each other friendly **JEDI** unit gains **RESTORE 1** for this phase.

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UNIT GROUND

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◆ YADDLE
A CHANCE TO MAKE THINGS RIGHT



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FORCE • JEDI • REPUBLIC

RESTORE 1
On Attack: Each other friendly **JEDI** unit gains **RESTORE 1** for this phase.

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UNIT GROUND

2

◆ ADI GALLIA
STERN AND FOCUSED



2 4

FORCE • JEDI • REPUBLIC

When an opponent plays an event: Deal 1 damage to that player's base.

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UNIT GROUND

2 **ADI GALLIA**
STERN AND FOCUSED



2 FORCE • JEDI • REPUBLIC 4

When an opponent plays an event: Deal 1 damage to that player's base.

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UNIT GROUND

2 **ADI GALLIA**
STERN AND FOCUSED



2 FORCE • JEDI • REPUBLIC 4

When an opponent plays an event: Deal 1 damage to that player's base.

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UNIT GROUND

6 **MACE WINDU**
LEAPING INTO ACTION



6 FORCE • JEDI • REPUBLIC 6

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
When Played: You may use the Force (lose your Force token). If you do, deal 4 damage to a unit.

EDUARDO NELLO - NIKOLA RISHI LFL © FFG LOF • EN 148/264

UNIT GROUND

6 **MACE WINDU**
LEAPING INTO ACTION



6 FORCE • JEDI • REPUBLIC 6

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
When Played: You may use the Force (lose your Force token). If you do, deal 4 damage to a unit.

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UNIT GROUND

6 **MACE WINDU**
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6 FORCE • JEDI • REPUBLIC 6

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
When Played: You may use the Force (lose your Force token). If you do, deal 4 damage to a unit.

EDUARDO NELLO - NIKOLA RISHI LFL © FFG LOF • EN 148/264

UNIT GROUND

4 **ITINERANT WARRIOR**



4 FORCE • JEDI 4

SHIELDED (When you play this unit, give a Shield token to it.)
When Played: You may use the Force (lose your Force token). If you do, heal 3 damage from a base.

MALI VASANSEREKUL LFL © FFG LOF • EN 48/264

UNIT GROUND

4 **ITINERANT WARRIOR**



4 FORCE • JEDI 4

SHIELDED (When you play this unit, give a Shield token to it.)
When Played: You may use the Force (lose your Force token). If you do, heal 3 damage from a base.

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UNIT GROUND

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SHIELDED (When you play this unit, give a Shield token to it.)
When Played: You may use the Force (lose your Force token). If you do, heal 3 damage from a base.

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UNIT GROUND

4 **KI-ADI-MUNDI**
WE MUST PUSH ON



4 FORCE • JEDI • REPUBLIC 4

When Played: You may use the Force (lose your Force token). If you do, draw 2 cards.

JOHNNY HOLLOW LFL © FFG LOF • EN 148/264

UNIT GROUND

4

◆ **KI-ADI-MUNDI**
WE MUST PUSH ON



4

FORCE • JEDI • REPUBLIC

When Played: You may use the Force (lose your Force token). If you do, draw 2 cards.

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UNIT GROUND

4

◆ **KI-ADI-MUNDI**
WE MUST PUSH ON



4

FORCE • JEDI • REPUBLIC

When Played: You may use the Force (lose your Force token). If you do, draw 2 cards.

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UNIT GROUND

2

SECRETIVE SAGE



2

FORCE • FRINGE

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

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UNIT GROUND

2

SECRETIVE SAGE



2

FORCE • FRINGE

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

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UNIT GROUND

2

SECRETIVE SAGE



2

FORCE • FRINGE

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

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UNIT SPACE

2

JEDI STARFIGHTER



1

JEDI • REPUBLIC • VEHICLE • FIGHTER

4

On Attack: You may deal 1 damage to a space unit.

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UNIT SPACE

2

JEDI STARFIGHTER



1

JEDI • REPUBLIC • VEHICLE • FIGHTER

4

On Attack: You may deal 1 damage to a space unit.

FRANCOIS CANNELLS © LFL © FFG LOF • EN 144/264

UNIT SPACE

2

JEDI STARFIGHTER



1

JEDI • REPUBLIC • VEHICLE • FIGHTER

4

On Attack: You may deal 1 damage to a space unit.

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EVENT

1

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.



ELENA SKITTELETS © LFL © FFG SOR • EN 167/252

1 EVENT

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.

ELENA SKITALETTS ©LFL ©FFG SOR • EN 167/252

1 EVENT

FORCE THROW

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ELENA SKITALETTS ©LFL ©FFG SOR • EN 167/252

1 EVENT

HEROIC SACRIFICE

TACTIC

Draw a card, then attack with a unit. For this attack, it gets $\pm 2/\pm 0$ and gains: **"When this unit deals combat damage: Defeat it."**

ARIO MURTI ©LFL ©FFG SOR • EN 150/252

1 EVENT

HEROIC SACRIFICE

TACTIC

Draw a card, then attack with a unit. For this attack, it gets $\pm 2/\pm 0$ and gains: **"When this unit deals combat damage: Defeat it."**

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3 EVENT

POWER OF THE DARK SIDE

INNATE

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

ESLAM 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.

ESLAM ABOSHADY ©LFL ©FFG SOR • EN 041/252

3 UPGRADE

JEDI LIGHTSABER

Attach to a non-VEHICLE unit. If attached unit is a **FORCE** unit, it gains: **"On Attack: Give the defender $\pm 2/\pm 2$ for this phase."**

JEDI LIGHTSABER
ITEM • WEAPON • LIGHTSABER

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 054/252

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ITEM • WEAPON • LIGHTSABER

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