

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  $\frac{1}{2}$  for every 5 damage on your base.

KEVIN LIBRANDA

LEADER

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

Action [C]: deal 2 damage to your base. Attack with a unit. If it's attacking a unit, it gets  $\frac{1}{2}$  for this attack.

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

FORCE • JEDI • REPUBLIC

KEYVIN LIBRANDA

BASE

28 **SHADOWED UNDERCITY**

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

CORUSCANT

MARCO FEEBLER

LUF • EN 20/254

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

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

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

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

UNIT GROUND

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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

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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7 UNIT GROUND

◆ LUKE SKYWALKER  
JEDI KNIGHT



6 FORCE • JEDI • REBEL 7

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**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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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



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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3 UNIT GROUND

◆ CASSIAN ANDOR  
REBELLIONS ARE BUILT ON HOPE



3 REBEL 5

**SMUGGLE** [5] [Resource] [Smuggle] (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.

SANDRA CHLEWINSKA ©LFL ©FFG SHD • EN 146/262

3 UNIT GROUND

◆ CASSIAN ANDOR  
REBELLIONS ARE BUILT ON HOPE



3 REBEL 5

**SMUGGLE** [5] [Resource] [Smuggle] (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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SANDRA CHLEWINSKA ©LFL ©FFG SHD • EN 146/262

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REBELLIONS ARE BUILT ON HOPE



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**SMUGGLE** [5] [Resource] [Smuggle] (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.

SANDRA CHLEWINSKA ©LFL ©FFG SHD • EN 146/262

3 UNIT GROUND

◆EZRA BRIDGER  
ATTUNED WITH LIFE

3 FORCE • JEDI • REBEL • SPECTRE 5

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

DEREK LAUFMAN LFL © FFG LOF • EN 46/264

3 UNIT GROUND

◆EZRA BRIDGER  
ATTUNED WITH LIFE

3 FORCE • JEDI • REBEL • SPECTRE 5

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

DEREK LAUFMAN LFL © FFG LOF • EN 46/264

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ATTUNED WITH LIFE

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

DEREK LAUFMAN LFL © FFG LOF • EN 46/264

6 UNIT GROUND

◆ANAKIN SKYWALKER  
CHAMPION OF MORTIS

5 FORCE • JEDI • REPUBLIC 7

**When Played:** If there is a ☺ card in your discard pile, you may give a unit  $\ominus\text{B}/\ominus\text{B}$  for this phase.  
**When Played:** If there is a ☹ card in your discard pile, you may give a unit  $\ominus\text{B}/\ominus\text{B}$  for this phase.

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6 UNIT GROUND

◆ANAKIN SKYWALKER  
CHAMPION OF MORTIS

5 FORCE • JEDI • REPUBLIC 7

**When Played:** If there is a ☺ card in your discard pile, you may give a unit  $\ominus\text{B}/\ominus\text{B}$  for this phase.  
**When Played:** If there is a ☹ card in your discard pile, you may give a unit  $\ominus\text{B}/\ominus\text{B}$  for this phase.

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2 UNIT GROUND

◆YADDLE  
A CHANCE TO MAKE THINGS RIGHT

2 FORCE • JEDI • REPUBLIC 4

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

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2 UNIT GROUND

◆YADDLE  
A CHANCE TO MAKE THINGS RIGHT

2 FORCE • JEDI • REPUBLIC 4

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

AITOR PRIETO LFL © FFG LOF • EN 45/264

2 UNIT GROUND

◆YADDLE  
A CHANCE TO MAKE THINGS RIGHT

2 FORCE • JEDI • REPUBLIC 4

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

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2 UNIT GROUND

◆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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2 UNIT GROUND

◆ **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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2 UNIT GROUND

◆ **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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6 UNIT GROUND

◆ **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 • NINGLA RISHI © LFL © FFG LOF • EN 143/264

6 UNIT GROUND

◆ **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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6 UNIT GROUND

◆ **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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4 UNIT GROUND

**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 VASANSERKUL © LFL © FFG LOF • EN 48/264

4 UNIT GROUND

**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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4 UNIT GROUND

**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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4 UNIT GROUND

◆ **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.

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4 UNIT GROUND

◆ **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.

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4 UNIT GROUND

◆ **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.

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2 UNIT GROUND

**SECRETIVE SAGE**



2 FORCE • FRINGE 2

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

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2 UNIT GROUND

**SECRETIVE SAGE**



2 FORCE • FRINGE 2

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

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2 UNIT GROUND

**SECRETIVE SAGE**



2 FORCE • FRINGE 2

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

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2 UNIT SPACE

**JEDI STARFIGHTER**



1 JEDI • REPUBLIC • VEHICLE • FIGHTER 4

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

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2 UNIT SPACE

**JEDI STARFIGHTER**



1 JEDI • REPUBLIC • VEHICLE • FIGHTER 4

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

FRANCIS CANNELS LFL © FFG LOF • EN 144/264

2 UNIT SPACE

**JEDI STARFIGHTER**



1 JEDI • REPUBLIC • VEHICLE • FIGHTER 4

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

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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 SKITAETS 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 SKITALET'S ©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 SKITALET'S ©LFL ©FFG SOR • EN 167/252

**1** EVENT

**HEROIC SACRIFICE**

TACTIC

Draw a card, then attack with a unit. For this attack, it gets  $\frac{2}{2}$ / $\frac{0}{0}$  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  $\frac{2}{2}$ / $\frac{0}{0}$  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  $\frac{-2}{-2}$  for this phase."**

**JEDI LIGHTSABER** **+3**

ITEM • WEAPON • LIGHTSABER

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

**3** UPGRADE

**JEDI LIGHTSABER**

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

**JEDI LIGHTSABER** **+3**

ITEM • WEAPON • LIGHTSABER

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