

**7** LEADER UNIT GROUND

◆ **KYLO REN**  
WE'RE NOT DONE YET

**5** FORCE • FIRST ORDER **5**

**SENTINEL**

**When Deployed:** Play any number of upgrades from your discard pile on this unit (one at a time, paying their costs).

RENO

**◆ KYLO REN**  
WE'RE NOT DONE YET

**Action** [🔄]: Discard a card from your hand. If you discarded an upgrade this way, draw a card.

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

LEADER

◆ **KYLO REN**  
WE'RE NOT DONE YET

FORCE • FIRST ORDER

RENO

**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

ADREN GRID

**2** UNIT GROUND

◆ **LOBOT**  
CLOUD CITY COORDINATOR

**0** FRINGE **4**

**SENTINEL** (Enemy units in this arena must attack a Sentinel when they attack you.)

**GRIT** (This unit gets +1/+0 for each damage on him.)

OMERCAN CIRIT

**2** UNIT GROUND

◆ **LOBOT**  
CLOUD CITY COORDINATOR

**0** FRINGE **4**

**SENTINEL** (Enemy units in this arena must attack a Sentinel when they attack you.)

**GRIT** (This unit gets +1/+0 for each damage on him.)

OMERCAN CIRIT

**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 -B/-E for this phase.

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JOHNNY MORROW

**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 -B/-E for this phase.

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JOHNNY MORROW

**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

**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

3 UNIT GROUND

◆ GENERAL GRIEVOUS  
TROPHY COLLECTOR



4 SEPARATIST • OFFICIAL 4

Ignore the aspect penalty on each LIGHTSABER upgrade you play on this unit.

**On Attack:** If this unit has 4 or more LIGHTSABER upgrades attached to him, defeat 4 enemy units.

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3 UNIT GROUND

◆ GENERAL GRIEVOUS  
TROPHY COLLECTOR



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4 UNIT GROUND

◆ LIEUTENANT CHILDSEN  
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 CHILDSEN  
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

2 UNIT GROUND

GUARDIAN OF THE WHILLS



2 FORCE • FRINGE 2

The first upgrade you play on this unit each round costs 1 less.

ALEXANDRIA HUNTINGTON © LFL © FFG SOR • EN 061/252

2 UNIT GROUND

GUARDIAN OF THE WHILLS



2 FORCE • FRINGE 2

The first upgrade you play on this unit each round costs 1 less.

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2 UNIT GROUND

TRAYUS ACOLYTE



2 FORCE • SITH 4

JAKUB REBELKA © LFL © FFG SEC • EN 28/264

2 UNIT GROUND

TRAYUS ACOLYTE



2 FORCE • SITH 4

JAKUB REBELKA © LFL © FFG SEC • EN 28/264

2 UNIT GROUND

**TRAYUS ACOLYTE**



2 FORCE • SITH 4

JAKUB REBELKA © LFL © FFG SEC • EN 28/264

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

**RUKH**  
THRAWN'S ASSASSIN



3 IMPERIAL 6

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

**When this unit deals combat damage to a non-leader unit while attacking:** Defeat that unit.

ELENA SKITALETS © LFL © FFG SOR • EN 085/252

5 UNIT GROUND

**RUKH**  
THRAWN'S ASSASSIN



3 IMPERIAL 6

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

**When this unit deals combat damage to a non-leader unit while attacking:** Defeat that unit.

ELENA SKITALETS © LFL © FFG SOR • EN 085/252

3 UNIT GROUND

**DEATH TROOPER**



3 IMPERIAL • TROOPER 3

**When Played:** Deal 2 damage to a friendly ground unit and 2 damage to an enemy ground unit.

BORJA PINDADO © LFL © FFG SOR • EN 033/252

3 UNIT GROUND

**DEATH TROOPER**



3 IMPERIAL • TROOPER 3

**When Played:** Deal 2 damage to a friendly ground unit and 2 damage to an enemy ground unit.

BORJA PINDADO © LFL © FFG SOR • EN 033/252

5 UNIT SPACE

**SURVIVORS' GAUNTLET**



4 MANDALORIAN • VEHICLE • TRANSPORT 6

**When Played/On Attack:** You may attach an upgrade on a unit to another eligible unit controlled by the same player.

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5 UNIT SPACE

**SURVIVORS' GAUNTLET**



4 MANDALORIAN • VEHICLE • TRANSPORT 6

**When Played/On Attack:** You may attach an upgrade on a unit to another eligible unit controlled by the same player.

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**4** EVENT  
**FELL THE DRAGON**  
TACTIC

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

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

**4** EVENT  
**FELL THE DRAGON**  
TACTIC

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

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

**3** EVENT  
**I AM YOUR FATHER**  
GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.

STEFANO LANDINI © LFL © FFG SOR • EN 233/252

**3** EVENT  
**I AM YOUR FATHER**  
GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.

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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.

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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 SOR • EN 092/252

**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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**6** EVENT  
**RIVAL'S FALL**  
TACTIC

Defeat a unit.

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

**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 ©FF6 SOR-EN 077/252

**1** EVENT  
**RECRUIT**  
SUPPLY

Search the top 5 cards of your deck for a unit, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

BORJA PINDADO ©LFL ©FF6 SOR-EN 123/252

**1** EVENT  
**RECRUIT**  
SUPPLY

Search the top 5 cards of your deck for a unit, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

BORJA PINDADO ©LFL ©FF6 SOR-EN 123/252

**1** EVENT  
**RECRUIT**  
SUPPLY

Search the top 5 cards of your deck for a unit, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

BORJA PINDADO ©LFL ©FF6 SOR-EN 123/252

**3** EVENT  
**POWER OF THE DARK SIDE**  
INNATE

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

ESLAM ABOSHADY ©LFL ©FF6 SOR-EN 041/252

**2** UPGRADE  
**DARTH REVAN'S LIGHTSABERS**

Attach to a non-VEHICLE unit. If attached unit is a SITH, it gains **GRIT**.

**+2** **DARTH REVAN'S LIGHTSABERS** **+2**  
ITEM • WEAPON • LIGHTSABER

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**2** UPGRADE  
**DARTH REVAN'S LIGHTSABERS**

Attach to a non-VEHICLE unit. If attached unit is a SITH, it gains **GRIT**.

**+2** **DARTH REVAN'S LIGHTSABERS** **+2**  
ITEM • WEAPON • LIGHTSABER

JOHNNY MORROW ©LFL ©FF6 LOF-EN 238/264

**2** UPGRADE  
**HEIRLOOM LIGHTSABER**

Attach to a non-VEHICLE unit. If attached unit is a FORCE unit, it gains **RESTORE 1**. (When this unit attacks, heal 1 damage from your base.)

**+2** **HEIRLOOM LIGHTSABER** **+2**  
ITEM • WEAPON • LIGHTSABER

AMAD MER ©LFL ©FF6 LOF-EN 531/264

**2** UPGRADE  
**HEIRLOOM LIGHTSABER**

Attach to a non-VEHICLE unit. If attached unit is a FORCE unit, it gains **RESTORE 1**. (When this unit attacks, heal 1 damage from your base.)

**+2** **HEIRLOOM LIGHTSABER** **+2**  
ITEM • WEAPON • LIGHTSABER

AMAD MER ©LFL ©FF6 LOF-EN 531/264

**2** UPGRADE

◆ **KYLO REN'S LIGHTSABER**



Attach to a non-VEHICLE unit.  
If attached unit is a **FORCE** unit, it gains:  
"This unit can't be exhausted by enemy card abilities."

◆ **KYLO REN'S LIGHTSABER** **+3**

ITEM • WEAPON • LIGHTSABER

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**2** UPGRADE

◆ **KYLO REN'S LIGHTSABER**



Attach to a non-VEHICLE unit.  
If attached unit is a **FORCE** unit, it gains:  
"This unit can't be exhausted by enemy card abilities."

◆ **KYLO REN'S LIGHTSABER** **+3**

ITEM • WEAPON • LIGHTSABER

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**3** UPGRADE

**GENERAL'S BLADE**



Attach to a non-VEHICLE unit.  
If attached unit is a **JEDI**, it gains:  
"On Attack: The next unit you play this phase costs 2 less."

**GENERAL'S BLADE** **+3**

ITEM • WEAPON • LIGHTSABER

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**3** UPGRADE

**GENERAL'S BLADE**



Attach to a non-VEHICLE unit.  
If attached unit is a **JEDI**, it gains:  
"On Attack: The next unit you play this phase costs 2 less."

**GENERAL'S BLADE** **+3**

ITEM • WEAPON • LIGHTSABER

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**1** UPGRADE

◆ **AHSOKA'S PADAWAN LIGHTSABER**



Attach to a non-VEHICLE unit.  
**When Played:** If attached unit is Ahsoka Tano, you may attack with a unit.

◆ **AHSOKA'S PADAWAN LIGHTSABER** **+0**

ITEM • WEAPON • LIGHTSABER

ARTHUR MOUGNE © LFL © FFG TWI • EN 248/257

**1** UPGRADE

◆ **AHSOKA'S PADAWAN LIGHTSABER**



Attach to a non-VEHICLE unit.  
**When Played:** If attached unit is Ahsoka Tano, you may attack with a unit.

◆ **AHSOKA'S PADAWAN LIGHTSABER** **+0**

ITEM • WEAPON • LIGHTSABER

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**5** UPGRADE

**CRAVING POWER**



Attach to a friendly unit.  
**When Played:** Deal damage to an enemy unit equal to attached unit's power.

**CRAVING POWER** **+2**

INNATE

GABRIEL GÓMEZ ALMENZAR © LFL © FFG LDF • EN 51/204

**5** UPGRADE

**CRAVING POWER**



Attach to a friendly unit.  
**When Played:** Deal damage to an enemy unit equal to attached unit's power.

**CRAVING POWER** **+2**

INNATE

GABRIEL GÓMEZ ALMENZAR © LFL © FFG LDF • EN 51/204