

5 LEADER UNIT GROUND

◆ **Obi-Wan Kenobi**
COURAGE MAKES HEROES



3 FORCE • JEDI • REPUBLIC **6**

On Attack: You may give an Experience token to another unit without an Experience token on it.

GABRIEL GÓMEZ ALMENZAR

LEADER

◆ **Obi-Wan Kenobi**
COURAGE MAKES HEROES

Action [↻, use the Force (lose your Force token)]: Give an Experience token to a unit without an Experience token on it.

Epic Action: If you control 5 or more resources, deploy this leader. **5/6**




FORCE • JEDI • REPUBLIC

GABRIEL GÓMEZ ALMENZAR

BASE

25

VERGENCE TEMPLE



When the regroup phase starts: If you control a unit with 4 or more remaining HP, the Force is with you (create your Force token).

LOTHAL

RODRIJ ESPIN

2 UNIT GROUND

◆ **Gungi**
FINDING HIMSELF



2 FORCE • JEDI • WOOKIEE **5**

ARIO ANINDITO

2 UNIT GROUND

JEDI CONSULAR



1 FORCE • JEDI **4**

Action [↻, use the Force (lose your Force token)]: Play a unit from your hand. It costs **2** less.

FACUNDO MOTYANO

2 UNIT GROUND

JEDI CONSULAR



1 FORCE • JEDI **4**

Action [↻, use the Force (lose your Force token)]: Play a unit from your hand. It costs **2** less.

FACUNDO MOTYANO

2 UNIT GROUND

JEDI CONSULAR



1 FORCE • JEDI **4**

Action [↻, use the Force (lose your Force token)]: Play a unit from your hand. It costs **2** less.

FACUNDO MOTYANO

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

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

UNIT GROUND

2 **◆ MINA BONTERI**
STOP THIS WAR



2 4

SEPARATIST • OFFICIAL

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

When Defeated: You may disclose  (reveal cards from your hand with these aspect icons among them). If you do, draw a card.

SALOMÉ GORÉ LFL © FFG SEC • EN 94/284

UNIT GROUND

2 **◆ MINA BONTERI**
STOP THIS WAR



2 4

SEPARATIST • OFFICIAL

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

When Defeated: You may disclose  (reveal cards from your hand with these aspect icons among them). If you do, draw a card.

SALOMÉ GORÉ LFL © FFG SEC • EN 94/284

UNIT GROUND

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STOP THIS WAR



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RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

When Defeated: You may disclose  (reveal cards from your hand with these aspect icons among them). If you do, draw a card.

SALOMÉ GORÉ LFL © FFG SEC • EN 94/284

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.

DEREK LAUFMAN LFL © FFG LOF • EN 48/284

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.

DEREK LAUFMAN LFL © FFG LOF • EN 48/284

UNIT GROUND

4 **◆ EZRA BRIDGER**
SPECTRE SIX



4 5

FORCE • REBEL • SPECTRE

RAID 1 (This unit gets +1/+0 while attacking.)

When Played: You may heal 2 damage from a unit. If you control a  or  unit, you may heal 4 damage from a unit instead.

DAVID BUISAN LFL © FFG LAW • EN 35/284

UNIT GROUND

3 **◆ OBI-WAN KENOBI**
PROTECTIVE PADAWAN



3 5

FORCE • JEDI • REPUBLIC

When you play a FORCE unit (including this one): This unit gains **SENTINEL** for this phase.

SANDRA CHLEWINSKA LFL © FFG LOF • EN 96/284

UNIT GROUND

3 **◆ OBI-WAN KENOBI**
PROTECTIVE PADAWAN



3 5

FORCE • JEDI • REPUBLIC

When you play a FORCE unit (including this one): This unit gains **SENTINEL** for this phase.

SANDRA CHLEWINSKA LFL © FFG LOF • EN 96/284

UNIT GROUND

3 **◆ OBI-WAN KENOBI**
PROTECTIVE PADAWAN



3 5

FORCE • JEDI • REPUBLIC

When you play a FORCE unit (including this one): This unit gains **SENTINEL** for this phase.

SANDRA CHLEWINSKA LFL © FFG LOF • EN 96/284

UNIT GROUND

3

◆ **CINTA KAZ**
STONE COLD AND FEARLESS

3 5

REBEL

While this unit is upgraded, she gains **SENTINEL**. (Enemy units in this arena must attack a Sentinel when they attack you.)

ANDREA MILANA LFL FFG LAW • EN 105/264

UNIT GROUND

3

◆ **CINTA KAZ**
STONE COLD AND FEARLESS

3 5

REBEL

While this unit is upgraded, she gains **SENTINEL**. (Enemy units in this arena must attack a Sentinel when they attack you.)

ANDREA MILANA LFL FFG LAW • EN 105/264

UNIT GROUND

3

◆ **CINTA KAZ**
STONE COLD AND FEARLESS

3 5

REBEL

While this unit is upgraded, she gains **SENTINEL**. (Enemy units in this arena must attack a Sentinel when they attack you.)

ANDREA MILANA LFL FFG LAW • EN 105/264

UNIT GROUND

4

ITINERANT WARRIOR

4 4

FORCE • JEDI

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

◆ **GALEN ERSO**
YOU'LL NEVER WIN

3 5

IMPERIAL

When Played: Name a card. While this unit is in play, each non-leader card an opponent owns with that name, including those not in play, loses all abilities (and can't gain abilities).

PLOT

RENO LFL FFG SEC • EN 48/264

UNIT GROUND

4

◆ **GALEN ERSO**
YOU'LL NEVER WIN

3 5

IMPERIAL

When Played: Name a card. While this unit is in play, each non-leader card an opponent owns with that name, including those not in play, loses all abilities (and can't gain abilities).

PLOT

RENO LFL FFG SEC • EN 48/264

UNIT GROUND

4

◆ **CAPTAIN TYPHO**
ALL NECESSARY PRECAUTIONS

4 5

NABOO • REPUBLIC • TROOPER

SENTINEL

When this unit is attacked: You may disclose (). If you do, heal 1 damage from your base.

SEBASTIAN GUIDORONI LFL FFG SEC • EN 98/264

UNIT GROUND

4

◆ **CAPTAIN TYPHO**
ALL NECESSARY PRECAUTIONS

4 5

NABOO • REPUBLIC • TROOPER

SENTINEL

When this unit is attacked: You may disclose (). If you do, heal 1 damage from your base.

SEBASTIAN GUIDORONI LFL FFG SEC • EN 98/264

UNIT GROUND

4

◆ **CAPTAIN TYPHO**
ALL NECESSARY PRECAUTIONS

4 5

NABOO • REPUBLIC • TROOPER

SENTINEL

When this unit is attacked: You may disclose (). If you do, heal 1 damage from your base.

SEBASTIAN GUIDORONI LFL FFG SEC • EN 98/264

5 UNIT GROUND

◆ LANDO CALRISSIAN
EYES OPEN

4 5

REBEL • UNDERWORLD

SENTINEL (Enemy units in this arena must attack a Sentinel when they attack you.)
While this unit is defending, the attacker gets $-1/-0$.

VINCENT OUTRAIT © LFL © FFG LAW • EN 108/264

5 UNIT GROUND

◆ LANDO CALRISSIAN
EYES OPEN

4 5

REBEL • UNDERWORLD

SENTINEL (Enemy units in this arena must attack a Sentinel when they attack you.)
While this unit is defending, the attacker gets $-1/-0$.

VINCENT OUTRAIT © LFL © FFG LAW • EN 108/264

5 UNIT GROUND

CANTO BIGHT SECURITY

3 5

FRINGE

SENTINEL (Enemy units in this arena must attack a Sentinel when they attack you.)
On Defense: Create a Credit token.

CARAVAN STUDIO © LFL © FFG LAW • EN 121/264

5 UNIT GROUND

◆ TARAMYN BARCONA
EYES FRONT!

4 6

REBEL • TROOPER

When Played: You may defeat a Credit token (belonging to any player). If you do, give an Experience token to this unit and another friendly unit.

JOHNNY MORROW © LFL © FFG LAW • EN 40/264

5 UNIT GROUND

◆ TARAMYN BARCONA
EYES FRONT!

4 6

REBEL • TROOPER

When Played: You may defeat a Credit token (belonging to any player). If you do, give an Experience token to this unit and another friendly unit.

JOHNNY MORROW © LFL © FFG LAW • EN 40/264

6 UNIT GROUND

◆ CAPTAIN REX
INTO THE FIREFIGHT

7 7

REPUBLIC • CLONE • TROOPER

When Played/When this unit completes an attack: Give this unit and an enemy unit **SENTINEL** for this phase.

BENJAMIN PAULUS © LFL © FFG SEC • EN 48/264

6 UNIT GROUND

◆ CAPTAIN REX
INTO THE FIREFIGHT

7 7

REPUBLIC • CLONE • TROOPER

When Played/When this unit completes an attack: Give this unit and an enemy unit **SENTINEL** for this phase.

BENJAMIN PAULUS © LFL © FFG SEC • EN 48/264

8 UNIT GROUND

◆ YODA
MY ALLY IS THE FORCE

5 9

FORCE • JEDI • REPUBLIC

When Played: You may use the Force. If you do, heal 5 damage from a base.
When you use the Force: You may deal damage to a unit equal to twice the number of units you control.

DAVID BLISMAN © LFL © FFG LFL • EN 101/264

8 UNIT GROUND

◆ REY
SKYWALKER

9 9

FORCE • JEDI • RESISTANCE

Opponents can't take control of this unit.
This unit can't be defeated by enemy card abilities.

ROBYNN FRAUHN © LFL © FFG LAW • EN 149/264

UNIT GROUND

9 **Bo-Katan Kryze**
ALONE

8 **MANDALORIAN** 8

When Played: Give each enemy unit $-3/-3$ for this phase.

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

MONIKA PRAOSZ © LFL © FFG SEC • EN 51/264

UNIT GROUND

9 **Bo-Katan Kryze**
ALONE

8 **MANDALORIAN** 8

When Played: Give each enemy unit $-3/-3$ for this phase.

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

MONIKA PRAOSZ © LFL © FFG SEC • EN 51/264

UNIT GROUND

7 **Kelleran Beq**
THE SABERED HAND

7 **FORCE • JEDI • REPUBLIC** 7

When Played: Search the top 7 cards of your deck for a unit, reveal it, and play it. It costs 3 less. (Put the other cards on the bottom of your deck in a random order.)

GABRIEL GÓMEZ ALMENZAR © LFL © FFG LOF • EN 100/264

UNIT GROUND

7 **Kelleran Beq**
THE SABERED HAND

7 **FORCE • JEDI • REPUBLIC** 7

When Played: Search the top 7 cards of your deck for a unit, reveal it, and play it. It costs 3 less. (Put the other cards on the bottom of your deck in a random order.)

GABRIEL GÓMEZ ALMENZAR © LFL © FFG LOF • EN 100/264

UNIT GROUND

7 **Kelleran Beq**
THE SABERED HAND

7 **FORCE • JEDI • REPUBLIC** 7

When Played: Search the top 7 cards of your deck for a unit, reveal it, and play it. It costs 3 less. (Put the other cards on the bottom of your deck in a random order.)

GABRIEL GÓMEZ ALMENZAR © LFL © FFG LOF • EN 100/264

UNIT GROUND

2 **Seasoned Fleet Admiral**

1 **REBEL • TWI'LEK • OFFICIAL** 4

RAID 1

When an opponent draws 1 or more cards during the action phase: You may give an Experience token to a unit.

EJ BELLA CRUZ © LFL © FFG JTL • EN 10/262

UNIT GROUND

2 **Seasoned Fleet Admiral**

1 **REBEL • TWI'LEK • OFFICIAL** 4

RAID 1

When an opponent draws 1 or more cards during the action phase: You may give an Experience token to a unit.

EJ BELLA CRUZ © LFL © FFG JTL • EN 10/262

UNIT SPACE

3 **Blue Leader**
SCARIF AIR SUPPORT

3 **REBEL • VEHICLE • FIGHTER** 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay 2 . If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA © LFL © FFG JTL • EN 60/262

UNIT SPACE

3 **Blue Leader**
SCARIF AIR SUPPORT

3 **REBEL • VEHICLE • FIGHTER** 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay 2 . If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA © LFL © FFG JTL • EN 60/262

3 UNIT SPACE

BLUE LEADER
SCARIF AIR SUPPORT



3 REBEL • VEHICLE • FIGHTER **3**

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay 2 . If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA © LFL © FFG JTL • EN 56/282

5 UNIT SPACE

THE GHOST
HEART OF THE FAMILY



5 REBEL • VEHICLE • TRANSPORT • SPECTRE **6**

Each other friendly **SPECTRE** unit gains this unit's **KEYWORDS**.

While this unit is upgraded, it gains **SENTINEL**.

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5 EVENT

RETALIATION
TACTIC

Defeat a unit that dealt damage to a base this phase.




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4 EVENT

THE TREE REMEMBERS
TACTIC

An enemy unit loses all abilities for this phase. If it costs 3 or less, defeat it.



JOHNNY MORROW © LFL © FFG LAW • EN 132/284

6 EVENT

LOST AND FORGOTTEN
INNATE

Defeat a non-leader unit. If you do, heal 3 damage from your base.



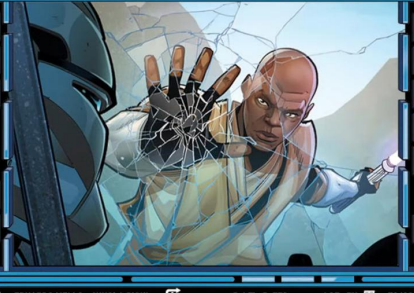
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4 EVENT

SHATTERPOINT
FORCE

Choose one:

- Defeat a non-leader unit with 3 or less remaining HP.
- Use the Force (lose your Force token). If you do, defeat a non-leader unit.



EDUARDO MELLO - NIKOLA RIGHI © LFL © FFG LOF • EN 79/284

4 EVENT

SHATTERPOINT
FORCE

Choose one:

- Defeat a non-leader unit with 3 or less remaining HP.
- Use the Force (lose your Force token). If you do, defeat a non-leader unit.




EDUARDO MELLO - NIKOLA RIGHI © LFL © FFG LOF • EN 79/284

5 EVENT

NOTHING LEFT TO FEAR
INNATE

Choose a friendly unit and give it $\text{2}/\text{2}$ for this phase. Then, you may defeat a non-leader unit with power equal to or less than the chosen unit.



AXEL HUTT © LFL © FFG LAW • EN 43/284

5 EVENT

NOTHING LEFT TO FEAR
INNATE

Choose a friendly unit and give it $\text{2}/\text{2}$ for this phase. Then, you may defeat a non-leader unit with power equal to or less than the chosen unit.




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5

EVENT

NOTHING LEFT TO FEAR

INNATE

Choose a friendly unit and give it  for this phase. Then, you may defeat a non-leader unit with power equal to or less than the chosen unit.



AXEL HUTT



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41/284