

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 ALPENZAR

◆ **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. [B/C]



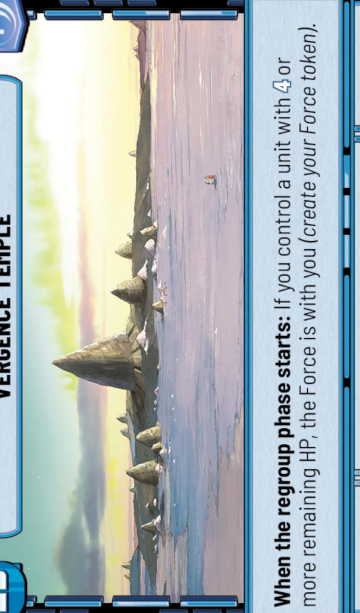
LEADER

FORCE • JEDI • REPUBLIC

GABRIEL GÓMEZ ALPENZAR

25 BASE

VERGENCE TEMPLE



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

LOTHAL

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2 UNIT GROUND

◆ **Gungi**
FINDING HIMSELF



2 FORCE • JEDI • WOOKIEE **5**

ARIO ANINDITO

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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 MOYANO

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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.

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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 MOYANO

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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

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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

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2 UNIT GROUND

◆ **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.

SALOME GORE

2 UNIT GROUND

◆ **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.

SALOME GORE

2 UNIT GROUND

◆ **MINA BONTERI**
STOP THIS WAR



2 4

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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.

SALOME GORE

3 UNIT GROUND

◆ **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

3 UNIT GROUND

◆ **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

4 UNIT GROUND

◆ **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

3 UNIT GROUND

◆ **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 CHEWINSKA

3 UNIT GROUND

◆ **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 CHEWINSKA

3 UNIT GROUND

◆ **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 CHEWINSKA

3 UNIT GROUND

◆CINTA KAZ
STONE COLD AND FEARLESS

3 REBEL 5

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

3 UNIT GROUND

◆CINTA KAZ
STONE COLD AND FEARLESS

3 REBEL 5

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

3 UNIT GROUND

◆CINTA KAZ
STONE COLD AND FEARLESS

3 REBEL 5

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

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.

HALI VASANSEKUL LFL © FFG LDF • EN 48/264

4 UNIT GROUND

◆GALEN ERSO
YOU'LL NEVER WIN

3 IMPERIAL 5

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

4 UNIT GROUND

◆GALEN ERSO
YOU'LL NEVER WIN

3 IMPERIAL 5

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

4 UNIT GROUND

◆CAPTAIN TYPHO
ALL NECESSARY PRECAUTIONS

4 NABOO • REPUBLIC • TROOPER 5

SENTINEL

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

SEBASTIAN SUDBORNO LFL © FFG SEC • EN 98/264

4 UNIT GROUND

◆CAPTAIN TYPHO
ALL NECESSARY PRECAUTIONS

4 NABOO • REPUBLIC • TROOPER 5

SENTINEL

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

SEBASTIAN SUDBORNO LFL © FFG SEC • EN 98/264

4 UNIT GROUND

◆CAPTAIN TYPHO
ALL NECESSARY PRECAUTIONS

4 NABOO • REPUBLIC • TROOPER 5

SENTINEL

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

SEBASTIAN SUDBORNO LFL © FFG SEC • EN 98/264

5 UNIT GROUND

◆ LANDO CALRISSIAN
EYES OPEN

4 REBEL • UNDERWORLD 5

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 DUTRAIT © LFL © FFG LAW • EN 108/264

5 UNIT GROUND

◆ LANDO CALRISSIAN
EYES OPEN

4 REBEL • UNDERWORLD 5

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 DUTRAIT © LFL © FFG LAW • EN 108/264

5 UNIT GROUND

CANTO BIGHT SECURITY

3 FRINGE 5

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 REBEL • TROOPER 6

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 REBEL • TROOPER 6

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 REPUBLIC • CLONE • TROOPER 7

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 REPUBLIC • CLONE • TROOPER 7

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 FORCE • JEDI • REPUBLIC 9

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 BUISAN © LFL © FFG LFL • EN 103/264

8 UNIT GROUND

◆ REY
SKYWALKER

9 FORCE • JEDI • RESISTANCE 9

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

ROBYNN FRAUHN © LFL © FFG LAW • EN 143/264

UNIT GROUND

9

◆ **Bo-Katan Kryze**
ALONE

8

MANDALORIAN

8

When Played: Give each enemy unit $\ominus 1/\ominus 1$ for this phase.

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

MONIKA PAŁOZ © LFL © FFG SEC • EN 5/264

UNIT GROUND

9

◆ **Bo-Katan Kryze**
ALONE

8

MANDALORIAN

8

When Played: Give each enemy unit $\ominus 1/\ominus 1$ for this phase.

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

MONIKA PAŁOZ © LFL © FFG SEC • EN 5/264

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 $\ominus 3$ 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 $\ominus 3$ 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 $\ominus 3$ 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 DELA CRUZ © LFL © FFG JTL • EN 11/262

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 DELA CRUZ © LFL © FFG JTL • EN 11/262

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 $\ominus 2$. 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 $\ominus 2$. 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.



DAVID BUISAN © LFL © FFG LAW • EN 133/284

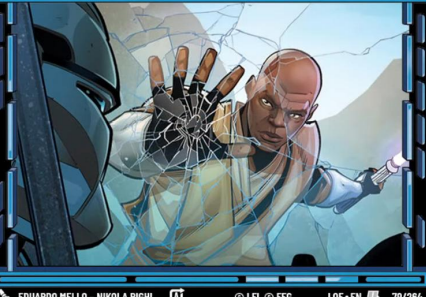
4 EVENT

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

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 **2/2** for this phase. Then, you may defeat a non-leader unit with power equal to or less than the chosen unit.



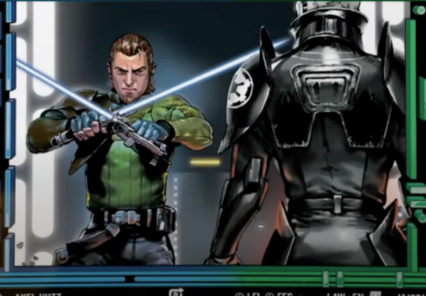
AXEL HUTT © LFL © FFG LAW • EN 41/284

5 EVENT

NOTHING LEFT TO FEAR

INNATE

Choose a friendly unit and give it **2/2** 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 41/284


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.

