

6 LEADER UNIT GROUND

◆ **Bo-Katan Kryze**
PRINCESS IN EXILE

4 MANDALORIAN **7**

On Attack: You may deal 1 damage to a unit. If you attacked with another **MANDALORIAN** unit this phase, you may deal 1 damage to a unit. (The same unit or a different unit.)

DAVID BUISAN

◆ **Bo-Katan Kryze**
PRINCESS IN EXILE

Action [C]: If you attacked with a **MANDALORIAN** unit this phase, deal 1 damage to a unit.

Epic Action: If you control 6 or more resources, deploy this leader. [C]7

LEADER MANDALORIAN

DAVID BUISAN

25 BASE

SECURITY COMPLEX

Epic Action: Give a Shield token to a non-leader unit.

SCARIF

TILFER EDJUN

SHD • EN 09/252

2 UNIT GROUND

◆ **Bo-Katan Kryze**
FIGHTING FOR MANDALORE

3 MANDALORIAN • TROOPER **3**

When Defeated: For each player with 15 or more damage on their base, draw a card.

REBECCA FARROW

© LFL © FF6 SHD • EN 157/262

2 UNIT GROUND

◆ **Bo-Katan Kryze**
FIGHTING FOR MANDALORE

3 MANDALORIAN • TROOPER **3**

When Defeated: For each player with 15 or more damage on their base, draw a card.

REBECCA FARROW

© LFL © FF6 SHD • EN 157/262

2 UNIT GROUND

◆ **Bo-Katan Kryze**
FIGHTING FOR MANDALORE

3 MANDALORIAN • TROOPER **3**

When Defeated: For each player with 15 or more damage on their base, draw a card.

REBECCA FARROW

© LFL © FF6 SHD • EN 157/262

2 UNIT GROUND

HOUSE KAST SOLDIER

2 MANDALORIAN • TROOPER **3**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

HOAN NGUYEN

© LFL © FF6 SHD • EN 162/262

2 UNIT GROUND

HOUSE KAST SOLDIER

2 MANDALORIAN • TROOPER **3**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

HOAN NGUYEN

© LFL © FF6 SHD • EN 162/262

2 UNIT GROUND

HOUSE KAST SOLDIER

2 MANDALORIAN • TROOPER **3**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

HOAN NGUYEN

© LFL © FF6 SHD • EN 162/262

UNIT GROUND

3 MANDALORIAN WARRIOR

MANDALORIAN **3**

When Played: You may give an Experience token to another MANDALORIAN unit.

ASH PIERCE © LFL © FF6 SHD • EN 238/282

UNIT GROUND

3 MANDALORIAN WARRIOR

MANDALORIAN **3**

When Played: You may give an Experience token to another MANDALORIAN unit.

ASH PIERCE © LFL © FF6 SHD • EN 238/282

UNIT GROUND

3 MANDALORIAN WARRIOR

MANDALORIAN **3**

When Played: You may give an Experience token to another MANDALORIAN unit.

ASH PIERCE © LFL © FF6 SHD • EN 238/282

UNIT GROUND

3 NITE OWL SKIRMISHER

MANDALORIAN • TROOPER **3**

SMUGGLE [5] [Resource Icon] [Resource Icon] [Resource Icon] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

FRENCH CARLOMAGNO © LFL © FF6 SHD • EN 149/282

UNIT GROUND

3 NITE OWL SKIRMISHER

MANDALORIAN • TROOPER **3**

SMUGGLE [5] [Resource Icon] [Resource Icon] [Resource Icon] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

FRENCH CARLOMAGNO © LFL © FF6 SHD • EN 149/282

UNIT GROUND

3 NITE OWL SKIRMISHER

MANDALORIAN • TROOPER **3**

SMUGGLE [5] [Resource Icon] [Resource Icon] [Resource Icon] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

FRENCH CARLOMAGNO © LFL © FF6 SHD • EN 149/282

UNIT GROUND

5 CLAN CHALLENGERS

MANDALORIAN • TROOPER **6**

RAID 3 (This unit gets +3/+0 while attacking.) While this unit is upgraded, it gains **OVERWHELM**. (When attacking an enemy unit, deal excess damage to the opponent's base.)

KEVIN LIBRANDA © LFL © FF6 SHD • EN 189/282

UNIT GROUND

5 CLAN CHALLENGERS

MANDALORIAN • TROOPER **6**

RAID 3 (This unit gets +3/+0 while attacking.) While this unit is upgraded, it gains **OVERWHELM**. (When attacking an enemy unit, deal excess damage to the opponent's base.)

KEVIN LIBRANDA © LFL © FF6 SHD • EN 189/282

UNIT GROUND

5 CLAN CHALLENGERS

MANDALORIAN • TROOPER **6**

RAID 3 (This unit gets +3/+0 while attacking.) While this unit is upgraded, it gains **OVERWHELM**. (When attacking an enemy unit, deal excess damage to the opponent's base.)

KEVIN LIBRANDA © LFL © FF6 SHD • EN 189/282

2 EVENT

THIS IS THE WAY
MANDALORIAN

Search the top 8 cards of your deck for up to 2 **MANDALORIAN** and/or upgrade cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)



KYLE PETCHOCK © LFL © FFG SHD • EN 253/282

2 EVENT

THIS IS THE WAY
MANDALORIAN

Search the top 8 cards of your deck for up to 2 **MANDALORIAN** and/or upgrade cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)



KYLE PETCHOCK © LFL © FFG SHD • EN 253/282

2 EVENT

THIS IS THE WAY
MANDALORIAN

Search the top 8 cards of your deck for up to 2 **MANDALORIAN** and/or upgrade cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)



KYLE PETCHOCK © LFL © FFG SHD • EN 253/282

2 UNIT GROUND

◆ **KETSU ONYO**
OLD FRIEND



3 MANDALORIAN • UNDERWORLD • BOUNTY HUNTER **2**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When this unit deals combat damage to a base: You may defeat an upgrade that costs 2 or less.

ANELIE HUTT © LFL © FFG SHD • EN 147/282

2 UNIT GROUND

◆ **KETSU ONYO**
OLD FRIEND



3 MANDALORIAN • UNDERWORLD • BOUNTY HUNTER **2**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When this unit deals combat damage to a base: You may defeat an upgrade that costs 2 or less.

ANELIE HUTT © LFL © FFG SHD • EN 147/282

2 UNIT GROUND

◆ **KETSU ONYO**
OLD FRIEND



3 MANDALORIAN • UNDERWORLD • BOUNTY HUNTER **2**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When this unit deals combat damage to a base: You may defeat an upgrade that costs 2 or less.

ANELIE HUTT © LFL © FFG SHD • EN 147/282

4 UNIT GROUND

◆ **KOSKA REEVES**
LOYAL NITE OWL



4 MANDALORIAN • TROOPER **5**

On Attack: If this unit is upgraded, you may deal 2 damage to a ground unit.

KEVIN LIBRANDA © LFL © FFG SHD • EN 150/282

3 UNIT SPACE

TWIN POD CLOUD CAR



2 FRINGE • VEHICLE • FIGHTER **2**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SHD • EN 259/282

3 UNIT SPACE

TWIN POD CLOUD CAR



2 FRINGE • VEHICLE • FIGHTER **2**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SHD • EN 259/282

3 UNIT SPACE

TWIN POD CLOUD CAR



2 FRINGE • VEHICLE • FIGHTER 2

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SHD • EN 259/282

6 UNIT GROUND

◆ **FENN RAU**
PROTECTOR OF CONCORD DAWN



5 MANDALORIAN 6

When Played: You may play an upgrade from your hand. It costs 2 less.

When you play an upgrade on this unit: Give an enemy unit -2/-2 for this phase.

ERIK LY © LFL © FF6 SHD • EN 067/282

6 UNIT GROUND

◆ **FENN RAU**
PROTECTOR OF CONCORD DAWN



5 MANDALORIAN 6

When Played: You may play an upgrade from your hand. It costs 2 less.

When you play an upgrade on this unit: Give an enemy unit -2/-2 for this phase.

ERIK LY © LFL © FF6 SHD • EN 067/282

6 UNIT GROUND

◆ **FENN RAU**
PROTECTOR OF CONCORD DAWN



5 MANDALORIAN 6

When Played: You may play an upgrade from your hand. It costs 2 less.

When you play an upgrade on this unit: Give an enemy unit -2/-2 for this phase.

ERIK LY © LFL © FF6 SHD • EN 067/282

2 UNIT GROUND

CLAN WREN RESCUER



1 MANDALORIAN • TROOPER 2

When Played: Give an Experience token to a unit.

ERIK LY © LFL © FF6 SHD • EN 040/282

2 UNIT GROUND

CLAN WREN RESCUER



1 MANDALORIAN • TROOPER 2

When Played: Give an Experience token to a unit.

ERIK LY © LFL © FF6 SHD • EN 040/282

2 UNIT GROUND

CLAN WREN RESCUER



1 MANDALORIAN • TROOPER 2

When Played: Give an Experience token to a unit.

ERIK LY © LFL © FF6 SHD • EN 040/282

6 UNIT GROUND

◆ **THE MANDALORIAN**
WHEREVER I GO, HE GOES



5 MANDALORIAN • BOUNTY HUNTER 6

SENTINEL

When Played: You may heal all damage from a unit that costs 2 or less and give 2 Shield tokens to it.

MICKAEL BALLLOU © LFL © FF6 SHD • EN 049/282

5 UNIT GROUND

◆ **THE ARMORER**
SURVIVAL IS STRENGTH



3 MANDALORIAN 5

When Played: Give a Shield token to each of up to 3 MANDALORIAN units.

HOAN NGUYEN © LFL © FF6 SHD • EN 047/282

5 UNIT GROUND

◆ **THE ARMORER**
SURVIVAL IS STRENGTH

3 MANDALORIAN 5

When Played: Give a Shield token to each of up to 3 MANDALORIAN units.

HOAN NGUYEN © LFL © FFG SHD • EN 04/7/2022

5 UNIT GROUND

◆ **THE ARMORER**
SURVIVAL IS STRENGTH

3 MANDALORIAN 5

When Played: Give a Shield token to each of up to 3 MANDALORIAN units.

HOAN NGUYEN © LFL © FFG SHD • EN 04/7/2022

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.

FERNANDO CORREA © LFL © FFG SHD • EN 05/4/2022

5 UNIT SPACE

VIGILANT PURSUIT CRAFT

3 VEHICLE • TRANSPORT 5

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

SMUGGLE [7] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

FERNANDO CORREA © LFL © FFG SHD • EN 06/5/2022

2 UPGRADE

MANDALORIAN ARMOR

Attach to a non-VEHICLE unit.

When Played: If attached unit is a MANDALORIAN, give a Shield token to it.

+1 MANDALORIAN ARMOR +3
ITEM • ARMOR

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SHD • EN 07/3/2022

2 UPGRADE

MANDALORIAN ARMOR

Attach to a non-VEHICLE unit.

When Played: If attached unit is a MANDALORIAN, give a Shield token to it.

+1 MANDALORIAN ARMOR +3
ITEM • ARMOR

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SHD • EN 07/3/2022

2 UPGRADE

VAMBRACE GRAPPLESHOT

Attach to a non-VEHICLE unit.

Attached unit gains: "On Attack: Exhaust the defender."

+2 VAMBRACE GRAPPLESHOT +2
ITEM • ARMOR • WEAPON

ARTHUR HIGUINE © LFL © FFG SHD • EN 07/4/2022

2 UPGRADE

VAMBRACE GRAPPLESHOT

Attach to a non-VEHICLE unit.

Attached unit gains: "On Attack: Exhaust the defender."

+2 VAMBRACE GRAPPLESHOT +2
ITEM • ARMOR • WEAPON

ARTHUR HIGUINE © LFL © FFG SHD • EN 07/4/2022

2 UPGRADE

VAMBRACE GRAPPLESHOT

Attach to a non-VEHICLE unit.

Attached unit gains: "On Attack: Exhaust the defender."

+2 VAMBRACE GRAPPLESHOT +2
ITEM • ARMOR • WEAPON

ARTHUR HIGUINE © LFL © FFG SHD • EN 07/4/2022

4 UPGRADE

◆ **THE DARKSABER**



Attach to a non-VEHICLE unit.
While playing this upgrade on a **MANDALORIAN** unit, ignore its aspect penalty.
Attached unit gains, "On Attack: Give an Experience token to each other friendly **MANDALORIAN** unit."

◆ **THE DARKSABER** **+3**

MANDALORIAN • ITEM • WEAPON

ANELIE HUTT © LFL © FFG SHD • EN 128/282

4 UPGRADE

◆ **THE DARKSABER**



Attach to a non-VEHICLE unit.
While playing this upgrade on a **MANDALORIAN** unit, ignore its aspect penalty.
Attached unit gains, "On Attack: Give an Experience token to each other friendly **MANDALORIAN** unit."

◆ **THE DARKSABER** **+3**

MANDALORIAN • ITEM • WEAPON

ANELIE HUTT © LFL © FFG SHD • EN 128/282

4 UPGRADE

◆ **THE DARKSABER**



Attach to a non-VEHICLE unit.
While playing this upgrade on a **MANDALORIAN** unit, ignore its aspect penalty.
Attached unit gains, "On Attack: Give an Experience token to each other friendly **MANDALORIAN** unit."

◆ **THE DARKSABER** **+3**

MANDALORIAN • ITEM • WEAPON

ANELIE HUTT © LFL © FFG SHD • EN 128/282

3 UNIT SPACE

CONCORD DAWN INTERCEPTORS



1 **MANDALORIAN • VEHICLE • FIGHTER** **4**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)
This unit gets $\frac{2}{2}/\frac{0}{0}$ while defending.

ANDRE MEALHA © LFL © FFG SHD • EN 042/282

3 UNIT SPACE

CONCORD DAWN INTERCEPTORS



1 **MANDALORIAN • VEHICLE • FIGHTER** **4**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)
This unit gets $\frac{2}{2}/\frac{0}{0}$ while defending.

ANDRE MEALHA © LFL © FFG SHD • EN 042/282

3 UNIT SPACE

CONCORD DAWN INTERCEPTORS



1 **MANDALORIAN • VEHICLE • FIGHTER** **4**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)
This unit gets $\frac{2}{2}/\frac{0}{0}$ while defending.

ANDRE MEALHA © LFL © FFG SHD • EN 042/282

3 UPGRADE

VAMBRACE FLAMETHROWER



Attach to a non-VEHICLE unit.
Attached unit gains: "On Attack: You may deal 3 damage divided as you choose among enemy ground units."

VAMBRACE FLAMETHROWER **+1**

ITEM • ARMOR • WEAPON

ARTHUR HOUISNE © LFL © FFG SHD • EN 171/282

2 UNIT GROUND

FOLLOWER OF THE WAY



1 **MANDALORIAN** **3**

While this unit is upgraded, it gets $\frac{0}{1}/\frac{0}{1}$.

ESLAM ABOSHADY © LFL © FFG SHD • EN 056/282