

7 LEADER UNIT GROUND

♦ **JABBA THE HUTT**
HIS HIGH EXALTEDNESS



2 UNDERWORLD • HUTT **12**

When Deployed: Another friendly unit captures an enemy non-leader unit.

Action [🔄]: Choose a unit. For this phase, it gains: **"Bounty"** — The next unit you play this phase costs 2 less."


AITOR PRIETO

LEADER

♦ **JABBA THE HUTT**
HIS HIGH EXALTEDNESS

Action [🔄]: Choose a unit. For this phase, it gains: **"Bounty"** — The next unit you play this phase costs 2 less."

Epic Action: If you control 7 or more resources, deploy this leader. 2/12



UNDERWORLD • HUTT

AITOR PRIETO

25 BASE

TARKINTOWN



Epic Action: Deal 3 damage to a damaged non-leader unit.

LOTHAL

ADRIEN GIROD

5 UNIT GROUND

♦ **POE DAMERON**
QUICK TO IMPROVISE



6 RESISTANCE **6**

On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

AMELIE HUTT

5 UNIT GROUND

♦ **POE DAMERON**
QUICK TO IMPROVISE



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AMELIE HUTT

9 UNIT GROUND

KRAYT DRAGON



10 CREATURE **10**

OVERWHELM

When an opponent plays a card: You may deal damage equal to that card's cost to their base or a ground unit they control.

LEONARDO GIAMMICHELLE

9 UNIT GROUND

KRAYT DRAGON



10 CREATURE **10**

OVERWHELM

When an opponent plays a card: You may deal damage equal to that card's cost to their base or a ground unit they control.

LEONARDO GIAMMICHELLE

6 UNIT GROUND

♦ **KYLO REN**
KILLING THE PAST



6 FORCE • FIRST ORDER **7**

While playing this unit, ignore his 🗡️ aspect penalty if you control Rey.

On Attack: Give a unit +2/+0 for this phase. If it's a non-🗡️ unit, also give an Experience token to it.

AMELIE HUTT

6 UNIT GROUND

♦ **KYLO REN**
KILLING THE PAST



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While playing this unit, ignore his 🗡️ aspect penalty if you control Rey.

On Attack: Give a unit +2/+0 for this phase. If it's a non-🗡️ unit, also give an Experience token to it.

AMELIE HUTT

5 UNIT GROUND

◆ REY
KEEPING THE PAST



4 FORCE • RESISTANCE 7

While playing this unit, ignore her  aspect penalty if you control Kylo Ren.

On Attack: You may heal 2 damage from a unit. If it's a non- unit, give a Shield token to it.

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5 UNIT GROUND

◆ REY
KEEPING THE PAST



4 FORCE • RESISTANCE 7

While playing this unit, ignore her  aspect penalty if you control Kylo Ren.

On Attack: You may heal 2 damage from a unit. If it's a non- unit, give a Shield token to it.

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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  or less and give 2 Shield tokens to it.

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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  or less and give 2 Shield tokens to it.

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8 UNIT GROUND

◆ SUPREME LEADER SNOKE
SHADOW RULER



6 FORCE • FIRST ORDER • OFFICIAL 6

Each enemy non-leader unit gets /-2.

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8 UNIT GROUND

◆ SUPREME LEADER SNOKE
SHADOW RULER



6 FORCE • FIRST ORDER • OFFICIAL 6

Each enemy non-leader unit gets /-2.

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3 UNIT GROUND

PHASE-III DARK TROOPER



3 IMPERIAL • DROID • TROOPER 3

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

When combat damage is dealt to this unit: Give an Experience token to this unit (if it survives the damage).

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3 UNIT GROUND

PHASE-III DARK TROOPER



3 IMPERIAL • DROID • TROOPER 3

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

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2 UNIT SPACE

♦ **Kylo's TIE Silencer**
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER **2**

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (paying its cost).

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2 UNIT SPACE

♦ **Kylo's TIE Silencer**
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER **2**

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (paying its cost).

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♦ **Kylo's TIE Silencer**
RUTHLESSLY EFFICIENT



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Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (paying its cost).

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4 UNIT SPACE

♦ **Razor Crest**
RELIABLE GUNSHIP



3 MANDALORIAN • VEHICLE • TRANSPORT **4**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)
When Played: You may return an upgrade from your discard pile to your hand.

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4 UNIT SPACE

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RELIABLE GUNSHIP



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When Played: You may return an upgrade from your discard pile to your hand.

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8 UNIT SPACE

♦ **Gideon's Light Cruiser**
DARK TROOPERS' STATION



7 IMPERIAL • VEHICLE • CAPITAL SHIP **8**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
When Played: If you control Moff Gideon (as a leader or unit), play a [unit icon] unit that costs 3 or less from your hand or discard pile for free.

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8 UNIT SPACE

♦ **Gideon's Light Cruiser**
DARK TROOPERS' STATION



7 IMPERIAL • VEHICLE • CAPITAL SHIP **8**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
When Played: If you control Moff Gideon (as a leader or unit), play a [unit icon] unit that costs 3 or less from your hand or discard pile for free.

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8 UNIT SPACE

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DARK TROOPERS' STATION



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When Played: If you control Moff Gideon (as a leader or unit), play a [unit icon] unit that costs 3 or less from your hand or discard pile for free.

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6 EVENT

EVACUATE

TACTIC

Return each non-leader unit to its owner's hand.



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TACTIC

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Return each non-leader unit to its owner's hand.



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4 EVENT

RULE WITH RESPECT

PLAN

A friendly unit captures each enemy non-leader unit that attacked your base this phase.



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RULE WITH RESPECT

PLAN

A friendly unit captures each enemy non-leader unit that attacked your base this phase.



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6 EVENT

FINAL SHOWDOWN

GAMBIT

Ready each unit you control. At the start of the regroup phase, you lose the game.



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4 EVENT

CALCULATED LETHALITY

TACTIC

Defeat a non-leader unit that costs 3 or less. For each upgrade that was on that unit, give an Experience token to a friendly unit.



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4 EVENT

CALCULATED LETHALITY

TACTIC

Defeat a non-leader unit that costs **8** or less. For each upgrade that was on that unit, give an Experience token to a friendly unit.



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4 EVENT

CALCULATED LETHALITY

TACTIC

Defeat a non-leader unit that costs **8** or less. For each upgrade that was on that unit, give an Experience token to a friendly unit.



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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

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4 UPGRADE

♦ **THE DARKSABER**



Attach to a non-VEHICLE unit.
While playing this upgrade on a **MANDALORIAN** unit, ignore its aspect penalty.
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MANDALORIAN • ITEM • WEAPON

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MANDALORIAN • ITEM • WEAPON

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3 UPGRADE

♦ **THE MANDALORIAN'S RIFLE**



Attach to a friendly non-VEHICLE unit.
When Played: If attached unit is The Mandalorian, he captures an exhausted enemy non-leader unit. (Put the captured card facedown under him until he leaves play.)

♦ **THE MANDALORIAN'S RIFLE** **+0**

ITEM • WEAPON

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3 UPGRADE

♦ **THE MANDALORIAN'S RIFLE**



Attach to a friendly non-VEHICLE unit.
When Played: If attached unit is The Mandalorian, he captures an exhausted enemy non-leader unit. (Put the captured card facedown under him until he leaves play.)

♦ **THE MANDALORIAN'S RIFLE** **+0**

ITEM • WEAPON

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When Played: If attached unit is The Mandalorian, he captures an exhausted enemy non-leader unit. (Put the captured card facedown under him until he leaves play.)

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ITEM • WEAPON

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