

**6** LEADER UNIT GROUND

◆ **IDEN VERSIO**  
INFERNO SQUAD COMMANDER



**4** IMPERIAL • TROOPER **4**

**SHIELDED** (When you deploy this leader, give her a Shield token.)

**When an enemy unit is defeated:** Heal 1 damage from your base.

AMÉLIE HUTT

◆ **IDEN VERSIO**  
INFERNO SQUAD COMMANDER

**Action** [↻]: If an enemy unit was defeated this phase, heal 1 damage from your base.

**Epic Action:** If you control 6 or more resources, deploy this leader. **4/4**




LEADER IMPERIAL • TROOPER

AMÉLIE HUTT

**30** BASE

**REMNANT SCIENCE FACILITY**



NEVARRO

AMÉLIE HUTT

**4** UNIT GROUND

◆ **LIEUTENANT CHILDSÉN**  
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

**4** UNIT GROUND

◆ **LIEUTENANT CHILDSÉN**  
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

**4** UNIT GROUND

◆ **LIEUTENANT CHILDSÉN**  
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

**6** UNIT GROUND

**CARGO JUGGERNAUT**



**4** VEHICLE • TANK **6**

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

**When Played:** If you control another unit, heal 4 damage from your base.

THOMAS WIEVEGG

**6** UNIT GROUND

**CARGO JUGGERNAUT**



**4** VEHICLE • TANK **6**

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

**When Played:** If you control another unit, heal 4 damage from your base.

THOMAS WIEVEGG

**2** UNIT GROUND

**PYKE SENTINEL**



**2** UNDERWORLD **3**

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

OMERCAN CIRIT



UNIT GROUND

2 PYKE SENTINEL



2 UNDERWORLD 3

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

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UNIT GROUND

2 PYKE SENTINEL



2 UNDERWORLD 3

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

OMERCAN CIRIT © LFL © FF6 SHD • EN 029/262

UNIT GROUND

2 ♦ DOCTOR PERSHING  
EXPERIMENTING WITH LIFE



0 IMPERIAL 5

Action [↻, deal 1 damage to a friendly unit]: Draw a card.

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UNIT GROUND

2 ♦ DOCTOR PERSHING  
EXPERIMENTING WITH LIFE



0 IMPERIAL 5

Action [↻, deal 1 damage to a friendly unit]: Draw a card.

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UNIT GROUND

2 ♦ DOCTOR PERSHING  
EXPERIMENTING WITH LIFE



0 IMPERIAL 5

Action [↻, deal 1 damage to a friendly unit]: Draw a card.

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UNIT GROUND

3 ♦ THE CLIENT  
DICTATED BY DISCRETION



2 IMPERIAL • OFFICIAL 5

**SHIELDED**  
Action [↻]: Choose a unit. For this phase, it gains: "**BOUNTY** — Heal 5 damage from a base." (When that unit is defeated or captured, its opponent collects its bounty.)

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UNIT GROUND

3 ♦ THE CLIENT  
DICTATED BY DISCRETION



2 IMPERIAL • OFFICIAL 5

**SHIELDED**  
Action [↻]: Choose a unit. For this phase, it gains: "**BOUNTY** — Heal 5 damage from a base." (When that unit is defeated or captured, its opponent collects its bounty.)

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UNIT GROUND

3 ♦ THE CLIENT  
DICTATED BY DISCRETION



2 IMPERIAL • OFFICIAL 5

**SHIELDED**  
Action [↻]: Choose a unit. For this phase, it gains: "**BOUNTY** — Heal 5 damage from a base." (When that unit is defeated or captured, its opponent collects its bounty.)

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UNIT GROUND

8 ♦ SUPREME LEADER SNOKE  
SHADOW RULER



6 FORCE • FIRST ORDER • OFFICIAL 6

Each enemy non-leader unit gets -2/-2.

AMAD MIR © LFL © FF6 SHD • EN 037/262



UNIT GROUND

8 ♦ **SUPREME LEADER SNOKE**  
SHADOW RULER



6 FORCE • FIRST ORDER • OFFICIAL 6

Each enemy non-leader unit gets -2/-2.

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UNIT SPACE

4 **SYSTEM PATROL CRAFT**



3 VEHICLE • FIGHTER 4

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

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 066/252

UNIT SPACE

4 **SYSTEM PATROL CRAFT**



3 VEHICLE • FIGHTER 4

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

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 066/252

UNIT SPACE

9 ♦ **AVENGER**  
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

**When Played/On Attack:** An opponent chooses a non-leader unit they control. Defeat that unit.

FRANCOIS CANNELS © LFL © FF6 SOR • EN 040/252

UNIT SPACE

9 ♦ **AVENGER**  
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

**When Played/On Attack:** An opponent chooses a non-leader unit they control. Defeat that unit.

FRANCOIS CANNELS © LFL © FF6 SOR • EN 040/252

UNIT SPACE

9 ♦ **AVENGER**  
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

**When Played/On Attack:** An opponent chooses a non-leader unit they control. Defeat that unit.

FRANCOIS CANNELS © LFL © FF6 SOR • EN 040/252

UNIT SPACE

2 ♦ **INFERNO FOUR**  
UNFORGETTING



2 IMPERIAL • VEHICLE • FIGHTER 3

**When Played/When Defeated:** Look at the top 2 cards of your deck. Put any number of them on the bottom of your deck and the rest on top in any order.

RANDALL MACKEY © LFL © FF6 SOR • EN 031/252

UNIT SPACE

2 ♦ **INFERNO FOUR**  
UNFORGETTING



2 IMPERIAL • VEHICLE • FIGHTER 3

**When Played/When Defeated:** Look at the top 2 cards of your deck. Put any number of them on the bottom of your deck and the rest on top in any order.

RANDALL MACKEY © LFL © FF6 SOR • EN 031/252

UNIT SPACE

3 **BLACK SUN STARFIGHTER**



3 UNDERWORLD • VEHICLE • FIGHTER 2

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

MARK ZHANG © LFL © FF6 SHD • EN 237/262

3

UNIT

SPACE

BLACK SUN STARFIGHTER

3

UNDERWORLD • VEHICLE • FIGHTER

2

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

MARK ZHANG
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3

UNIT

SPACE

BLACK SUN STARFIGHTER

3

UNDERWORLD • VEHICLE • FIGHTER

2

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

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5

EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.

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4

EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 5 or less remaining HP.
- Give a Shield token to a unit.

CRISTINA LAVIÑA
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058/252

4

EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 5 or less remaining HP.
- Give a Shield token to a unit.

CRISTINA LAVIÑA
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4

EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 5 or less remaining HP.
- Give a Shield token to a unit.

CRISTINA LAVIÑA
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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY
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4

EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY
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**3** EVENT

**MAKE AN OPENING**

TACTIC

Give a unit  $-2/-2$  for this phase. Heal 2 damage from your base.




KEVIN LIBRANDA ©LFL ©FFG SOR-EN 078/252

**3** EVENT

**MAKE AN OPENING**

TACTIC

Give a unit  $-2/-2$  for this phase. Heal 2 damage from your base.



KEVIN LIBRANDA ©LFL ©FFG SOR-EN 078/252

**3** EVENT

**POWER OF THE DARK SIDE**

INNATE

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



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

**3** EVENT

**POWER OF THE DARK SIDE**

INNATE

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



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

**3** EVENT

**POWER OF THE DARK SIDE**

INNATE

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



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

**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 **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

**FELL THE DRAGON**

TACTIC

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



ARIO MURTI ©LFL ©FFG SHD-EN 078/252

**4** EVENT

**FELL THE DRAGON**

TACTIC

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



ARIO MURTI ©LFL ©FFG SHD-EN 078/252



**4** EVENT

**FELL THE DRAGON**

TACTIC

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



ARID MURTI © LFL © FFG SHD • EN 076/262

**6** EVENT

**RIVAL'S FALL**

TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 076/262

**6** EVENT

**RIVAL'S FALL**

TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 076/262

**6** EVENT

**RIVAL'S FALL**

TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 076/262

**2** UPGRADE

**ENTRENCHED**



Attached unit can't attack bases.

**+3** **ENTRENCHED** **+3**  
CONDITION

BORJA PINDADO © LFL © FFG SOR • EN 072/252

**2** UPGRADE

**ENTRENCHED**



Attached unit can't attack bases.

**+3** **ENTRENCHED** **+3**  
CONDITION

BORJA PINDADO © LFL © FFG SOR • EN 072/252

**1** UPGRADE

**TOP TARGET**



Attached unit gains: **"Bounty** – Heal 4 damage from a unit or base. If this unit is unique, heal 6 damage instead." (When this unit is defeated or captured, its opponent collects its bounty.)

**+0** **TOP TARGET** **+0**  
BOUNTY • CONDITION

APRILIE HUTT © LFL © FFG SHD • EN 070/262

**2** UPGRADE

**BRUTAL TRADITIONS**



**Action:** If an enemy unit was defeated this phase, play this upgrade from your discard pile (paying its cost).

**+1** **BRUTAL TRADITIONS** **+2**  
LEARNED

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