

LEADER UNIT GROUND

6 ♦ 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

LEADER UNIT GROUND

♦ 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

ARTLIE HUTT

BASE

DAGOBAH SWAMP



30

DAGOBAH

TYLER EDLIN

UNIT GROUND

4 ♦ LIEUTENANT CHILDSSEN  
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

UNIT GROUND

4 ♦ LIEUTENANT CHILDSSEN  
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

UNIT GROUND

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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

UNIT GROUND

3 DEATH TROOPER



3 IMPERIAL • TROOPER 3

**When Played:** Deal 2 damage to a friendly ground unit and 2 damage to an enemy ground unit.

BORJA PINDADO

UNIT GROUND

3 DEATH TROOPER



3 IMPERIAL • TROOPER 3

**When Played:** Deal 2 damage to a friendly ground unit and 2 damage to an enemy ground unit.

BORJA PINDADO

UNIT GROUND

3 DEATH TROOPER



3 IMPERIAL • TROOPER 3

**When Played:** Deal 2 damage to a friendly ground unit and 2 damage to an enemy ground unit.

BORJA PINDADO



UNIT GROUND

3 ♦ **DEL MEEKO**  
PROVIDING OVERWATCH



3 IMPERIAL • TROOPER 3

**RESTORE 1** (When this unit attacks, heal 1 damage from your base.)  
Each event an opponent plays costs 1 more.

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UNIT GROUND

3 ♦ **DEL MEEKO**  
PROVIDING OVERWATCH



3 IMPERIAL • TROOPER 3

**RESTORE 1** (When this unit attacks, heal 1 damage from your base.)  
Each event an opponent plays costs 1 more.

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UNIT GROUND

5 ♦ **GIDEON HASK**  
RUTHLESS LOYALIST



5 IMPERIAL • TROOPER 5

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

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UNIT GROUND

5 ♦ **GIDEON HASK**  
RUTHLESS LOYALIST



5 IMPERIAL • TROOPER 5

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

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UNIT GROUND

5 ♦ **GIDEON HASK**  
RUTHLESS LOYALIST



5 IMPERIAL • TROOPER 5

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

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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

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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3 UNIT GROUND

◆ **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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4 UNIT GROUND

◆ **LOM PYKE**  
DEALER IN TRUTHS



4 UNDERWORLD 6

**On Attack:** You may give a Shield token to an enemy unit. If you do, give a Shield token to a friendly unit.

**SMUGGLE** [📦 🛡️ 🎯]

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4 UNIT GROUND

◆ **LOM PYKE**  
DEALER IN TRUTHS



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**SMUGGLE** [📦 🛡️ 🎯]

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6 UNIT GROUND

◆ **KRAGAN GORR**  
WARBIRO CAPTAIN



6 UNDERWORLD 6

**When an enemy unit attacks your base:**  
Give a Shield token to a friendly unit in the same arena as the attacker.

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6 UNIT GROUND

◆ **KRAGAN GORR**  
WARBIRO CAPTAIN



6 UNDERWORLD 6

**When an enemy unit attacks your base:**  
Give a Shield token to a friendly unit in the same arena as the attacker.

MARKUS LENZ © LFL © FFG SHD • EN 241/262

2 UNIT SPACE

◆ **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 © FFG SOR • EN 031/252

2 UNIT SPACE

◆ **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 © FFG SOR • EN 031/252



2

UNIT SPACE

✦ INFERNO FOUR

UNFORGETTING

IMPERIAL • VEHICLE • FIGHTER

3

2

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

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**7**

UNIT | SPACE

✦ **FIRST LIGHT**

HEADQUARTERS OF THE CRIMSON DAWN

**4**

**GRIT**

Each other friendly non-leader unit gains **GRIT**.

**SMUGGLE** [7] [7] [7] [7], deal 4 damage to a friendly unit]

**7**

MICKAEAL BALLOUL

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**6**

UNIT

SPACE

**CLAN SAXON GAUNTLET**

**4**

**5**

**MANDALORIAN • VEHICLE • TRANSPORT**

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

**When this unit is attacked:** You may give an Experience token to a unit (before damage is dealt).

IGNACIO BAZAN LAZCANO

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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 **B** or less remaining HP.
- Give a Shield token to a unit.

CRISTINA LAVIÑA

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SOR • EN

058/252

3

EVENT

POWER OF THE DARK SIDE

INNATE

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

ESLAM ABDSHADY

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**3** EVENT

**POWER OF THE DARK SIDE**

INNATE

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



ESLAM ABOSHADI © 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 ABOSHADI © 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

**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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**6** EVENT

**RIVAL'S FALL**

TACTIC

Defeat a unit.



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**6** EVENT

**RIVAL'S FALL**

TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 079/252

**6** EVENT

**RIVAL'S FALL**

TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 079/252

**1** EVENT

**COVERT STRENGTH**

TACTIC

Heal 2 damage from a unit and give an Experience token to it.

**SMUGGLE** [1] [1] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



ESLAM ABOSHADI © LFL © FFG SHD • EN 079/252

1

EVENT

COVERT STRENGTH

TACTIC

Heal 2 damage from a unit and give an Experience token to it.

**SMUGGLE** [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

ESLAM ABOUSHADI © LFL © FFG SHD • EN 075/262

1

EVENT

COVERT STRENGTH

TACTIC

Heal 2 damage from a unit and give an Experience token to it.

**SMUGGLE** [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

ESLAM ABOUSHADI © LFL © FFG SHD • EN 075/262

3

EVENT

MERCILESS CONTEST

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.

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3

EVENT

MERCILESS CONTEST

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.

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3

EVENT

MERCILESS CONTEST

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.

JAMES DALY © LFL © FFG TWI • EN 238/257

2

UPGRADE

ENTRENCHED

Attached unit can't attack bases.

+3

ENTRENCHED

CONDITION

+3

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

2

UPGRADE

ENTRENCHED

Attached unit can't attack bases.

+3

ENTRENCHED

CONDITION

+3

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

2

UPGRADE

ENTRENCHED

Attached unit can't attack bases.

+3

ENTRENCHED

CONDITION

+3

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