

**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.

AMELIE HUTT

◆ **IDEN VERSIO**  
INFERNO SQUAD COMMANDER

**Action** [↻]: If an enemy unit was defeated this phase, heal 1 damage from your base. **4**

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



LEADER IMPERIAL • TROOPER

AMELIE HUTT

**30** BASE

**DAGOBAH SWAMP**



**DAGOBAH**

TYLER EDLIN

**4** UNIT GROUND

◆ **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

**4** UNIT GROUND

◆ **LIEUTENANT CHILDSSEN**  
DEATH STAR PRISON WARDEN



**2** IMPERIAL • OFFICIAL **2**

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**4** UNIT GROUND

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DEATH STAR PRISON WARDEN



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**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

**3** UNIT GROUND

**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

**3** UNIT GROUND

**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

**3** UNIT GROUND

**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



3 UNIT GROUND

♦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.

ARIO MURTI © LFL © FFG SOR • EN 034/252

3 UNIT GROUND

♦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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5 UNIT GROUND

♦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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5 UNIT GROUND

♦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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5 UNIT GROUND

♦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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2 UNIT GROUND

♦DOCTOR PERSHING  
EXPERIMENTING WITH LIFE



0 IMPERIAL 5

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

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2 UNIT GROUND

♦DOCTOR PERSHING  
EXPERIMENTING WITH LIFE



0 IMPERIAL 5

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

DAVID BUISAN © LFL © FFG SHD • EN 028/262

2 UNIT GROUND

♦DOCTOR PERSHING  
EXPERIMENTING WITH LIFE



0 IMPERIAL 5

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

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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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**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



**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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DEALER IN TRUTHS



**4** UNDERWORLD **6**

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**SMUGGLE** [💰] [🛡️] [🎯]

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**6** UNIT GROUND

♦ **KRAGAN GORR**  
WARBIRD 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**  
WARBIRD 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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**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 UNFORGETTING

**◆ INFERNO FOUR**

**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

**7** UNIT SPACE

**◆ FIRST LIGHT**

HEADQUARTERS OF THE CRIMSON DAWN

**4** UNDERWORLD • VEHICLE • TRANSPORT **7**

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

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

MICKAEL BALLOUL © LFL © FFG SHD • EN 036/262

**7** UNIT SPACE

**◆ FIRST LIGHT**

HEADQUARTERS OF THE CRIMSON DAWN

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MICKAEL BALLOUL © LFL © FFG SHD • EN 036/262

**6** UNIT SPACE

**CLAN SAXON GAUNTLET**

**4** MANDALORIAN • VEHICLE • TRANSPORT **5**

**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 © LFL © FFG SHD • EN 035/262

**6** UNIT SPACE

**CLAN SAXON GAUNTLET**

**4** MANDALORIAN • VEHICLE • TRANSPORT **5**

**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 © LFL © FFG SHD • EN 035/262

**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 © LFL © FFG SOR • EN 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 © LFL © FFG SOR • EN 058/252

**4** EVENT

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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 © LFL © FFG SOR • EN 058/252

**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.



AMAD MIR © LFL © FFG SHD • EN 030/252

**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.



AMAD MIR © LFL © FFG SHD • EN 030/252

**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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**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 075/252

**6** EVENT

**RIVAL'S FALL**

TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 075/252

**1** EVENT

**COVERT STRENGTH**

TACTIC

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

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



ESLAM ABOSHADY © LFL © FFG SHD • EN 075/252



1

EVENT

COVERT STRENGTH

TACTIC

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

**SMUGGLE** [3] [5] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

ESLANI ABOSHADE © LFL © FFG SHD • EN 075/252

1

EVENT

COVERT STRENGTH

TACTIC

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

**SMUGGLE** [3] [5] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

ESLANI ABOSHADE © LFL © FFG SHD • EN 075/252

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

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EVENT

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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