

**5** LEADER UNIT GROUND

♦ **CAPTAIN REX**  
FIGHTING FOR HIS BROTHERS



**2** REPUBLIC • CLONE • TROOPER **6**

**When Deployed:** Create a Clone Trooper token.  
Each other friendly **TROOPER** unit gets  $\frac{0}{1}$ .

ERIC HIBBELER

LEADER

♦ **CAPTAIN REX**  
FIGHTING FOR HIS BROTHERS

**Action** [2, ↻]: If a friendly unit attacked this phase, create a Clone Trooper token.

**Epic Action:** If you control 5 or more resources, deploy this leader.  $\frac{2}{6}$



REPUBLIC • CLONE • TROOPER

ERIC HIBBELER

BASE

**25** **ENERGY CONVERSION LAB**



**Epic Action:** Play a unit that costs  $\frac{5}{5}$  or less from your hand. Give it **AMBUSH** for this phase.

EADU

AMEN ARGO

**4** UNIT GROUND

♦ **SATINE KRYZE**  
COMMITTED TO PEACE



**0** MANDALORIAN • OFFICIAL **6**

Each unit (including enemy units) gains:  
**"Action** [↻]: Discard cards from an opponent's deck equal to half this unit's remaining HP, rounded up."

MONA FINDEN

**4** UNIT GROUND

♦ **SATINE KRYZE**  
COMMITTED TO PEACE



**0** MANDALORIAN • OFFICIAL **6**

Each unit (including enemy units) gains:  
**"Action** [↻]: Discard cards from an opponent's deck equal to half this unit's remaining HP, rounded up."

MONA FINDEN

**4** UNIT GROUND

♦ **SATINE KRYZE**  
COMMITTED TO PEACE



**0** MANDALORIAN • OFFICIAL **6**

Each unit (including enemy units) gains:  
**"Action** [↻]: Discard cards from an opponent's deck equal to half this unit's remaining HP, rounded up."

MONA FINDEN

**3** EVENT

**EVIDENCE OF THE CRIME**  
TRICK

Take control of an upgrade that costs  $\frac{5}{5}$  or less and attach it to an eligible unit of your choice.



AMELIE HUTT

**3** EVENT

**EVIDENCE OF THE CRIME**  
TRICK

Take control of an upgrade that costs  $\frac{5}{5}$  or less and attach it to an eligible unit of your choice.




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Take control of an upgrade that costs  $\frac{5}{5}$  or less and attach it to an eligible unit of your choice.



AMELIE HUTT

**3** EVENT | III

**I AM YOUR FATHER**  
GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.



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**3** EVENT | III

**I AM YOUR FATHER**  
GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.



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**3** EVENT | III

**I AM YOUR FATHER**  
GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.



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**4** EVENT | III

**MAXIMUM FIREPOWER**  
IMPERIAL • TACTIC

A friendly **IMPERIAL** unit deals damage equal to its power to a unit. Then, another friendly **IMPERIAL** unit deals damage equal to its power to the same unit.



STEPHEN ZAVALA ©LFL ©FFG SOR-EN 234/252

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**3** EVENT | III

**YOU'RE MY ONLY HOPE**  
GAMBIT

Look at the top card of your deck. You may play it. It costs **5** less. If your base has **5** or less remaining HP, you may play it for free instead.



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**3** EVENT | III

**YOU'RE MY ONLY HOPE**  
GAMBIT

Look at the top card of your deck. You may play it. It costs **5** less. If your base has **5** or less remaining HP, you may play it for free instead.



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**0** EVENT

**MEDAL CEREMONY**

REBEL

Give an Experience token to each of up to 3 **REBEL** units that attacked this phase.



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**0** EVENT

**MEDAL CEREMONY**

REBEL

Give an Experience token to each of up to 3 **REBEL** units that attacked this phase.



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**0** EVENT

**MEDAL CEREMONY**

REBEL

Give an Experience token to each of up to 3 **REBEL** units that attacked this phase.



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**1** EVENT

**CONFISCATE**

LAW

Defeat an upgrade.



FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 251/252

**1** EVENT

**CONFISCATE**

LAW

Defeat an upgrade.



FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 251/252

**1** EVENT

**CONFISCATE**

LAW

Defeat an upgrade.



FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 251/252

**1** EVENT

**RESTOCK**

SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



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**1** EVENT

**RESTOCK**

SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



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**1** EVENT

**RESTOCK**

SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



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1
EVENT
SMUGGLER'S AID
SUPPLY

Heal 3 damage from your base.

**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.)

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SMUGGLER'S AID
SUPPLY

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**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.)

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1
EVENT
ALTERING THE DEAL
TRICK

Discard a captured card guarded by a friendly unit.

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ALTERING THE DEAL
TRICK

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243/262

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EVENT
ALTERING THE DEAL
TRICK

Discard a captured card guarded by a friendly unit.

AMAD MIR
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4
EVENT
DROP IN
SUPPLY

Create 2 Clone Trooper tokens.

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Create 2 Clone Trooper tokens.

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SUPPLY

Create 2 Clone Trooper tokens.

ESLAN ABOSHADY
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2
EVENT
DROID DEPLOYMENT
SUPPLY

Create 2 Battle Droid tokens.

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2
EVENT
DROID DEPLOYMENT
SUPPLY

Create 2 Battle Droid tokens.

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EVENT
DROID DEPLOYMENT
SUPPLY

Create 2 Battle Droid tokens.

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

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4
EVENT
EXECUTE ORDER 66
PLAN

Deal 6 damage to each **JEDI** unit. For each unit defeated this way, its controller creates a Clone Trooper token.

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4
EVENT
EXECUTE ORDER 66
PLAN

Deal 6 damage to each **JEDI** unit. For each unit defeated this way, its controller creates a Clone Trooper token.

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EVENT
EXECUTE ORDER 66
PLAN

Deal 6 damage to each **JEDI** unit. For each unit defeated this way, its controller creates a Clone Trooper token.

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**2** EVENT

**PRIVATE MANUFACTURING**

SUPPLY

Draw 2 cards. If you control no token units, put 2 cards from your hand on the bottom of your deck in any order.



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**2** EVENT

**PRIVATE MANUFACTURING**

SUPPLY

Draw 2 cards. If you control no token units, put 2 cards from your hand on the bottom of your deck in any order.



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**2** EVENT

**PRIVATE MANUFACTURING**

SUPPLY

Draw 2 cards. If you control no token units, put 2 cards from your hand on the bottom of your deck in any order.



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**7** EVENT

**GALACTIC AMBITION**

INNATE

Play a non-token unit from your hand for free. Deal damage to your base equal to its cost.



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**7** EVENT

**GALACTIC AMBITION**

INNATE

Play a non-token unit from your hand for free. Deal damage to your base equal to its cost.



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**7** EVENT

**GALACTIC AMBITION**

INNATE

Play a non-token unit from your hand for free. Deal damage to your base equal to its cost.



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**3** EVENT

**NO BARGAIN**

TRICK

Each opponent discards a card from their hand. Draw a card.



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**3** EVENT

**NO BARGAIN**

TRICK

Each opponent discards a card from their hand. Draw a card.



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