

7 LEADER UNIT GROUND

◆ **YODA**
SENSING DARKNESS



4 FORCE • JEDI • REPUBLIC **9**


RESTORE 2
When Deployed: You may discard a card from your deck. If you do, defeat an enemy non-leader unit that costs the same as or less than the discarded card.

SANDRA CHLEWINSKA

◆ **YODA**
SENSING DARKNESS

Action [C]: If a unit left play this phase, draw a card, then put a card from your hand on the top or bottom of your deck.

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



LEADER

FORCE • JEDI • REPUBLIC

SANDRA CHLEWINSKA

30 BASE

DAGOBAH SWAMP



DAGOBAH

TYLER EDLIN

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

3 UNIT GROUND

◆ **YODA**
OLD MASTER



2 FORCE • JEDI **4**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)
When Defeated: Choose any number of players. They each draw a card.

ALEXANDRIA HUNTINGTON

3 UNIT GROUND

◆ **YODA**
OLD MASTER



2 FORCE • JEDI **4**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)
When Defeated: Choose any number of players. They each draw a card.

ALEXANDRIA HUNTINGTON

3 UNIT GROUND

◆ **YODA**
OLD MASTER



2 FORCE • JEDI **4**

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)
When Defeated: Choose any number of players. They each draw a card.

ALEXANDRIA HUNTINGTON

2 UNIT GROUND

REGIONAL GOVERNOR



1 IMPERIAL • OFFICIAL **4**

When Played: Name a card. While this unit is in play, opponents can't play the named card.

YVETTE CHUA

2 UNIT GROUND

REGIONAL GOVERNOR



1 IMPERIAL • OFFICIAL **4**

When Played: Name a card. While this unit is in play, opponents can't play the named card.

YVETTE CHUA ©LFL ©FFG SOR • EN 062/252

2 UNIT GROUND

REGIONAL GOVERNOR



1 IMPERIAL • OFFICIAL **4**

When Played: Name a card. While this unit is in play, opponents can't play the named card.

YVETTE CHUA ©LFL ©FFG SOR • EN 062/252

7 UNIT GROUND

♦ **LUKE SKYWALKER**
JEDI KNIGHT



6 FORCE • JEDI • REBEL **7**

RESTORE 3
When Played: Give an enemy unit $\text{—}3\text{—}$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\text{—}3\text{—}$ for this phase instead.

ERIC HIBBELER ©LFL ©FFG SOR • EN 051/252

7 UNIT GROUND

♦ **LUKE SKYWALKER**
JEDI KNIGHT



6 FORCE • JEDI • REBEL **7**

RESTORE 3
When Played: Give an enemy unit $\text{—}3\text{—}$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\text{—}3\text{—}$ for this phase instead.

ERIC HIBBELER ©LFL ©FFG SOR • EN 051/252

7 UNIT GROUND

♦ **LUKE SKYWALKER**
JEDI KNIGHT



6 FORCE • JEDI • REBEL **7**

RESTORE 3
When Played: Give an enemy unit $\text{—}3\text{—}$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\text{—}3\text{—}$ for this phase instead.

ERIC HIBBELER ©LFL ©FFG SOR • EN 051/252

6 UNIT GROUND

♦ **BENDU**
THE ONE IN THE MIDDLE



4 FORCE • CREATURE **7**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)
On Attack: The next non- non- card you play this phase costs less.

LUKE HARRINGTON ©LFL ©FFG SOR • EN 056/252

6 UNIT GROUND

♦ **BENDU**
THE ONE IN THE MIDDLE



4 FORCE • CREATURE **7**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)
On Attack: The next non- non- card you play this phase costs less.

LUKE HARRINGTON ©LFL ©FFG SOR • EN 056/252

6 UNIT GROUND

♦ **BENDU**
THE ONE IN THE MIDDLE



4 FORCE • CREATURE **7**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)
On Attack: The next non- non- card you play this phase costs less.

LUKE HARRINGTON ©LFL ©FFG SOR • EN 056/252

3 UNIT GROUND

♦ **TECH**
SOURCE OF INSIGHT



2 FRINGE • CLONE **5**

Each friendly resource gains **SMUGGLE**. The gained **SMUGGLE** cost is that card's cost plus and its aspect icons.
SMUGGLE []

KYLE PETCHOCK ©LFL ©FFG SHD • EN 248/262

3 UNIT GROUND

VILLAGE PROTECTORS

2 FRINGE 2

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

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

ARIO MURTI © LFL © FFG SHD • EN 043/282

3 UNIT GROUND

VILLAGE PROTECTORS

2 FRINGE 2

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

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

ARIO MURTI © LFL © FFG SHD • EN 043/282

3 UNIT GROUND

VILLAGE PROTECTORS

2 FRINGE 2

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

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

ARIO MURTI © LFL © FFG SHD • EN 043/282

2 UNIT GROUND

◆ KUIIL

I HAVE SPOKEN

2 FRINGE 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

On Attack: Discard a card from your deck. If it shares an aspect with your base, return it to your hand.

LUKE HARRINGTON © LFL © FFG SHD • EN 041/282

2 UNIT GROUND

◆ KUIIL

I HAVE SPOKEN

2 FRINGE 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

On Attack: Discard a card from your deck. If it shares an aspect with your base, return it to your hand.

LUKE HARRINGTON © LFL © FFG SHD • EN 041/282

2 UNIT GROUND

◆ KUIIL

I HAVE SPOKEN

2 FRINGE 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

On Attack: Discard a card from your deck. If it shares an aspect with your base, return it to your hand.

LUKE HARRINGTON © LFL © FFG SHD • EN 041/282

5 UNIT GROUND

◆ KI-ADI-MUNDI

COMPOSED AND CONFIDENT

5 FORCE • JEDI • REPUBLIC 7

COORDINATE – When an opponent plays their second card each phase: You may draw 2 cards.

ANIELIE HUTT © LFL © FFG TWI • EN 064/257

9 UNIT GROUND

◆ THE ZILLO BEAST

AWOKEN FROM THE DEPTHS

10 CREATURE 10

When Played: Give each enemy ground unit $\leq 3/\leq 0$ for this phase.

When the regroup phase starts: Heal 5 damage from this unit.

AITOR PRIETO REYES © LFL © FFG TWI • EN 067/257

9 UNIT GROUND

◆ THE ZILLO BEAST

AWOKEN FROM THE DEPTHS

10 CREATURE 10

When Played: Give each enemy ground unit $\leq 3/\leq 0$ for this phase.

When the regroup phase starts: Heal 5 damage from this unit.

AITOR PRIETO REYES © LFL © FFG TWI • EN 067/257

UNIT SPACE

2 RESTORED ARC-170

2 REBEL • VEHICLE • FIGHTER 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

ARTHUR MOUGNE © LFL © FFG SOR • EN 044/252

UNIT SPACE

2 RESTORED ARC-170

2 REBEL • VEHICLE • FIGHTER 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

ARTHUR MOUGNE © LFL © FFG SOR • EN 044/252

UNIT SPACE

2 RESTORED ARC-170

2 REBEL • VEHICLE • FIGHTER 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

ARTHUR MOUGNE © LFL © FFG SOR • EN 044/252

UNIT SPACE

8 ♦REDEMPTION
MEDICAL FRIGATE

6 REBEL • VEHICLE • CAPITAL SHIP 9

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

When Played: Heal up to 8 total damage from any number of units and/or bases. Deal that much damage to this unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SOR • EN 052/252

UNIT SPACE

8 ♦REDEMPTION
MEDICAL FRIGATE

6 REBEL • VEHICLE • CAPITAL SHIP 9

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

When Played: Heal up to 8 total damage from any number of units and/or bases. Deal that much damage to this unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SOR • EN 052/252

UNIT SPACE

4 ♦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.

AMELIE HUTT © LFL © FFG SOR • EN 044/252

UNIT SPACE

3 CONCORD DAWN INTERCEPTORS

1 MANDALORIAN • VEHICLE • FIGHTER 4

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

This unit gets $\frac{0}{2}$ while defending.

ANDRÉ MEALHA © LFL © FFG SOR • EN 042/252

UNIT SPACE

3 CONCORD DAWN INTERCEPTORS

1 MANDALORIAN • VEHICLE • FIGHTER 4

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

This unit gets $\frac{0}{2}$ while defending.

ANDRÉ MEALHA © LFL © FFG SOR • EN 042/252

UNIT SPACE

3 CONCORD DAWN INTERCEPTORS

1 MANDALORIAN • VEHICLE • FIGHTER 4

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

This unit gets $\frac{0}{2}$ while defending.

ANDRÉ MEALHA © LFL © FFG SOR • EN 042/252

5

UNIT

SPACE

◆

Obi-Wan's Aethersprite

THIS IS WHY I HATE FLYING

4

JEDI • REPUBLIC • VEHICLE • FIGHTER

6

When Played/On Attack: You may deal 1 damage to this unit and 2 damage to another space unit.

FRENCH CARLOMAGNO

© LFL © FFG

TWI • EN

048/257

5

UNIT

SPACE

◆

Obi-Wan's Aethersprite

THIS IS WHY I HATE FLYING

4

JEDI • REPUBLIC • VEHICLE • FIGHTER

6

When Played/On Attack: You may deal 1 damage to this unit and 2 damage to another space unit.

FRENCH CARLOMAGNO

© LFL © FFG

TWI • EN

048/257

8

EVENT

SUPERLASER BLAST

DISASTER • TACTIC

Defeat all units.

LIANA ANATOLEVICH

© LFL © FFG

SOR • EN

043/252

8

EVENT

SUPERLASER BLAST

DISASTER • TACTIC

Defeat all units.

LIANA ANATOLEVICH

© LFL © FFG

SOR • EN

043/252

3

EVENT

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.

GRETTEL LUSKY

© LFL © FFG

SOR • EN

246/252

3

EVENT

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.

GRETTEL LUSKY

© LFL © FFG

SOR • EN

246/252

3

EVENT

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.

GRETTEL LUSKY

© LFL © FFG

SOR • EN

246/252

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

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

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

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.



JOSHUA CARSON ©LFL ©FFG SOR • EN 252/252

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.



JOSHUA CARSON ©LFL ©FFG SOR • EN 252/252

4 EVENT

FELL THE DRAGON

TACTIC

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



ARIO MURTI ©LFL ©FFG SHD • EN 076/252

4 EVENT

FELL THE DRAGON

TACTIC

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



ARIO MURTI ©LFL ©FFG SHD • EN 076/252

3 EVENT

EQUALIZE

TACTIC

Give a unit -2/-2 for this phase. Then, if you control fewer units than that unit's controller, give another unit -2/-2 for this phase.




KEVIN LIBRANDA ©LFL ©FFG TWI • EN 055/257

3 EVENT

EQUALIZE

TACTIC

Give a unit $-2/-2$ for this phase. Then, if you control fewer units than that unit's controller, give another unit $-2/-2$ for this phase.



KEVIN LIBRANDA

© LFL © FFG TWI • EN 055/257

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

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.)

TOP TARGET

BOUNTY • CONDITION

APHELIE HUTT

© LFL © FFG SHD • EN 077/262

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.)

TOP TARGET

BOUNTY • CONDITION

APHELIE HUTT

© LFL © FFG SHD • EN 077/262

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.)

TOP TARGET

BOUNTY • CONDITION

APHELIE HUTT

© LFL © FFG SHD • EN 077/262

3 UPGRADE

PERILOUS POSITION



When Played: Exhaust attached unit.

PERILOUS POSITION

CONDITION

AMERICAN CHIT

© LFL © FFG TWI • EN 070/257

3 UPGRADE

PERILOUS POSITION



When Played: Exhaust attached unit.

PERILOUS POSITION

CONDITION

AMERICAN CHIT

© LFL © FFG TWI • EN 070/257

3 UPGRADE

PERILOUS POSITION



When Played: Exhaust attached unit.

PERILOUS POSITION

CONDITION

AMERICAN CHIT

© LFL © FFG TWI • EN 070/257

