

6 LEADER UNIT GROUND

◆ REY
MORE THAN A SCAVENGER



2 FORCE • FRINGE **6**

RESTORE 3 (When this unit attacks, heal 3 damage from your base.)
On Attack: You may give an Experience token to a unit with 2 or less power.


DAVID BUISSON

LEADER

◆ REY
MORE THAN A SCAVENGER

Action [1]: Give an Experience token to a unit with 2 or less power.

Epic Action: If you control 6 or more resources, deploy this leader. 2/6




FORCE • FRINGE

DAVID BUISSON

BASE

30

MAZ KANATA'S CASTLE



TAKODANA

RODRI ESPIN

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



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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

6 UNIT GROUND

ROGUE SQUADRON SKIRMISHER



4 REBEL • VEHICLE • SPEEDER **6**

AMBUSH (After you play this unit, it may ready and attack an enemy unit.)
When Played: Return a unit that costs 2 or less from your discard pile to your hand.

ROSS TAYLOR

6 UNIT GROUND

ROGUE SQUADRON SKIRMISHER



4 REBEL • VEHICLE • SPEEDER **6**

AMBUSH (After you play this unit, it may ready and attack an enemy unit.)
When Played: Return a unit that costs 2 or less from your discard pile to your hand.

ROSS TAYLOR

6 UNIT GROUND

GENTLE GIANT



2 WOOKIEE **8**

GRIT (This unit gets +1/+0 for each damage on it.)
On Attack: You may heal damage from another unit equal to the damage on this unit.

LEONARDO GIAMMICHELE

UNIT GROUND

6

GENTLE GIANT



2 **8**

WOOKIEE

GRIT (This unit gets +1/+0 for each damage on it.)

On Attack: You may heal damage from another unit equal to the damage on this unit.

LEONARDO GIAMMICHELE © LFL © FFG SHD • EN 048/282

UNIT GROUND

6

GENTLE GIANT



2 **8**

WOOKIEE

GRIT (This unit gets +1/+0 for each damage on it.)

On Attack: You may heal damage from another unit equal to the damage on this unit.

LEONARDO GIAMMICHELE © LFL © FFG SHD • EN 048/282

UNIT GROUND

4

♦ **ROSE TICO**

DEDICATED TO THE CAUSE



2 **6**

RESISTANCE

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

On Attack: You may defeat a Shield token on a friendly unit. If you do, give 2 Experience tokens to that unit.

DENIS PELOSI © LFL © FFG SHD • EN 045/282

UNIT GROUND

4

♦ **ROSE TICO**

DEDICATED TO THE CAUSE



2 **6**

RESISTANCE

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

On Attack: You may defeat a Shield token on a friendly unit. If you do, give 2 Experience tokens to that unit.

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DENIS PELOSI © LFL © FFG SHD • EN 045/282

UNIT GROUND

1

MOISTURE FARMER



0 **4**

FRINGE

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ROJANA KARPATYIYI © LFL © FFG SHD • EN 050/282

UNIT GROUND

1

MOISTURE FARMER



0 **4**

FRINGE

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ROJANA KARPATYIYI © LFL © FFG SHD • EN 050/282

UNIT GROUND

1

MOISTURE FARMER



0 **4**

FRINGE

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ROJANA KARPATYIYI © LFL © FFG SHD • EN 050/282

UNIT GROUND

3

SUNDARI PEACEKEEPER



1 **5**

MANDALORIAN • TROOPER

RAID 2 (This unit gets +2/+0 while attacking.)

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

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UNIT GROUND

3 SUNDARI PEACEKEEPER



1 MANDALORIAN • TROOPER 5

RAID 2 (This unit gets +2/+0 while attacking.)
RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ERIK LY © LFL © FFG SHD • EN 086/282

UNIT GROUND

3 SUNDARI PEACEKEEPER



1 MANDALORIAN • TROOPER 5

RAID 2 (This unit gets +2/+0 while attacking.)
RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

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UNIT GROUND

2 FREETOWN BACKUP



1 FRINGE 4

On Attack: Give another friendly unit \heartsuit/\heartsuit for this phase.
SMUGGLE [4] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

KEVIN LIBRANDA © LFL © FFG SHD • EN 097/282

UNIT GROUND

2 FREETOWN BACKUP



1 FRINGE 4

On Attack: Give another friendly unit \heartsuit/\heartsuit for this phase.
SMUGGLE [4] (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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UNIT GROUND

2 FREETOWN BACKUP



1 FRINGE 4

On Attack: Give another friendly unit \heartsuit/\heartsuit for this phase.
SMUGGLE [4] (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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UNIT GROUND

4 MODDED COHORT



2 UNDERWORLD 4

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
RAID 2 (This unit gets +2/+0 while attacking.)

MICKAEL BALLOUL © LFL © FFG SHD • EN 100/282

UNIT GROUND

4 MODDED COHORT



2 UNDERWORLD 4

AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
RAID 2 (This unit gets +2/+0 while attacking.)

MICKAEL BALLOUL © LFL © FFG SHD • EN 100/282

UNIT GROUND

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AMBUSH (When you play this unit, it may ready and attack an enemy unit.)
RAID 2 (This unit gets +2/+0 while attacking.)

MICKAEL BALLOUL © LFL © FFG SHD • EN 100/282

UNIT GROUND

2 **◆ 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

UNIT GROUND

2 **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

UNIT GROUND

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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

UNIT GROUND

3 **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

UNIT GROUND

3 **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

UNIT GROUND

3 **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.)

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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

4 **BRIGHT HOPE**
THE LAST TRANSPORT



2 REBEL • VEHICLE • TRANSPORT 6

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)
When Played: You may return a friendly non-leader ground unit to its owner's hand. If you do, draw a card.

RANDALL MACKEY © LFL © FFG SOR • EN 099/252

4 UNIT SPACE

◆ **BRIGHT HOPE**
THE LAST TRANSPORT



2 REBEL • VEHICLE • TRANSPORT 6

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

When Played: You may return a friendly non-leader ground unit to its owner's hand. If you do, draw a card.

RANDALL MACKAY © LFL © FFG SOR • EN 099/252

4 UNIT SPACE

◆ **BRIGHT HOPE**
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When Played: You may return a friendly non-leader ground unit to its owner's hand. If you do, draw a card.

RANDALL MACKAY © LFL © FFG SOR • EN 099/252

2 UNIT SPACE

GREY SQUADRON Y-WING



1 REBEL • VEHICLE • FIGHTER 3

On Attack: An opponent chooses a unit or base they control. You may deal 2 damage to it.

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2 UNIT SPACE

GREY SQUADRON Y-WING



1 REBEL • VEHICLE • FIGHTER 3

On Attack: An opponent chooses a unit or base they control. You may deal 2 damage to it.

FERNANDO CORREA © LFL © FFG SHD • EN 246/262

2 UNIT SPACE

GREY SQUADRON Y-WING



1 REBEL • VEHICLE • FIGHTER 3

On Attack: An opponent chooses a unit or base they control. You may deal 2 damage to it.

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3 UNIT SPACE

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 $\frac{2}{3}/\frac{3}{0}$ while defending.

ANDRÉ MEALHA © LFL © FFG SHD • EN 042/202

3 UNIT SPACE

CONCORD DAWN INTERCEPTORS



1 MANDALORIAN • VEHICLE • FIGHTER 4

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

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3 UNIT SPACE

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 $\frac{2}{3}/\frac{3}{0}$ while defending.

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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 07/252

4 EVENT
TAKEDOWN
TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 07/252

1 EVENT
COVERT STRENGTH
TACTIC

Heal 2 damage from a unit and give an Experience token to it.
SMUGGLE [3] [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 ABOSHADY ©LFL ©FFG SOR • EN 07/252

1 EVENT
COVERT STRENGTH
TACTIC

Heal 2 damage from a unit and give an Experience token to it.
SMUGGLE [3] [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 ABOSHADY ©LFL ©FFG SOR • EN 07/252

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Heal 2 damage from a unit and give an Experience token to it.
SMUGGLE [3] [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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2 UPGRADE
DEVOTION



Attached unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from its controller's base.)

+1 DEVOTION
INNATE **+1**

LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 07/252

2 UPGRADE
DEVOTION



Attached unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from its controller's base.)

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INNATE **+1**

LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 07/252

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INNATE **+1**

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