

LEADER UNIT GROUND

6

◆ 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 BUISAN

LEADER

◆ REY
MORE THAN A SCAVENGER

Action [3]: 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 BUISAN

BASE

MAZ KANATA'S CASTLE



30

TAKODANA

RODIO ESPIN

UNIT GROUND

3

◆ 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

UNIT GROUND

3

◆ YODA
OLD MASTER



2

FORCE • JEDI

4

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

UNIT GROUND

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◆ YODA
OLD MASTER



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FORCE • JEDI

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ALEXANDRIA HUNTINGTON

UNIT GROUND

6

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

UNIT GROUND

6

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

UNIT GROUND

6

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

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 © LFL © FFG SHD • EN 048/282

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 © LFL © FFG SHD • EN 048/282

4 UNIT GROUND

♦ **ROSE TICO**
DEDICATED TO THE CAUSE



2 RESISTANCE 6

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.

GENIS MEDRI © LFL © FFG SHD • EN 045/282

4 UNIT GROUND

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DEDICATED TO THE CAUSE



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1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

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

ROZANA KARPATVOSYI © LFL © FFG SHD • EN 055/282

1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

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

ROZANA KARPATVOSYI © LFL © FFG SHD • EN 055/282

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MOISTURE FARMER



0 FRINGE 4

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

ROZANA KARPATVOSYI © LFL © FFG SHD • EN 055/282

3 UNIT GROUND

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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3 UNIT GROUND

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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3 UNIT GROUND

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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2 UNIT GROUND

FREETOWN BACKUP



1 **FRINGE** 4

On Attack: Give another friendly unit $\otimes 2/\otimes 2$ 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 097/262

2 UNIT GROUND

FREETOWN BACKUP



1 **FRINGE** 4

On Attack: Give another friendly unit $\otimes 2/\otimes 2$ 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 097/262

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FREETOWN BACKUP



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On Attack: Give another friendly unit $\otimes 2/\otimes 2$ for this phase.
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4 UNIT GROUND

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 BALLOU © LFL © FFG SHD • EN 100/262

4 UNIT GROUND

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 BALLOU © LFL © FFG SHD • EN 100/262

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MICKAEL BALLOU © LFL © FFG SHD • EN 100/262

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 041/262

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 041/262

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I HAVE SPOKEN

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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 041/262

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.)

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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 043/262

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VILLAGE PROTECTORS

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2 UNIT SPACE

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

2 UNIT SPACE

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

2 UNIT SPACE

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

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
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

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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.

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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.

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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 $\frac{2}{2}/\frac{1}{1}$ while defending.

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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.)

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CONCORD DAWN INTERCEPTORS



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

This unit gets $\frac{2}{2}/\frac{1}{1}$ while defending.


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4 EVENT

TAKEDOWN

TACTIC


Defeat a unit with 3 or less remaining HP.



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

4 EVENT
TAKEDOWN
TACTIC


Defeat a unit with 3 or less remaining HP.



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

4 EVENT
TAKEDOWN
TACTIC

Defeat a unit with 3 or less remaining HP.



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

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 ABOSHADI ©LFL ©FFG SHD • EN 075/282

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 ABOSHADI ©LFL ©FFG SHD • EN 075/282

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.)



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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 070/252

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 070/252

2 UPGRADE
DEVOTION



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

+1 DEVOTION
INNATE **+1**

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