

















3 UNIT GROUND

◆ EZRA BRIDGER  
RESOURCEFUL TROUBLEMAKER



3 FORCE • REBEL • SPECTRE 4

**When this unit completes an attack:** Look at the top card of your deck. You may play it, discard it, or leave it on top of your deck.

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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 MACKEY ©LFL ©FFG SOR • EN 099/252

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2 UNIT SPACE

VANGUARD ACE



1 NEW REPUBLIC • VEHICLE • FIGHTER 1

**When Played:** For each other card you played this phase, give an Experience token to this unit.

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VANGUARD ACE



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VANGUARD ACE



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**When Played:** For each other card you played this phase, give an Experience token to this unit.

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2 EVENT

SPARK OF HOPE  
INNATE

Choose a unit in your discard pile. If it was defeated this phase, put it into play as a resource.



AMELIE HUTT ©LFL ©FFG SHD • EN 105/262



**2** EVENT **SPARK OF HOPE**  
INNATE

Choose a unit in your discard pile. If it was defeated this phase, put it into play as a resource.



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**2** EVENT **SPARK OF HOPE**  
INNATE

Choose a unit in your discard pile. If it was defeated this phase, put it into play as a resource.



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**7** EVENT **U-WING REINFORCEMENT**  
SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost 7 or less and play each of them for free. (Put the other cards on the bottom of your deck in a random order.)



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**7** EVENT **U-WING REINFORCEMENT**  
SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost 7 or less and play each of them for free. (Put the other cards on the bottom of your deck in a random order.)



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**7** EVENT **U-WING REINFORCEMENT**  
SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost 7 or less and play each of them for free. (Put the other cards on the bottom of your deck in a random order.)



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**3** UPGRADE **GENERAL'S BLADE**



Attach to a non-VEHICLE unit.  
If attached unit is a JEDI, it gains:  
"On Attack: The next unit you play this phase costs 2 less."

**GENERAL'S BLADE**  
ITEM • WEAPON • LIGHTSABER

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ITEM • WEAPON • LIGHTSABER

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