

Finn

3



Legendary Creature — Human Trooper Soldier



Whenever Finn or another nontoken creature enters the battlefield under your control, you gain 1 life for each nontoken creature you control.

3/3

009/015 U
PAOLA DITTMAR

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Kylo Ren

1



Legendary Creature — Human Sith



Haste, first strike

Kylo Ren attacks each turn if able.

Whenever Kylo Ren attacks, it gets +1/+0 for each creature card in your graveyard and you may tap target creature defending player controls.

3/3

010/015 M
BROKENNOAH

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Poe Dameron

3



Legendary Creature — Human Soldier



Whenever Poe Dameron or another nontoken creature enters the battlefield under your control, starship creatures you control get +1/+1 until end of turn.

3/3

002/015 U
LUCASFILM

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Rathtar

2



Creature — Beast



5: Monstrosity 2 (If this creature isn't monstrous, put two +1/+1 counters on it and it becomes monstrous.). (If this creature isn't monstrous, put two +1/+1 counters on it and it becomes monstrous.)

When Rathtar becomes monstrous, any number of target creatures must block it this turn if able.

4/4

012/015 C
MDB

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Buried Ruin



Land



: Add to your mana pool.

2, , Sacrifice Buried Ruin: Return target artifact card from your graveyard to your hand.

Buried in the sand... vestiges of a war long past, of a conflict unending.

015/015 C
ROMAIN JOUANDEAU

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Force Stasis

1



Instant



Choose one —

- Tap target creature. It doesn't untap during its controller's next untap step.
- Return target instant or sorcery spell you don't control to its owner's hand. (That spell won't resolve.)

004/015 C
KIERAN YANNER

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Riot Trooper

2



Creature — Human Trooper



Each trooper creature you control can block an additional creature each combat.

"Traitor!"

2/2

005/015 C
STEFANIE ODENDAHLE

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Sins of the Father

1



Sorcery



Exile target player's graveyard. That player loses 1 life for each instant or sorcery card exiled this way.

007/015 C
THE FORCE AWAKENS

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Outer Rim Gang

2



Creature — Human Rogue Hunter



When Outer Rim Gang enters the battlefield, each creature with a bounty counter on it gets -2/-2 until end of turn.

4/4

011/015 C
THE CLONE WARS

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Astromech Droid



Artifact Creature — Droid



☛: Target starship creature you control gets +1/+1 and gains vigilance until end of turn.

Repair 4 (When this creature dies, put four repair counters on it. At the beginning of your upkeep, remove a repair counter. Whenever the last is removed, you may cast it from your graveyard until end of turn.)

0/1

001/015 C
JAMES CULLEY

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Rey



Legendary Creature — Human Knight



Vigilance, first strike

Whenever Rey enters or leaves the battlefield, reveal the top card of target player's library. You gain life equal to that card's converted mana cost.

3/3

013/015 R
MENDI CHEGGOUR

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General Hux



Legendary Creature — Human Advisor



Whenever General Hux or another nontoken creature enters the battlefield under your control, until end of turn, target creature gains “☛: This creature gets +1/+1 until end of turn.”

3/3

006/015 U
IZAYA BELL

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Salvage Trader



Creature — Crolute



☛: Exchange control of target artifact you control and target artifact an opponent controls with the same converted mana cost.

2/3

005/015 C
BRIAN ROOD

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Flame Trooper



Creature — Human Trooper



Trooper creatures you control have menace. (They can't be blocked except by two or more creatures.)

“Send in the Flame Troopers.”

2/2

008/015 C
FATHEAD

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Upsilon-class Shuttle



Artifact Creature — Starship



Spaceflight (This creature can only block or be blocked by creatures with spaceflight.)

Whenever Upsilon-class Shuttle attacks, target creature you control gains spaceflight until end of turn.

2/3

Fantasy Flight
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