

SWU CHALLENGES

THE BATTLE OF ENDOR

This deck features three different bases, labeled 1-3. Start with the first one. When a base is defeated, replace it with the next one. No damage carries over. Defeat the last base to win.

BASE 1/3

SHIELD GENERATOR

15



SWU CHALLENGES: THE BATTLE OF ENDOR

RETURN OF THE JEDI

ENDOR

[Jedi Icon]: Ready all friendly undamaged ground units → ([Jedi Icon] - [Jedi Icon]).
 [Jedi Icon] - [Jedi Icon]: Play card from hand → attack.
 [Jedi Icon] - [Jedi Icon]: Attack → play card from hand.

BASE 2/3

DEATH STAR II

15



SWU CHALLENGES: THE BATTLE OF ENDOR

RETURN OF THE JEDI

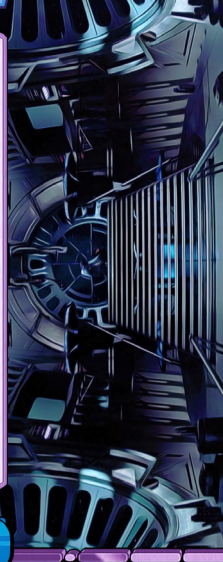
SPACE

[Jedi Icon]: Defeat the enemy ground unit with the lowest power → ([Jedi Icon] - [Jedi Icon]).
 [Jedi Icon] - [Jedi Icon]: Play card from hand → attack.
 [Jedi Icon] - [Jedi Icon]: Attack → play card from hand.

BASE 3/3

THRONE ROOM

15



SWU CHALLENGES: THE BATTLE OF ENDOR

RETURN OF THE JEDI

DEATH STAR II

[Jedi Icon]: Exhaust 2 ready enemy resources → ([Jedi Icon] - [Jedi Icon]).
 [Jedi Icon] - [Jedi Icon]: Deploy leader → play card from hand → attack.
 [Jedi Icon] - [Jedi Icon]: Attack → play card from hand → deploy leader.

0

EVENT

IN PURSUIT

TACTIC

If there is both a ready friendly unit and a ready enemy unit in play, exhaust the ready friendly unit with the lowest power. Then, exhaust the ready enemy unit with the highest power.



LIANA ANATOLIEVICH

SWU CHALLENGES: THE BATTLE OF ENDOR

0

EVENT

IN PURSUIT

TACTIC

If there is both a ready friendly unit and a ready enemy unit in play, exhaust the ready friendly unit with the lowest power. Then, exhaust the ready enemy unit with the highest power.



LIANA ANATOLIEVICH

SWU CHALLENGES: THE BATTLE OF ENDOR

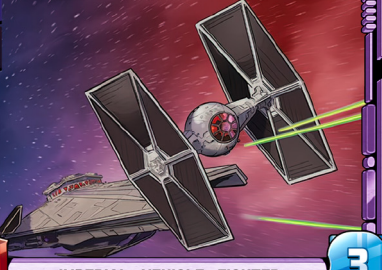
2

UNIT

SPACE

◆ INFERNO FOUR

UNFORGETTING



2

IMPERIAL • VEHICLE • FIGHTER

3

When Played/When Defeated: Reveal the top 2 cards of your deck. Put any with a higher cost than the number of resources you control plus 1 on the bottom of your deck and the rest on top in a random order.

44 LOWEST REMAINING HP

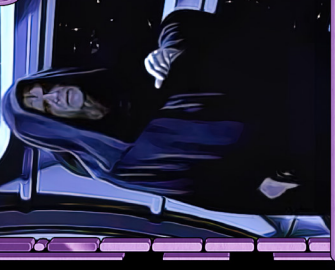
RANDALL HACKEY

SWU CHALLENGES: THE BATTLE OF ENDOR

LEADER

◆ EMPEROR PALPATINE

ENSNARING HIS ENEMIES



SWU CHALLENGES: THE BATTLE OF ENDOR

RETURN OF THE JEDI

FORCE • IMPERIAL • SITH • OFFICIAL

When an enemy unit is defeated: Put the top card of your deck under your base. (Without looking at it.)
When your base is defeated: Put the cards under the defeated base on the bottom of your hand in a random order.
Epic Action: If you control 6 or more resources, deploy this leader.

LEADER UNIT

GROUND

6

◆ EMPEROR PALPATINE

ENSNARING HIS ENEMIES



4

FORCE • IMPERIAL • SITH • OFFICIAL

8

When an enemy unit is defeated: Put the top two cards of your deck under your base. (Without looking at them.)
 All enemy units lose **COORDINATE, RESTORE,** and **SENTINEL.**

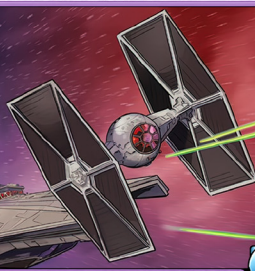
66 JEDI → BASE → LOWEST POWER

RETURN OF THE JEDI

SWU CHALLENGES: THE BATTLE OF ENDOR

2 UNIT SPACE

♦ **INFERNO FOUR**
UNFORGETTING



2 IMPERIAL • VEHICLE • FIGHTER **3**

When Played/When Defeated: Reveal the top 2 cards of your deck. Put any with a higher cost than the number of resources you control plus 1 on the bottom of your deck and the rest on top in a random order.

44 LOWEST REMAINING HP

RANDALL MACKEY SWU CHALLENGES: THE BATTLE OF ENDOR

2 UNIT GROUND

SCOUT BIKE PURSUER



1 IMPERIAL • TROOPER **4**

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

69 LOWEST POWER

MICKAEL BALLOUL SWU CHALLENGES: THE BATTLE OF ENDOR

2 UNIT GROUND

SCOUT BIKE PURSUER



1 IMPERIAL • TROOPER **4**

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

69 LOWEST POWER

MICKAEL BALLOUL SWU CHALLENGES: THE BATTLE OF ENDOR

2 UNIT GROUND

♦ **MAJOR HEWEX**
BUNKER COMMANDER



3 IMPERIAL • OFFICER **2**

While you control an **ENDOR** base, other friendly ground units gain **SHIELDED**.
This unit can't be attacked unless the attacking player pays **3** (or this unit gains Sentinel).

21 BASE

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

2 UNIT GROUND

♦ **MAJOR HEWEX**
BUNKER COMMANDER



3 IMPERIAL • OFFICER **2**

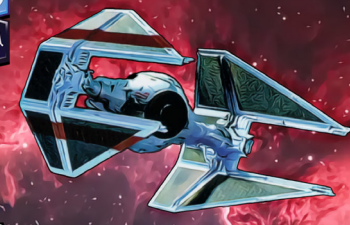
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21 BASE

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

3 UNIT SPACE

SABRE SQUADRON INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER **3**

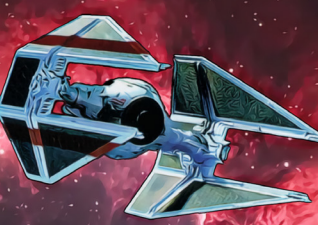
Friendly **CAPITAL SHIP** units can't be attacked (unless they gain Sentinel).

89 BASE → LOWEST REMAINING HP

STAR WARS CCG SWU CHALLENGES: THE BATTLE OF ENDOR

3 UNIT SPACE

SABRE SQUADRON INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER **3**

Friendly **CAPITAL SHIP** units can't be attacked (unless they gain Sentinel).

89 BASE → LOWEST REMAINING HP

STAR WARS CCG SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

POWER OF THE DARK SIDE
INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAM ABOSHADY SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

POWER OF THE DARK SIDE
INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAM ABOSHADY SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

POWER OF THE DARK SIDE

INNATE

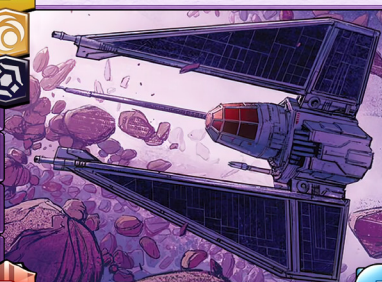
An opponent chooses a unit they control. Defeat that unit.



ESLAM ABDASHDY SWU CHALLENGES: THE BATTLE OF ENDOR

3 UNIT SPACE

LURKING TIE PHANTOM



2 IMPERIAL • VEHICLE • FIGHTER **2**

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

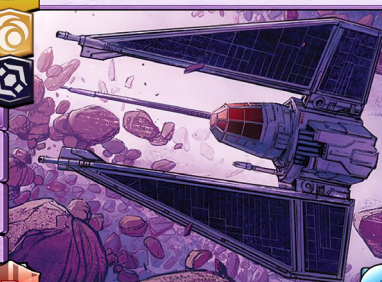
This unit can't be captured, damaged, or defeated by enemy card abilities.

92 BASE → HIGHEST REMAINING HP

IGNAZIO BAZAN LAZZANO SWU CHALLENGES: THE BATTLE OF ENDOR

3 UNIT SPACE

LURKING TIE PHANTOM



2 IMPERIAL • VEHICLE • FIGHTER **2**

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

This unit can't be captured, damaged, or defeated by enemy card abilities.

92 BASE → HIGHEST REMAINING HP

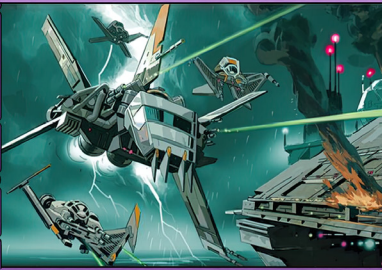
IGNAZIO BAZAN LAZZANO SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

TRIPLE DARK RAID

TACTIC

Probe the top 7 cards of your deck for a **VEHICLE** that costs less than the number of ready resources you control plus 3 and play it for free. It enters play ready. Return it to the bottom of your hand at the end of the phase.



AMAD MIR SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

TRIPLE DARK RAID

TACTIC

Probe the top 7 cards of your deck for a **VEHICLE** that costs less than the number of ready resources you control plus 3 and play it for free. It enters play ready. Return it to the bottom of your hand at the end of the phase.



AMAD MIR SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

WAYLAY

TRICK

Return the enemy non-leader unit with the highest combined power and remaining HP to its owner's hand.



AMÉLIE HUTT SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

WAYLAY

TRICK

Return the enemy non-leader unit with the highest combined power and remaining HP to its owner's hand.



AMÉLIE HUTT SWU CHALLENGES: THE BATTLE OF ENDOR

3 UNIT GROUND

ENDOR STORMTROOPER SQUAD



9 IMPERIAL • TROOPER **3**

This unit gets $-E/-0$ for each damage on it.

52 HIGHEST REMAINING HP

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

3 UNIT GROUND

ENDOR STORMTROOPER SQUAD



9 IMPERIAL • TROOPER **3**

This unit gets $-E/-0$ for each damage on it.

52 HIGHEST REMAINING HP

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

It's a Trap!

TACTIC

Deal damage to each enemy unit equal to the number of cards under your base. If there are no cards under your base, deal damage to each enemy base equal to the number of units you control instead.



RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

It's a Trap!

TACTIC

Deal damage to each enemy unit equal to the number of cards under your base. If there are no cards under your base, deal damage to each enemy base equal to the number of units you control instead.



RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

3 EVENT

It's a Trap!

TACTIC

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RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

4 UNIT GROUND

♦ **MOFF JERJERROD**

TASKED WITH THE IMPOSSIBLE



4 IMPERIAL • OFFICIAL **5**

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

If you control Emperor Palpatine or Darth Vader as a unit, this unit gains **RESTORE 2**.

53 BASE → LOWEST POWER

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

4 UNIT GROUND

♦ **MOFF JERJERROD**

TASKED WITH THE IMPOSSIBLE



4 IMPERIAL • OFFICIAL **5**

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If you control Emperor Palpatine or Darth Vader as a unit, this unit gains **RESTORE 2**.

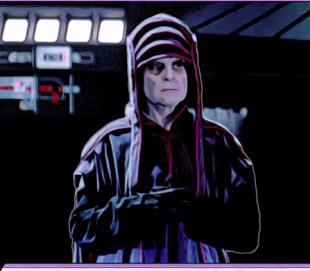
53 BASE → LOWEST POWER

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

4 UNIT GROUND

♦ **JANUS GREEJATUS**

IMPERIAL ADVISOR



3 IMPERIAL • OFFICIAL **6**

On Attack: Ready all resources you control.

When this unit is attacked: The attacking player may discard all cards under your base instead of dealing combat damage.

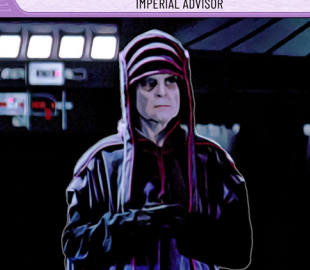
67 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

4 UNIT GROUND

♦ **JANUS GREEJATUS**

IMPERIAL ADVISOR



3 IMPERIAL • OFFICIAL **6**

On Attack: Ready all resources you control.

When this unit is attacked: The attacking player may discard all cards under your base instead of dealing combat damage.

67 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

4 EVENT

QUITE SAFE

TACTIC

Each friendly non-leader unit gains **SENTINEL** for this phase. (Units in their arena can't attack your non-Sentinel units or your base.)



RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

4 EVENT

QUITE SAFE

TACTIC

Each friendly non-leader unit gains **SENTINEL** for this phase. (Units in their arena can't attack your non-Sentinel units or your base.)



RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

5 UNIT SPACE

TARTAN PATROL CRUISER



5 IMPERIAL • VEHICLE • CAPITAL SHIP **5**

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

When Played/On Attack: The enemy space unit with the lowest remaining HP gets $-0/-2$ for this phase.

71 BASE → LOWEST POWER

EMPIRE AT WAR SWU CHALLENGES: THE BATTLE OF ENDOR

5 UNIT SPACE

TARTAN PATROL CRUISER



5 IMPERIAL • VEHICLE • CAPITAL SHIP **5**

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

When Played/On Attack: The enemy space unit with the lowest remaining HP gets $-0/-2$ for this phase.

71 BASE → LOWEST POWER

EMPIRE AT WAR SWU CHALLENGES: THE BATTLE OF ENDOR

5 UNIT GROUND

♦ **COMMANDER IGAR**
ROUNDING UP THE REBELS



4 IMPERIAL • OFFICIAL **6**

When Played/On Attack: This unit captures the enemy non-leader ground unit with the highest combined power and remaining HP. While you control a **WALKER** unit, this unit can't be attacked (unless he gains Sentinel).

62 BASE

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

5 UNIT GROUND

♦ **COMMANDER IGAR**
ROUNDING UP THE REBELS



4 IMPERIAL • OFFICIAL **6**

When Played/On Attack: This unit captures the enemy non-leader ground unit with the highest combined power and remaining HP. While you control a **WALKER** unit, this unit can't be attacked (unless he gains Sentinel).

62 BASE

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

5 UNIT GROUND

♦ **DARTH VADER**
CONFLICTED SERVANT



6 FORCE • IMPERIAL • SITH **7**

BOUNTY — Deal 2 damage to a unit. If that unit is a leader, defeat it instead.

On Attack: Put the top card of your deck under your base. (Without looking at it.)

72 LOWEST REMAINING HP

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

5 UNIT GROUND

♦ **DARTH VADER**
CONFLICTED SERVANT



6 FORCE • IMPERIAL • SITH **7**

BOUNTY — Deal 2 damage to a unit. If that unit is a leader, defeat it instead.

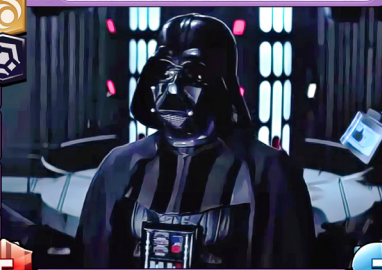
On Attack: Put the top card of your deck under your base. (Without looking at it.)

72 LOWEST REMAINING HP

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

5 UNIT GROUND

♦ **DARTH VADER**
CONFLICTED SERVANT



6 FORCE • IMPERIAL • SITH **7**

BOUNTY — Deal 2 damage to a unit. If that unit is a leader, defeat it instead.

On Attack: Put the top card of your deck under your base. (Without looking at it.)

72 LOWEST REMAINING HP

RETURN OF THE JEDI SWU CHALLENGES: THE BATTLE OF ENDOR

6 EVENT

RIVAL'S FALL
TACTIC

Defeat the enemy unit with the highest combined power and remaining HP.



DAVID NASH SWU CHALLENGES: THE BATTLE OF ENDOR

6 EVENT

RIVAL'S FALL
TACTIC

Defeat the enemy unit with the highest combined power and remaining HP.



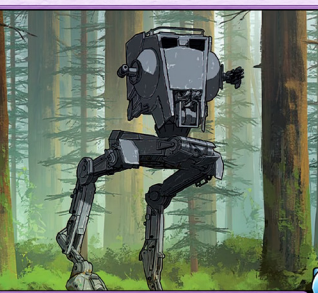
DAVID NASH SWU CHALLENGES: THE BATTLE OF ENDOR

6

UNIT

GROUND

AT-ST



6

IMPERIAL • VEHICLE • WALKER

7

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

54

LOWEST REMAINING HP

STEPHEN ZAVALA

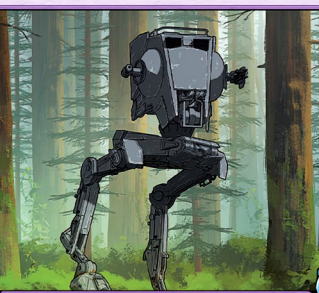
SWU CHALLENGES: THE BATTLE OF ENDOR

6

UNIT

GROUND

AT-ST



6

IMPERIAL • VEHICLE • WALKER

7

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

54

LOWEST REMAINING HP

STEPHEN ZAVALA

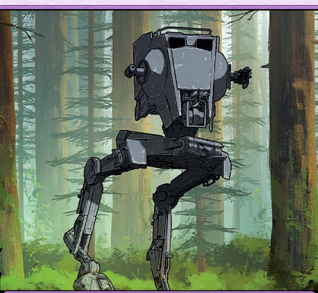
SWU CHALLENGES: THE BATTLE OF ENDOR

6

UNIT

GROUND

AT-ST



6

IMPERIAL • VEHICLE • WALKER

7

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

54

LOWEST REMAINING HP

STEPHEN ZAVALA

SWU CHALLENGES: THE BATTLE OF ENDOR

7

UNIT

GROUND

PATROLLING TEMPEST AT-AT



7

IMPERIAL • VEHICLE • WALKER

7

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

This unit gets   for each card under your base.

36

BASE → LOWEST POWER

RETURN OF THE JEDI

SWU CHALLENGES: THE BATTLE OF ENDOR

7

UNIT

GROUND

PATROLLING TEMPEST AT-AT



7

IMPERIAL • VEHICLE • WALKER

7

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

This unit gets   for each card under your base.

36

BASE → LOWEST POWER

RETURN OF THE JEDI

SWU CHALLENGES: THE BATTLE OF ENDOR

8

EVENT

SUPERLASER BLAST

DISASTER • TACTIC

If opponents control units with a higher combined power than the combined power of the units you control, defeat all units.



LIANA ANATOLEVICH

SWU CHALLENGES: THE BATTLE OF ENDOR

8

EVENT

SUPERLASER BLAST

DISASTER • TACTIC

If opponents control units with a higher combined power than the combined power of the units you control, defeat all units.



LIANA ANATOLEVICH

SWU CHALLENGES: THE BATTLE OF ENDOR

8

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SUPERLASER BLAST

DISASTER • TACTIC

If opponents control units with a higher combined power than the combined power of the units you control, defeat all units.



LIANA ANATOLEVICH

SWU CHALLENGES: THE BATTLE OF ENDOR

9

UNIT

SPACE

◆ AVENGER

HUNTING STAR DESTROYER



8

IMPERIAL • VEHICLE • CAPITAL SHIP

8

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

80

BASE → LOWEST POWER

FRANCOIS CHANNELS

SWU CHALLENGES: THE BATTLE OF ENDOR

UNIT

SPACE

9

AVENGER

HUNTING STAR DESTROYER



8

IMPERIAL • VEHICLE • CAPITAL SHIP

8

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

80

BASE → LOWEST POWER

FRANCOIS CHANNELS

SWU CHALLENGES: THE BATTLE OF ENDOR

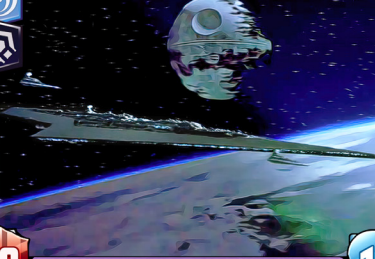
UNIT

SPACE

11

EXECUTOR

FLAGSHIP OF THE DARK LORD



10

IMPERIAL • VEHICLE • CAPITAL SHIP

10

While you control Darth Vader as a unit, this unit gains **OVERWHELM**.

This unit costs 1 less to play for each card under your base.

41

HIGHEST POWER

RETURN OF THE JEDI

SWU CHALLENGES: THE BATTLE OF ENDOR