

6 LEADER UNIT GROUND

◆ **GRAND INQUISITOR**
HUNTING THE JEDI



3 FORCE • IMPERIAL • INQUISITOR **6**

On Attack: You may deal 1 damage to another friendly unit with **E** or less power and ready it.

BORJA PINO

LEADER

◆ **GRAND INQUISITOR**
HUNTING THE JEDI

Action [C]: Deal 2 damage to a friendly unit with **E** or less power and ready it.

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



FORCE • IMPERIAL • INQUISITOR

BORJA PINO

BASE

25

TARKINTOWN

Epic Action: Deal 3 damage to a damaged non-leader unit.

LOTHAL

ARON GIBCO

3 UNIT GROUND

◆ **FIFTH BROTHER**
FEAR HUNTER



2 FORCE • IMPERIAL • INQUISITOR **4**

This unit gains **RAID 1** for each damage on him. (He gets +1/+0 while attacking for each damage on him.)

On Attack: You may deal 1 damage to this unit and 1 damage to another ground unit.

ESLAMI ABOSHADI

3 UNIT GROUND

◆ **FIFTH BROTHER**
FEAR HUNTER



2 FORCE • IMPERIAL • INQUISITOR **4**

This unit gains **RAID 1** for each damage on him. (He gets +1/+0 while attacking for each damage on him.)

On Attack: You may deal 1 damage to this unit and 1 damage to another ground unit.

ESLAMI ABOSHADI

3 UNIT GROUND

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ESLAMI ABOSHADI

5 UNIT GROUND

◆ **SEVENTH SISTER**
IMPLACABLE INQUISITOR



3 FORCE • IMPERIAL • INQUISITOR **6**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When this unit deals combat damage to an opponent's base: You may deal 3 damage to a ground unit that opponent controls.

LENKA ŠIMEČKOVÁ

5 UNIT GROUND

◆ **SEVENTH SISTER**
IMPLACABLE INQUISITOR



3 FORCE • IMPERIAL • INQUISITOR **6**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When this unit deals combat damage to an opponent's base: You may deal 3 damage to a ground unit that opponent controls.

LENKA ŠIMEČKOVÁ

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When this unit deals combat damage to an opponent's base: You may deal 3 damage to a ground unit that opponent controls.

LENKA ŠIMEČKOVÁ

1 EVENT

FORCE LIGHTNING

FORCE

Choose a unit. It loses all abilities for this phase. Then, if you control a **FORCE** unit, pay any number of resources and deal 2 damage to the chosen unit for each resource paid this way.



ESLAM ABOSHADI ©LFL ©FFG SOR • EN 138/252

1 EVENT

FORCE LIGHTNING

FORCE

Choose a unit. It loses all abilities for this phase. Then, if you control a **FORCE** unit, pay any number of resources and deal 2 damage to the chosen unit for each resource paid this way.



ESLAM ABOSHADI ©LFL ©FFG SOR • EN 138/252

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FORCE LIGHTNING

FORCE

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ESLAM ABOSHADI ©LFL ©FFG SOR • EN 138/252

2 EVENT

FORCE CHOKE

FORCE

If you control a **FORCE** unit, this event costs **1** less to play.
Deal 5 damage to a non-**VEHICLE** unit. That unit's controller draws a card.



STEFANO LANDINI ©LFL ©FFG 7 SOR • EN 63/70

2 EVENT

FORCE CHOKE

FORCE

If you control a **FORCE** unit, this event costs **1** less to play.
Deal 5 damage to a non-**VEHICLE** unit. That unit's controller draws a card.



STEFANO LANDINI ©LFL ©FFG 7 SOR • EN 63/70

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STEFANO LANDINI ©LFL ©FFG 7 SOR • EN 63/70

1 EVENT

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.



ELENA SKITALET ©LFL ©FFG SOR • EN 167/252

1 EVENT

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.



ELENA SKITALET ©LFL ©FFG SOR • EN 167/252

1 EVENT

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.



ELENA SKITALET ©LFL ©FFG SOR • EN 167/252

4 UNIT SPACE

IMPERIAL INTERCEPTOR

3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: You may deal 3 damage to a space unit.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 132/252

4 UNIT SPACE

IMPERIAL INTERCEPTOR

3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: You may deal 3 damage to a space unit.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 132/252

4 UNIT SPACE

IMPERIAL INTERCEPTOR

3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: You may deal 3 damage to a space unit.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 132/252

2 UNIT GROUND

ADMIRAL MOTTI

BRAZEN AND SCORNFUL

1 DEMO IMPERIAL • OFFICIAL 1

When Defeated: You may ready a unit.

TOMAS OLEKSIAK ©LFL ©FFG 7 SOR • EN 45/70

2 UNIT GROUND

ADMIRAL MOTTI

BRAZEN AND SCORNFUL

1 DEMO IMPERIAL • OFFICIAL 1

When Defeated: You may ready a unit.

TOMAS OLEKSIAK ©LFL ©FFG 7 SOR • EN 45/70

2 UNIT GROUND

ADMIRAL MOTTI

BRAZEN AND SCORNFUL

1 DEMO IMPERIAL • OFFICIAL 1

When Defeated: You may ready a unit.

TOMAS OLEKSIAK ©LFL ©FFG 7 SOR • EN 45/70

2 UNIT GROUND

VIPER PROBE DROID

3 IMPERIAL • DROID 2

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

2 UNIT GROUND

VIPER PROBE DROID

3 IMPERIAL • DROID 2

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

2 UNIT GROUND

VIPER PROBE DROID

3 IMPERIAL • DROID 2

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

4 UNIT SPACE

TIE ADVANCED



3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: Give 2 Experience tokens to another friendly *IMPERIAL* unit.

ESLAM ABOSHADY ©LFL ©FFG SOR • EN 231/252

4 UNIT SPACE

TIE ADVANCED



3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: Give 2 Experience tokens to another friendly *IMPERIAL* unit.

ESLAM ABOSHADY ©LFL ©FFG SOR • EN 231/252

4 UNIT SPACE

TIE ADVANCED



3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: Give 2 Experience tokens to another friendly *IMPERIAL* unit.

ESLAM ABOSHADY ©LFL ©FFG SOR • EN 231/252


4 EVENT

AGGRESSION

INNATE

Choose two, in any order:

- Draw a card.
- Defeat up to 2 upgrades.
- Ready a unit with ⌊ or less power.
- Deal 4 damage to a unit.



SANDRA CHLEWIŃSKA ©LFL ©FFG SOR • EN 418

4 EVENT

AGGRESSION

INNATE

Choose two, in any order:

- Draw a card.
- Defeat up to 2 upgrades.
- Ready a unit with ⌊ or less power.
- Deal 4 damage to a unit.



SANDRA CHLEWIŃSKA ©LFL ©FFG SOR • EN 418

2 UNIT GROUND

FIRST LEGION SNOWTROOPER



2 IMPERIAL • TROOPER 3

While attacking a damaged unit, this unit gets ⌚ and gains **OVERWHELM**. (Deal excess damage to the opponent's base.)

MIŁOSŁAW KOWICZ ©LFL ©FFG 7 SOR • EN 43/70

2 UNIT GROUND

FIRST LEGION SNOWTROOPER



2 IMPERIAL • TROOPER 3

While attacking a damaged unit, this unit gets ⌚ and gains **OVERWHELM**. (Deal excess damage to the opponent's base.)

MIŁOSŁAW KOWICZ ©LFL ©FFG 7 SOR • EN 43/70

2 UNIT GROUND

FIRST LEGION SNOWTROOPER



2 IMPERIAL • TROOPER 3

While attacking a damaged unit, this unit gets ⌚ and gains **OVERWHELM**. (Deal excess damage to the opponent's base.)

MIŁOSŁAW KOWICZ ©LFL ©FFG 7 SOR • EN 43/70

1 UNIT GROUND

DEATH STAR STORMTROOPER



3 IMPERIAL • TROOPER 1

MIŁOSŁAW KOWICZ ©LFL ©FFG 7 SOR • EN 128/252

UNIT GROUND

1 DEATH STAR STORMTROOPER

3 IMPERIAL • TROOPER 1

ARI0 MURTI ©LFL ©FF6 SOR • EN 128/252

UNIT GROUND

1 DEATH STAR STORMTROOPER

3 IMPERIAL • TROOPER 1

ARI0 MURTI ©LFL ©FF6 SOR • EN 128/252

UNIT GROUND

2 SNOWTROOPER LIEUTENANT

2 IMPERIAL • TROOPER 2

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets **+2/+0** for this attack.

ERIK LY ©LFL ©FF6 SOR • EN 221/252

UNIT GROUND

2 SNOWTROOPER LIEUTENANT

2 IMPERIAL • TROOPER 2

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets **+2/+0** for this attack.

ERIK LY ©LFL ©FF6 SOR • EN 221/252

UNIT GROUND

2 SNOWTROOPER LIEUTENANT

2 IMPERIAL • TROOPER 2

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets **+2/+0** for this attack.

ERIK LY ©LFL ©FF6 SOR • EN 221/252

UNIT GROUND

3 CELL BLOCK GUARD

3 IMPERIAL • TROOPER 3

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

FRENCH CARLOMAGNO ©LFL ©FF6 SOR • EN 229/252

UNIT GROUND

3 CELL BLOCK GUARD

3 IMPERIAL • TROOPER 3

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

FRENCH CARLOMAGNO ©LFL ©FF6 SOR • EN 229/252

UNIT GROUND

3 CELL BLOCK GUARD

3 IMPERIAL • TROOPER 3

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

FRENCH CARLOMAGNO ©LFL ©FF6 SOR • EN 229/252

UNIT GROUND

3 **GENERAL VEERS**
BLIZZARD FORCE COMMANDER

3 IMPERIAL • OFFICIAL 3

Other friendly **IMPERIAL** units get **+1/+1**.

STEVE MORRIS ©LFL ©FF6 SOR • EN 230/252

3 UNIT GROUND

GENERAL VEERS
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL **3**

Other friendly *IMPERIAL* units get **+1/+1**.

STEVE MORRIS ©LFL ©FFG SOR • EN 230/252

3 UNIT GROUND

GENERAL VEERS
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL **3**

Other friendly *IMPERIAL* units get **+1/+1**.

STEVE MORRIS ©LFL ©FFG SOR • EN 230/252

3 EVENT

OPEN FIRE
TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FFG SOR • EN 172/252

3 EVENT

OPEN FIRE
TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FFG SOR • EN 172/252

3 EVENT

OPEN FIRE
TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FFG SOR • EN 172/252

3 UPGRADE

FALLEN LIGHTSABER



Attach to a non-VEHICLE unit.
If attached unit is a *FORCE* unit, it gains:
"On Attack: Deal 1 damage to each ground unit the defending player controls."

+3 **FALLEN LIGHTSABER** **+3**
ITEM • WEAPON • LIGHTSABER

MILOSLAVKOVIC ©LFL ©FFG SOR • EN 137/252

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If attached unit is a *FORCE* unit, it gains:
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ITEM • WEAPON • LIGHTSABER

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