

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 PUGADO

6 LEADER UNIT GROUND

♦ **GRAND INQUISITOR**

HUNTING THE JEDI



3 FORCE • IMPERIAL • INQUISITOR **6**


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/6**

LOTHAL

25 BASE

TARKINTOWN



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

LOTHAL

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.

ESLAH ABOSHADY

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.)

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ESLAH ABOSHADY

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**

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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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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

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FORCE

If you control a **FORCE** unit, this event costs **1** less to play.
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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.



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UNIT SPACE

4 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

UNIT SPACE

4 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

UNIT SPACE

4 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

UNIT GROUND

2 ♦ ADMIRAL MOTTI
BRAZEN AND SCORNFUL



1 DEMO 1

IMPERIAL • OFFICIAL

When Defeated: You may ready a unit.

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

UNIT GROUND

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BRAZEN AND SCORNFUL



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When Defeated: You may ready a unit.

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UNIT GROUND

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BRAZEN AND SCORNFUL



1 DEMO 1

IMPERIAL • OFFICIAL

When Defeated: You may ready a unit.

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

UNIT GROUND

2 VIPER PROBE DROID



3 IMPERIAL • DROID 2

When Played: Look at an opponent's hand.

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UNIT GROUND

2 VIPER PROBE DROID



3 IMPERIAL • DROID 2

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

UNIT GROUND

2 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

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4

UNIT

SPACE

TIE ADVANCED

3

IMPERIAL • VEHICLE • FIGHTER

2

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

ESLAM ABOSHADY

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4

UNIT

SPACE

TIE ADVANCED

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IMPERIAL • VEHICLE • FIGHTER

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

ESLAM ABOSHADY

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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

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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

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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

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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

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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

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1

UNIT

GROUND

DEATH STAR STORMTROOPER

3

IMPERIAL • TROOPER

1

ARIQ MURTI

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1 UNIT GROUND

DEATH STAR STORMTROOPER

3 IMPERIAL • TROOPER **1**

ARIO MURTI ©LFL ©FFG SOR • EN 128/252

1 UNIT GROUND

DEATH STAR STORMTROOPER

3 IMPERIAL • TROOPER **1**

ARIO MURTI ©LFL ©FFG SOR • EN 128/252

2 UNIT GROUND

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.

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2 UNIT GROUND

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.

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2 UNIT GROUND

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.

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3 UNIT GROUND

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 ©FFG SOR • EN 229/252

3 UNIT GROUND

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 ©FFG SOR • EN 229/252

3 UNIT GROUND

CELL BLOCK GUARD

3 IMPERIAL • TROOPER **3**

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

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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

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SOR • EN

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3

UNIT

GROUND

◆

GENERAL VEERS

BLIZZARD FORCE COMMANDER

3

IMPERIAL • OFFICIAL

3

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

STEVE MORRIS

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3

EVENT

◆

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA

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3

EVENT

◆

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA

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3

EVENT

◆

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA

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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

ITEM • WEAPON • LIGHTSABER

3

MILOS SLAVKOVIC

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3

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FALLEN LIGHTSABER

ITEM • WEAPON • LIGHTSABER

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ITEM • WEAPON • LIGHTSABER

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