

**7** LEADER UNIT GROUND

↳ **DARTH VADER**  
DARK LORD OF THE SITH



**5** FORCE • IMPERIAL • SITH **8**

**On Attack:** You may deal 2 damage to a unit.

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**DARTH VADER**  
DARK LORD OF THE SITH

**Action** [1][3]: if you played a [3] card this phase, deal 1 damage to a unit and 1 damage to a base.

**Epic Action:** If you control 7 or more resources, deploy this leader. (Flip him, ready him, and move him to the ground arena.) **5/8**



LEADER FORCE • IMPERIAL • SITH

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**COMMAND CENTER**



**BASE** **30**

DEATH STAR

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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.

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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.

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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.

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**6** UNIT GROUND

**AT-ST**



**6** IMPERIAL • VEHICLE • WALKER **7**

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

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**6** UNIT GROUND

**AT-ST**



**6** IMPERIAL • VEHICLE • WALKER **7**

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

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**3** UNIT GROUND

↳ **GENERAL VEERS**  
BLIZZARD FORCE COMMANDER



**3** IMPERIAL • OFFICIAL **3**

Other friendly IMPERIAL units get +1/+1.

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UNIT GROUND

3 **GENERAL VEERS**  
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL 3

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

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UNIT GROUND

3 **GENERAL VEERS**  
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL 3

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

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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.)

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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.)

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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.)

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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.

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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 ©FFG SOR • EN 227/252

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.

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UNIT GROUND

2 **VIPER PROBE DROID**



3 IMPERIAL • DROID 2

**When Played:** Look at an opponent's hand.

ANAD 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

♦ **ADMIRAL MOTTI**  
BRAZEN AND SCORNFUL



**DEMO**

**1** IMPERIAL • OFFICIAL **1**

When Defeated: You may ready a  unit.

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

**2** UNIT GROUND

♦ **ADMIRAL MOTTI**  
BRAZEN AND SCORNFUL



**DEMO**

**1** IMPERIAL • OFFICIAL **1**

When Defeated: You may ready a  unit.

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

**1** UNIT SPACE

**TIE/LN FIGHTER**



**2** IMPERIAL • VEHICLE • FIGHTER **1**

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**1** UNIT SPACE

**TIE/LN FIGHTER**




**2** IMPERIAL • VEHICLE • FIGHTER **1**

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 225/252

**1** UNIT SPACE

**TIE/LN FIGHTER**



**2** IMPERIAL • VEHICLE • FIGHTER **1**

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 225/252

**2** UPGRADE

♦ **VADER'S LIGHTSABER**



Attach to a non-VEHICLE unit.  
When Played: If attached unit is Darth Vader, you may deal 4 damage to a ground unit.

**+3** ♦ **VADER'S LIGHTSABER** **+1**  
ITEM • WEAPON • LIGHTSABER

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 136/252

**2** UPGRADE

♦ **VADER'S LIGHTSABER**



Attach to a non-VEHICLE unit.  
When Played: If attached unit is Darth Vader, you may deal 4 damage to a ground unit.

**+3** ♦ **VADER'S LIGHTSABER** **+1**  
ITEM • WEAPON • LIGHTSABER

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**8** UNIT GROUND

♦ **EMPEROR PALPATINE**  
MASTER OF THE DARK SIDE



**6** FORCE • IMPERIAL • SITH • OFFICIAL **6**

**OVERWHELM** (When attacking an enemy unit, deal excess damage to the opponent's base.)  
When Played: Deal 6 damage divided as you choose among enemy units.

DIDIER NGUYEN ©LFL ©FFG SOR • EN 135/252

**8** UNIT GROUND

◆ **EMPEROR PALPATINE**  
MASTER OF THE DARK SIDE



**6** FORCE • IMPERIAL • SITH • OFFICIAL **6**

**OVERWHELM** (When attacking an enemy unit, deal excess damage to the opponent's base.)  
**When Played:** Deal 6 damage divided as you choose among enemy units.

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**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.



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**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.



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**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.

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**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.

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**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.

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**4** UNIT SPACE

**IMPERIAL INTERCEPTOR**



**3** IMPERIAL • VEHICLE • FIGHTER **2**

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

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**4** UNIT SPACE

**IMPERIAL INTERCEPTOR**



**3** IMPERIAL • VEHICLE • FIGHTER **2**

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

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**4** UNIT SPACE

**IMPERIAL INTERCEPTOR**



**3** IMPERIAL • VEHICLE • FIGHTER **2**

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

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**2** UNIT GROUND

**FIRST LEGION SNOWTROOPER**

**2** IMPERIAL • TROOPER **3**

While attacking a damaged unit, this unit gets  $\heartsuit 2/\heartsuit 0$  and gains **OVERWHELM**. (Deal excess damage to the opponent's base.)

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**2** UNIT GROUND

**FIRST LEGION SNOWTROOPER**

**2** IMPERIAL • TROOPER **3**

While attacking a damaged unit, this unit gets  $\heartsuit 2/\heartsuit 0$  and gains **OVERWHELM**. (Deal excess damage to the opponent's base.)

MILOS SLAVKOVIC ©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  $\heartsuit 2/\heartsuit 0$  and gains **OVERWHELM**. (Deal excess damage to the opponent's base.)

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**1** UNIT GROUND

**DEATH STAR STORMTROOPER**

**3** IMPERIAL • TROOPER **1**

ARI0 MURTI ©LFL ©FFG SOR • EN 128/252

**1** UNIT GROUND

**DEATH STAR STORMTROOPER**

**3** IMPERIAL • TROOPER **1**

ARI0 MURTI ©LFL ©FFG SOR • EN 128/252

**1** UNIT GROUND

**DEATH STAR STORMTROOPER**

**3** IMPERIAL • TROOPER **1**

ARI0 MURTI ©LFL ©FFG SOR • EN 128/252

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $\heartsuit 2/\heartsuit 2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 082/252

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $\heartsuit 2/\heartsuit 2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 082/252

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $\heartsuit 2/\heartsuit 2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 082/252

**6** UNIT SPACE

**GLADIATOR STAR DESTROYER**



**5** IMPERIAL • VEHICLE • CAPITAL SHIP **6**

**When Played:** Give a unit **SENTINEL** for this phase. (Units in this arena can't attack your non-Sentinel units or your base.)

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**6** UNIT SPACE

**GLADIATOR STAR DESTROYER**



**5** IMPERIAL • VEHICLE • CAPITAL SHIP **6**

**When Played:** Give a unit **SENTINEL** for this phase. (Units in this arena can't attack your non-Sentinel units or your base.)

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**3** UNIT GROUND

**SUPERLASER TECHNICIAN**



**2** IMPERIAL **1**

**When Defeated:** You may put this unit into play as a resource and ready it.

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**3** UNIT GROUND

**SUPERLASER TECHNICIAN**



**2** IMPERIAL **1**

**When Defeated:** You may put this unit into play as a resource and ready it.

DENIS MEDRI ©LFL ©FFG SOR • EN 083/252

**3** UNIT GROUND

**SUPERLASER TECHNICIAN**



**2** IMPERIAL **1**

**When Defeated:** You may put this unit into play as a resource and ready it.

DENIS MEDRI ©LFL ©FFG SOR • EN 083/252

**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