

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.

BORJA PINDADO ©LFL ©FFG

DARTH VADER
DARK LORD OF THE SITH

Action [3]: If you played a 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.)



LEADER

FORCE • IMPERIAL • SITH

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

COMMAND CENTER

BASE

30

DEATH STAR

STEPHEN ZAVALA ©LFL ©FFG SOR-EN 232/252

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

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

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

6 UNIT GROUND

AT-ST



6 IMPERIAL • VEHICLE • WALKER **7**

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

STEPHEN ZAVALA ©LFL ©FFG SOR-EN 232/252

6 UNIT GROUND

AT-ST



6 IMPERIAL • VEHICLE • WALKER **7**

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

STEPHEN ZAVALA ©LFL ©FFG SOR-EN 232/252

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 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

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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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.

ERIK LY ©LFL ©FFG SOR • EN 227/252

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.

ERIK LY ©LFL ©FFG SOR • EN 227/252

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.

ERIK LY ©LFL ©FFG SOR • EN 227/252

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

2 UNIT GROUND

♦ **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

2 UNIT GROUND

♦ **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

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

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

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

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.

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.

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

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

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 ©LFL ©FFG SOR • EN 133/252

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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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 ©LFL ©FFG SOR • EN 133/252

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.

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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.)

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.)

MILOS SLAVKOVIC ©LFL ©FFG 7 SOR • EN 43/70

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 092/252

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 092/252

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 092/252

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.)

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 086/252

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.)

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 086/252

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 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