

**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.) **5/8**



LEADER

FORCE • IMPERIAL • SITH

BORJA PINDADO ©LFL ©FFG SOR-EN 031/252

**COMMAND CENTER**

BASE

**30**

DEATH STAR

STEPHEN ZAVALA ©LFL ©FFG SOR-EN 023/252

**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

**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.)

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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.)

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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.

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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**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.)

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.

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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.)

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