

**CHANCELLOR PALPATINE**  
PLAYING BOTH SIDES

This leader starts the game with this side faceup.

**Action** [C]: If a friendly unit was defeated this phase, draw a card, heal 2 damage from your base, then flip this leader.

LEADER  
REPUBLIC • OFFICIAL  
017/257  
TWI • EN  
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**DARTH SIDIOUS**  
PLAYING BOTH SIDES

**Action** [C]: If you played a card this phase, create a Clone Trooper token, deal 2 damage to each enemy base, then flip this leader.

LEADER  
FORCE • SEPARATIST • SITH  
017/257  
TWI • EN  
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**CATACOMBS OF CADERA**

BASE  
30  
JEDHA  
026/252  
SOR • EN  
© LFL © FFG  
TILER EDLIN

UNIT GROUND

2  
**CLONE HEAVY GUNNER**

1  
REPUBLIC • CLONE • TROOPER  
3

**COORDINATE** – This unit gets  $\frac{2}{2}/\frac{0}{0}$ . (Gain this ability while you control 3 or more units.)

ESLAN ABOSHADY  
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TWI • EN  
158/257

UNIT GROUND

2  
**CLONE HEAVY GUNNER**

1  
REPUBLIC • CLONE • TROOPER  
3

**COORDINATE** – This unit gets  $\frac{2}{2}/\frac{0}{0}$ . (Gain this ability while you control 3 or more units.)

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UNIT GROUND

3  
**PHASE II CLONE TROOPER**

3  
REPUBLIC • CLONE • TROOPER  
2

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)

OSPERCAN CIRIT  
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TWI • EN  
242/257

UNIT GROUND

3  
**PHASE II CLONE TROOPER**

3  
REPUBLIC • CLONE • TROOPER  
2

**AMBUSH** (When you play this unit, it may ready and attack an enemy unit.)

OSPERCAN CIRIT  
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UNIT GROUND

1  
**DEATH STAR STORMTROOPER**

3  
IMPERIAL • TROOPER  
1

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SOR • EN  
128/252

UNIT GROUND

1  
**DEATH STAR STORMTROOPER**

3  
IMPERIAL • TROOPER  
1

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SOR • EN  
128/252



2 UNIT GROUND

**FIRST LEGION SNOWTROOPER**

2 IMPERIAL • TROOPER 3

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

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

5 UNIT GROUND

**ANAKIN SKYWALKER**  
MAVERICK MENTOR

6 FORCE • JEDI • REPUBLIC 6

**COORDINATE – On Attack:** Draw a card. (Gain this ability while you control 3 or more units.)

ERIC HIBBELER © LFL © FFG TWI • EN 147/257

5 UNIT GROUND

**ANAKIN SKYWALKER**  
MAVERICK MENTOR

6 FORCE • JEDI • REPUBLIC 6

**COORDINATE – On Attack:** Draw a card. (Gain this ability while you control 3 or more units.)

ERIC HIBBELER © LFL © FFG TWI • EN 147/257

8 UNIT GROUND

**COUNT DOOKU**  
FALLEN JEDI

6 FORCE • SEPARATIST • SITH 6

**EXPLOIT 2 OVERWHELM**  
**When Played:** For each unit you exploited while playing this card, you may deal damage to an enemy unit equal to the power of the exploited unit.

DAVID BUISAN © LFL © FFG TWI • EN 138/257

8 UNIT GROUND

**COUNT DOOKU**  
FALLEN JEDI

6 FORCE • SEPARATIST • SITH 6

**EXPLOIT 2 OVERWHELM**  
**When Played:** For each unit you exploited while playing this card, you may deal damage to an enemy unit equal to the power of the exploited unit.

DAVID BUISAN © LFL © FFG TWI • EN 138/257

5 UNIT GROUND

**CHEWBACCA**  
LOYAL COMPANION

3 UNDERWORLD • WOOKIEE 6

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)  
**When this unit is attacked:** Ready him.

LUKE HARRINGTON © LFL © FFG SOR • EN 196/252

5 UNIT GROUND

**CHEWBACCA**  
LOYAL COMPANION

3 UNDERWORLD • WOOKIEE 6

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)  
**When this unit is attacked:** Ready him.

LUKE HARRINGTON © LFL © FFG SOR • EN 196/252

5 UNIT GROUND

**ZEB ORRELIOS**  
HEADSTRONG WARRIOR

5 REBEL • SPECTRE 5

**When this unit completes an attack:** If the defender was defeated, you may deal 4 damage to a ground unit.

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**5** UNIT GROUND

**◆ ZEB ORRELIOS**  
HEADSTRONG WARRIOR



**5** REBEL • SPECTRE **5**

**When this unit completes an attack:**  
If the defender was defeated, you may deal 4 damage to a ground unit.

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**2** UNIT GROUND

**◆ SABINE WREN**  
EXPLOSIVES ARTIST



**2** MANDALORIAN • REBEL • SPECTRE **3**

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

**On Attack:** You may deal 1 damage to the defender or to a base.

REBECCA FARROW © LFL © FF6 SOR • EN 142/252

**2** UNIT GROUND

**◆ SABINE WREN**  
EXPLOSIVES ARTIST



**2** MANDALORIAN • REBEL • SPECTRE **3**

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

**On Attack:** You may deal 1 damage to the defender or to a base.

REBECCA FARROW © LFL © FF6 SOR • EN 142/252

**3** UNIT GROUND

**REPUBLIC COMMANDO**



**2** REPUBLIC • CLONE • TROOPER **5**

**COORDINATE – SABOTEUR** (Gain this keyword while you control 3 or more units. When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

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**3** UNIT GROUND

**REPUBLIC COMMANDO**



**2** REPUBLIC • CLONE • TROOPER **5**

**COORDINATE – SABOTEUR** (Gain this keyword while you control 3 or more units. When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

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**3** UNIT GROUND

**BATCH BROTHERS**



**2** REPUBLIC • CLONE • TROOPER **1**

**When Played:** Create a Clone Trooper token.

TATSIANA MAKSHUK © LFL © FF6 TWI • EN 144/257

**3** UNIT GROUND

**BATCH BROTHERS**



**2** REPUBLIC • CLONE • TROOPER **1**

**When Played:** Create a Clone Trooper token.

TATSIANA MAKSHUK © LFL © FF6 TWI • EN 144/257

**6** UNIT GROUND

**◆ DARTH VADER**  
SCOURGE OF SQUADRONS



**7** **PILOTING** [S, A, B] **7**

Attached unit gains: **"On Attack:** You may deal 1 damage to a unit. If a unit is defeated this way, you may deal 1 damage to a unit or base."

**+3** **◆ DARTH VADER** **+3**

**FORCE • IMPERIAL • SITH • PILOT**

IGNACIO BAZAN LAZZANO © LFL © FF6 JTL • EN 142/282

**6** UNIT GROUND

**◆ DARTH VADER**  
SCOURGE OF SQUADRONS



**7** **PILOTING** [S, A, B] **7**

Attached unit gains: **"On Attack:** You may deal 1 damage to a unit. If a unit is defeated this way, you may deal 1 damage to a unit or base."

**+3** **◆ DARTH VADER** **+3**

**FORCE • IMPERIAL • SITH • PILOT**

IGNACIO BAZAN LAZZANO © LFL © FF6 JTL • EN 142/282



UNIT SPACE

10 **RESOLUTE**  
UNDER ANAKIN'S COMMAND

8 **REPUBLIC • VEHICLE • CAPITAL SHIP** 8

This unit costs 1 less to play for every 5 damage on your base.

**When Played/On Attack:** Deal 2 damage to an enemy unit and each other enemy unit with the same name as that unit.

CHRISTIAN PAPZOG/ARIS © LFL © FFG TWI • EN 151/257

UNIT SPACE

10 **RESOLUTE**  
UNDER ANAKIN'S COMMAND

8 **REPUBLIC • VEHICLE • CAPITAL SHIP** 8

This unit costs 1 less to play for every 5 damage on your base.

**When Played/On Attack:** Deal 2 damage to an enemy unit and each other enemy unit with the same name as that unit.

CHRISTIAN PAPZOG/ARIS © LFL © FFG TWI • EN 151/257

UNIT SPACE

3 **SABINE'S MASTERPIECE**  
CRAZY COLORFUL

3 **REBEL • VEHICLE • FIGHTER • SPECTRE** 3

**On Attack:** If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK © LFL © FFG JTL • EN 250/262

UNIT SPACE

3 **SABINE'S MASTERPIECE**  
CRAZY COLORFUL

3 **REBEL • VEHICLE • FIGHTER • SPECTRE** 3

**On Attack:** If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK © LFL © FFG JTL • EN 250/262

UNIT SPACE

3 **SABINE'S MASTERPIECE**  
CRAZY COLORFUL

3 **REBEL • VEHICLE • FIGHTER • SPECTRE** 3

**On Attack:** If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

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UNIT SPACE

1 **TIE/LN FIGHTER**

2 **IMPERIAL • VEHICLE • FIGHTER** 1

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

UNIT SPACE

1 **TIE/LN FIGHTER**

2 **IMPERIAL • VEHICLE • FIGHTER** 1

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

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



**2** UNIT SPACE

**ANAKIN'S INTERCEPTOR**  
WHERE THE FUN BEGINS

**2** **JEDI • REPUBLIC • VEHICLE • FIGHTER** **3**

While your base has 15 or more damage on it, this unit gets  $\otimes 2/\otimes 0$ .

IGNACIO BAZAN LAZZANO © LFL © FF6 TWI • EN 142/257

**2** UNIT SPACE

**ANAKIN'S INTERCEPTOR**  
WHERE THE FUN BEGINS

**2** **JEDI • REPUBLIC • VEHICLE • FIGHTER** **3**

While your base has 15 or more damage on it, this unit gets  $\otimes 2/\otimes 0$ .

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**0** EVENT

**IN PURSUIT**  
TACTIC

Exhaust a friendly unit. If you do, exhaust an enemy unit.

LIANA ANATOLIEVICH © LFL © FF6 TWI • EN 221/257

**0** EVENT

**IN PURSUIT**  
TACTIC

Exhaust a friendly unit. If you do, exhaust an enemy unit.

LIANA ANATOLIEVICH © LFL © FF6 TWI • EN 221/257

**1** EVENT

**RESTOCK**  
SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.

JOSHUA CARSON © LFL © FF6 SOR • EN 252/252

**1** EVENT

**RESTOCK**  
SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.

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**1** EVENT

**POLITICAL PRESSURE**  
PLAN

Choose an opponent. They may discard a random card from their hand. If they don't, create 2 Battle Droid tokens.

AITOR PRIETO REYES © LFL © FF6 TWI • EN 222/257

**1** EVENT

**POLITICAL PRESSURE**  
PLAN

Choose an opponent. They may discard a random card from their hand. If they don't, create 2 Battle Droid tokens.

AITOR PRIETO REYES © LFL © FF6 TWI • EN 222/257

**2** EVENT

**GRENADE STRIKE**  
TACTIC

Deal 2 damage to a unit. You may deal 1 damage to another unit in the same arena.

FRENCH CARLOHAGNO © LFL © FF6 TWI • EN 171/257



**2** EVENT | **GRENADE STRIKE**  
TACTIC

Deal 2 damage to a unit. You may deal 1 damage to another unit in the same arena.

FRENCH CARLOMAGNO © LFL © FFG TWI • EN 171/257

**2** EVENT | **DROID DEPLOYMENT**  
SUPPLY

Create 2 Battle Droid tokens.

SEBASTIÁN GUIDOBONO © LFL © FFG TWI • EN 237/257

**2** EVENT | **DROID DEPLOYMENT**  
SUPPLY

Create 2 Battle Droid tokens.

SEBASTIÁN GUIDOBONO © LFL © FFG TWI • EN 237/257

**3** EVENT | **I AM YOUR FATHER**  
GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.

STEFANO LANDINI © LFL © FFG SOR • EN 233/252

**3** EVENT | **I AM YOUR FATHER**  
GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.

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**3** EVENT | **YOU'RE MY ONLY HOPE**  
GAMBIT

Look at the top card of your deck. You may play it. It costs **5** less. If your base has **5** or less remaining HP, you may play it for free instead.

GRETEL LUSKY © LFL © FFG SOR • EN 246/252

**3** EVENT | **YOU'RE MY ONLY HOPE**  
GAMBIT

Look at the top card of your deck. You may play it. It costs **5** less. If your base has **5** or less remaining HP, you may play it for free instead.

GRETEL LUSKY © LFL © FFG SOR • EN 246/252

**2** UPGRADE | **CLONE COHORT**

Attached unit gains **RAID 2** and: "When Defeated: Create a Clone Trooper token."

**+0** CLONE COHORT **+0**  
SUPPLY

FELIPE GONCALVES © LFL © FFG TWI • EN 169/257

**2** UPGRADE | **CLONE COHORT**

Attached unit gains **RAID 2** and: "When Defeated: Create a Clone Trooper token."

**+0** CLONE COHORT **+0**  
SUPPLY

FELIPE GONCALVES © LFL © FFG TWI • EN 169/257

**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.

◆ VADER'S LIGHTSABER +1

+3 ITEM • WEAPON • LIGHTSABER

ARTHUR MOUNGNE ©LFL ©FFG SDR • EN 138/252

**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.

◆ VADER'S LIGHTSABER +1

+3 ITEM • WEAPON • LIGHTSABER

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