

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

LEADER

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

Action [1]: if you played a [1] 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 037/252

BASE

COMMAND CENTER



DEATH STAR

30

STEPHEN ZANALA ©LFL ©FFG SOR-EN 037/252

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

1 UNIT GROUND

DEATH STAR STORMTROOPER



3 IMPERIAL • TROOPER **1**

ARIO MURTI ©LFL ©FFG SOR-EN 128/252

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

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

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 221/252

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 221/252

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

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

8 UNIT GROUND

BLIZZARD ASSAULT AT-AT

9 IMPERIAL • VEHICLE • WALKER 9

When this unit attacks and defeats a unit: You may deal the excess damage from this attack to an enemy ground unit.

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 088/252

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 $\uparrow/\downarrow 1$.

STEVE MORRIS ©LFL ©FFG SOR • EN 230/252

2 UNIT GROUND

◆ **ADMIRAL OZZEL**
OVERCONFIDENT

2 IMPERIAL • OFFICIAL **3**

Action [↻]: Play an **IMPERIAL** unit from your hand (paying its cost). It enters play ready. Each opponent may ready a unit.

YVETTE CHUA ©LFL ©FFG SOR • EN 128/252

2 UNIT GROUND

◆ **ADMIRAL OZZEL**
OVERCONFIDENT

2 IMPERIAL • OFFICIAL **3**

Action [↻]: Play an **IMPERIAL** unit from your hand (paying its cost). It enters play ready. Each opponent may ready a unit.

YVETTE CHUA ©LFL ©FFG SOR • EN 128/252

3 UNIT GROUND

PHASE-III DARK TROOPER

3 IMPERIAL • DROID • TROOPER **3**

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

When combat damage is dealt to this unit: Give an Experience token to this unit (if it survives the damage).

MARC ESCAICH ©LFL ©FFG SHD • EN 084/252

3 UNIT GROUND

PHASE-III DARK TROOPER

3 IMPERIAL • DROID • TROOPER **3**

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

When combat damage is dealt to this unit: Give an Experience token to this unit (if it survives the damage).

MARC ESCAICH ©LFL ©FFG SHD • EN 084/252

2 UNIT GROUND

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.

ANAD MIR ©LFL ©FFG SOR • EN 228/252

4 UNIT GROUND

◆ **GRAND MOFF TARKIN**
DEATH STAR OVERSEER

2 IMPERIAL • OFFICIAL **3**

When Played: Search the top 5 cards of your deck for up to 2 **IMPERIAL** cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)

STEVE MORRIS ©LFL ©FFG SOR • EN 094/252

4 UNIT GROUND

◆ **GRAND MOFF TARKIN**
DEATH STAR OVERSEER

2 IMPERIAL • OFFICIAL **3**

When Played: Search the top 5 cards of your deck for up to 2 **IMPERIAL** cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)

STEVE MORRIS ©LFL ©FFG SOR • EN 094/252

2 UNIT GROUND

FIRST LEGION SNOWTROOPER

2 IMPERIAL • TROOPER **3**

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

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

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

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

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 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 088/252

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

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN ©LFL ©FFG SOR • EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN ©LFL ©FFG SOR • EN 126/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN ©LFL ©FFG SOR • EN 126/252


4 EVENT

AGGRESSION

INNATE

Choose two, in any order:

- Draw a card.
- Defeat up to 2 upgrades.
- Ready a unit with ≤ 3 or less power.
- Deal 4 damage to a unit.



SANDRA CHLEWIŃSKA ©LFL ©FFG SOR • EN 418

6 EVENT

PALPATINE'S RETURN

FORCE • PLAN

Play a unit from your discard pile. It costs ≤ 6 less. If it's a **FORCE** unit, it costs ≤ 8 less instead.



LENKA ŠIMEČKOVÁ ©LFL ©FFG SOR • EN 094/262

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.



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

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 83/70

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 83/70

3 EVENT

MISSION BRIEFING

PLAN

Choose a player. They draw 2 cards.

KYLE PETCHOCK ©LFL ©FFG SOR • EN 171/252

3 EVENT

ATTACK PATTERN DELTA

TACTIC

Give a friendly unit **3**/**3** for this phase.
Give another friendly unit **2**/**2** for this phase.
Give a third friendly unit **1**/**1** for this phase.

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 108/252

3 EVENT

ATTACK PATTERN DELTA

TACTIC

Give a friendly unit **3**/**3** for this phase.
Give another friendly unit **2**/**2** for this phase.
Give a third friendly unit **1**/**1** for this phase.

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 108/252

4 EVENT

MAXIMUM FIREPOWER

IMPERIAL • TACTIC

A friendly **IMPERIAL** unit deals damage equal to its power to a unit.
Then, another friendly **IMPERIAL** unit deals damage equal to its power to the same unit.

STEPHEN ZAVALA ©LFL ©FFG SOR • EN 234/252

4 EVENT

MAXIMUM FIREPOWER

IMPERIAL • TACTIC

A friendly **IMPERIAL** unit deals damage equal to its power to a unit.
Then, another friendly **IMPERIAL** unit deals damage equal to its power to the same unit.

STEPHEN ZAVALA ©LFL ©FFG SOR • EN 234/252

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**

ITEM • WEAPON • LIGHTSABER

ARTHUR MOUGNE ©LFL ©FFG SOR • 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**

ITEM • WEAPON • LIGHTSABER

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