

6 LEADER UNIT GROUND

◆ **GRAND ADMIRAL THRAWN**  
...HOW UNFORTUNATE



4 IMPERIAL • OFFICIAL 7

**When you use a "When Defeated" ability:**  
You may use that ability again. Use this ability only once each round.

BORJA PINDADO

◆ **GRAND ADMIRAL THRAWN**  
...HOW UNFORTUNATE

**When you use a "When Defeated" ability:** You may exhaust this leader. If you do, use that ability again.

**Epic Action:** if you control 6 or more resources, deploy this leader.

LEADER IMPERIAL • OFFICIAL

BORJA PINDADO

ENERGY CONVERSION LAB



25

**Epic Action:** Play a unit that costs 5 or less from your hand. Give it **AMBUSH** for this phase.

EADU

ADRIEN GIBRO

2 UNIT GROUND

**PYKE SENTINEL**



2 UNDERWORLD 3

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

OMERCAN CIRIT

2 UNIT GROUND

**PYKE SENTINEL**



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

OMERCAN CIRIT

2 UNIT GROUND

**REGIONAL GOVERNOR**



1 IMPERIAL • OFFICIAL 4

**When Played:** Name a card. While this unit is in play, opponents can't play the named card.

YVETTE CHUA

2 UNIT GROUND

**REGIONAL GOVERNOR**



1 IMPERIAL • OFFICIAL 4

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YVETTE CHUA

2 UNIT GROUND

**REGIONAL GOVERNOR**



1 IMPERIAL • OFFICIAL 4

**When Played:** Name a card. While this unit is in play, opponents can't play the named card.

YVETTE CHUA

5 UNIT GROUND

◆ **CLONE COMMANDER CODY**  
COMMANDING THE 212TH



4 REPUBLIC • CLONE • TROOPER 4

**OVERWHELM** (When attacking an enemy unit, deal excess damage to the opponent's base.)  
**COORDINATE** – Each other friendly unit gets  $\oplus 1/\oplus 1$  and gains **OVERWHELM**. (Gain this ability while you control 3 or more units.)

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5 UNIT GROUND

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COMMANDING THE 212TH



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3 UNIT GROUND

◆ **COBB VANTH**  
THE MARSHAL



3 FRINGE • OFFICIAL 2

**When Defeated:** Search the top 10 cards of your deck for a unit that costs 2 or less and discard it. For this phase, you may play that card from your discard pile for free.

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3 UNIT GROUND

◆ **COBB VANTH**  
THE MARSHAL



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3 UNIT SPACE

◆ **VICTOR LEADER**  
LEADING FROM THE FRONT



2 IMPERIAL • VEHICLE • FIGHTER 4

Each other friendly space unit gets  $\oplus 1/\oplus 1$ .

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3 UNIT SPACE

◆ **VICTOR LEADER**  
LEADING FROM THE FRONT



2 IMPERIAL • VEHICLE • FIGHTER 4

Each other friendly space unit gets  $\oplus 1/\oplus 1$ .

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3 UNIT SPACE

◆ **VICTOR LEADER**  
LEADING FROM THE FRONT



2 IMPERIAL • VEHICLE • FIGHTER 4

Each other friendly space unit gets  $\oplus 1/\oplus 1$ .

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6 UNIT SPACE

◆ **THE INVISIBLE HAND**  
CRAWLING WITH VULTURES



6 SEPARATIST • VEHICLE • CAPITAL SHIP 6

**When Played/When this unit completes an attack (and survives):** You may search the top 8 cards of your deck for a **DROID** unit, reveal it, and draw it. If it costs 2 or less, you may play it for free. (Put the other cards on the bottom of your deck in a random order.)

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6 UNIT SPACE

◆ **THE INVISIBLE HAND**  
CRAWLING WITH VULTURES



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2 UNIT SPACE

**SWARMING VULTURE DROID**




2 SEPARATIST • DROID • VEHICLE • FIGHTER 2

A deck can have up to 15 copies of this card.  
This unit gets +1/+0 for each other friendly Swarming Vulture Droid.

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2 UNIT SPACE

**SWARMING VULTURE DROID**




2 SEPARATIST • DROID • VEHICLE • FIGHTER 2

A deck can have up to 15 copies of this card.  
This unit gets +1/+0 for each other friendly Swarming Vulture Droid.

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2 UNIT SPACE

### SWARMING VULTURE DROID




2 SEPARATIST • DROID • VEHICLE • FIGHTER 2

A deck can have up to 15 copies of this card.  
This unit gets  $\text{+1/0}$  for each other friendly Swarming Vulture Droid.

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2 UNIT SPACE

### SWARMING VULTURE DROID



2 SEPARATIST • DROID • VEHICLE • FIGHTER 2

A deck can have up to 15 copies of this card.  
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A deck can have up to 15 copies of this card.  
This unit gets  $\text{+1/0}$  for each other friendly Swarming Vulture Droid.

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1 EVENT

### TIMELY INTERVENTION

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)  
**SMUGGLE** [2] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



DENIS MEDRI LFL © FFG SHD • EN 129/262

1 EVENT

### TIMELY INTERVENTION

TACTIC

Play a unit from your hand. Give it **AMBUSH** for this phase. (When you play it, it may ready and attack an enemy unit.)  
**SMUGGLE** [2] [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



DENIS MEDRI LFL © FFG SHD • EN 129/262

2 EVENT

### THE EMPEROR'S LEGION

IMPERIAL • SUPPLY

Return each unit in your discard pile that was defeated this phase to your hand.



ESLAM ABOSHADY LFL © FFG SOR • EN 091/252

2 EVENT

### THE EMPEROR'S LEGION

IMPERIAL • SUPPLY

Return each unit in your discard pile that was defeated this phase to your hand.



ESLAM ABOSHADY LFL © FFG SOR • EN 091/252

**3** EVENT

**POWER OF THE DARK SIDE**

INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 041/252

**3** EVENT

**POWER OF THE DARK SIDE**

INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 041/252

**3** EVENT

**POWER OF THE DARK SIDE**

INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 041/252

**3** EVENT

**REPROCESS**

SUPPLY

Choose up to 4 units in your discard pile. Put them on the bottom of your deck in a random order and create that many Battle Droid tokens.




ARTHUR MOUGNE ©LFL ©FFG TWI • EN 088/257

**4** EVENT

**TAKEDOWN**

TACTIC

Defeat a unit with 5 or less remaining HP.




ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

**4** EVENT

**TAKEDOWN**

TACTIC

Defeat a unit with 5 or less remaining HP.




ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

**4** EVENT

**TAKEDOWN**

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

**5** EVENT

**NO GLORY, ONLY RESULTS**

TACTIC

Take control of a non-leader unit, then defeat it.



FRANCOIS CANNELS ©LFL ©FFG JTL • EN 43/262

**5** EVENT

**NO GLORY, ONLY RESULTS**

TACTIC

Take control of a non-leader unit, then defeat it.



FRANCOIS CANNELS ©LFL ©FFG JTL • EN 43/262

**5** EVENT

**NO GLORY, ONLY RESULTS**

TACTIC

Take control of a non-leader unit, then defeat it.



FRANCOIS CANNELS © LFL © FFG JTL • EN 43/262

**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $+2/+2$  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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**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $+2/+2$  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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**5** EVENT

**OVERWHELMING BARRAGE**

TACTIC

Give a friendly unit  $+2/+2$  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** EVENT

**RIVAL'S FALL**

TACTIC

Defeat a unit.



DAVID NASH © LFL © FFG SHD • EN 079/202

**1** UPGRADE

**BOUNTY HUNTER'S QUARRY**

Attached unit gains: **"Bounty** – Search the top 5 cards of your deck, or 10 cards instead if this unit is unique, for a unit that costs  $\leq$  or less and play it for free." (Put the other cards on the bottom of your deck in a random order.)

**BOUNTY HUNTER'S QUARRY**

**BOUNTY • CONDITION**

IGNACIO BAZAN LAZZANO © LFL © FFG SHD • EN 123/202

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**BOUNTY HUNTER'S QUARRY**

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