

6 LEADER UNIT GROUND

◆ **DARTH VADER**
VICTOR SQUADRON LEADER

5 **6**

Attached unit is a leader unit.
When deployed as an upgrade: Create 2 TIE Fighter tokens.

◆ **DARTH VADER**
FORCE • IMPERIAL • SITH • PILOT **+5**

BORJA PINDADO

◆ **DARTH VADER**
VICTOR SQUADRON LEADER

Action [🔄]: If you attacked with a non-token **VEHICLE** unit this phase, create a TIE Fighter token.

Epic Action: If you control 6 or more resources, choose one:

- Deploy this leader.
- Deploy this leader as an upgrade on a friendly **VEHICLE** unit without a **PILOT** on it.

6/6 (45) (45)

LEADER

FORCE • IMPERIAL • SITH • PILOT

BORJA PINDADO

30

BASE

MASSASSI TEMPLE

YAVIN 4

RODOLFO ESPIN

JTL • EN 84/262

1 UNIT GROUND

DEATH STAR STORMTROOPER

3 **1**

IMPERIAL • TROOPER

ARIO MURTI

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DEATH STAR STORMTROOPER

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1 UNIT GROUND

DEATH STAR STORMTROOPER

3 **1**

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©LFL ©FFG SOR • EN 128/252

7 UNIT GROUND

◆ **DARTH VADER**
COMMANDING THE FIRST LEGION

5 **7**

FORCE • IMPERIAL • SITH

AMBUSH
When Played: Search the top 10 cards of your deck for any number of 🗄 units with combined cost 5 or less and play each of them for free.

IVAN DEDOV

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7 UNIT GROUND

◆ **DARTH VADER**
COMMANDING THE FIRST LEGION

5 **7**

FORCE • IMPERIAL • SITH

AMBUSH
When Played: Search the top 10 cards of your deck for any number of 🗄 units with combined cost 5 or less and play each of them for free.

IVAN DEDOV

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2 UNIT GROUND

◆ **WINGMAN VICTOR TWO**
MAULER MITHEL

3 **2**

PILOTING [🗄 🗄 🗄] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
When played as an upgrade: Create a TIE Fighter token.

◆ **WINGMAN VICTOR TWO**
IMPERIAL • PILOT **+1**

OMERCAN CIRIT

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UNIT GROUND

2 **WINGMAN VICTOR TWO**
MAULER MITHEL

3 2

PILOTING [1] [2] [3] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: Create a TIE Fighter token.

+1 **WINGMAN VICTOR TWO** +1
IMPERIAL • PILOT

OPERCAN CIRIT LFL © FF6 JTL • EN 84/282

UNIT GROUND

2 **WINGMAN VICTOR TWO**
MAULER MITHEL

3 2

PILOTING [1] [2] [3] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: Create a TIE Fighter token.

+1 **WINGMAN VICTOR TWO** +1
IMPERIAL • PILOT

OPERCAN CIRIT LFL © FF6 JTL • EN 84/282

UNIT GROUND

3 **WINGMAN VICTOR THREE**
BACKSTABBER

4 3

PILOTING [1] [2] [3] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may give an Experience token to another unit.

+1 **WINGMAN VICTOR THREE** +1
IMPERIAL • PILOT

TATSIANA MAKSHUK LFL © FF6 JTL • EN 88/282

UNIT GROUND

3 **WINGMAN VICTOR THREE**
BACKSTABBER

4 3

PILOTING [1] [2] [3] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may give an Experience token to another unit.

+1 **WINGMAN VICTOR THREE** +1
IMPERIAL • PILOT

TATSIANA MAKSHUK LFL © FF6 JTL • EN 88/282

UNIT GROUND

3 **WINGMAN VICTOR THREE**
BACKSTABBER

4 3

PILOTING [1] [2] [3] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may give an Experience token to another unit.

+1 **WINGMAN VICTOR THREE** +1
IMPERIAL • PILOT

TATSIANA MAKSHUK LFL © FF6 JTL • EN 88/282

UNIT GROUND

6 **DARTH VADER**
SCOURGE OF SQUADRONS

7 7

PILOTING [3] [4] [5]

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 LAZCANO LFL © FF6 JTL • EN 142/282

UNIT GROUND

6 **DARTH VADER**
SCOURGE OF SQUADRONS

7 7

PILOTING [3] [4] [5]

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 LAZCANO LFL © FF6 JTL • EN 142/282

UNIT GROUND

1 **BUNKER DEFENDER**

2 1

IMPERIAL • TROOPER

While you control a **VEHICLE** unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

CASICOP LFL © FF6 JTL • EN 107/282

UNIT GROUND

1 **BUNKER DEFENDER**

2 1

IMPERIAL • TROOPER

While you control a **VEHICLE** unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

CASICOP LFL © FF6 JTL • EN 107/282

UNIT GROUND

1 BUNKER DEFENDER

2 IMPERIAL • TROOPER 1

While you control a **VEHICLE** unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

FRENCH CARLOMAGNO © LFL © FF6 JTL • EN 107/282

UNIT SPACE

1 TIE/LN FIGHTER

2 IMPERIAL • VEHICLE • FIGHTER 1

FRENCH CARLOMAGNO © LFL © FF6 SOR • EN 225/252

UNIT SPACE

1 TIE/LN FIGHTER

2 IMPERIAL • VEHICLE • FIGHTER 1

FRENCH CARLOMAGNO © LFL © FF6 SOR • EN 225/252

UNIT SPACE

1 TIE/LN FIGHTER

2 IMPERIAL • VEHICLE • FIGHTER 1

FRENCH CARLOMAGNO © LFL © FF6 SOR • EN 225/252

UNIT SPACE

6 RUTHLESS RAIDER

4 IMPERIAL • VEHICLE • CAPITAL SHIP 6

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 134/252

UNIT SPACE

2 OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 2 or less.

FRANCOIS CANNELS © LFL © FF6 SOR • EN 082/202

UNIT SPACE

2 OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 2 or less.

FRANCOIS CANNELS © LFL © FF6 SOR • EN 082/202

UNIT SPACE

6 QUASAR TIE CARRIER

5 IMPERIAL • VEHICLE • CAPITAL SHIP 7

On Attack: Create a TIE Fighter token.

ANELIE HUTT © LFL © FF6 JTL • EN 243/282

UNIT SPACE

6 QUASAR TIE CARRIER

5 IMPERIAL • VEHICLE • CAPITAL SHIP 7

On Attack: Create a TIE Fighter token.

ANELIE HUTT © LFL © FF6 JTL • EN 243/282

UNIT SPACE

2 TIE BOMBER

0 IMPERIAL • VEHICLE • FIGHTER 4

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

AMAD MER LFL © FF6 JTL • EN 237/262

UNIT SPACE

2 TIE BOMBER

0 IMPERIAL • VEHICLE • FIGHTER 4

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

AMAD MER LFL © FF6 JTL • EN 237/262

UNIT SPACE

2 TIE BOMBER

0 IMPERIAL • VEHICLE • FIGHTER 4

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

AMAD MER LFL © FF6 JTL • EN 237/262

UNIT SPACE

2 KIJIMI PATROLLERS

1 FIRST ORDER • VEHICLE • FIGHTER 1

When Played: Create a TIE Fighter token.

CHRISTIAN PAPAZOGLAKIS LFL © FF6 JTL • EN 82/262

UNIT SPACE

2 KIJIMI PATROLLERS

1 FIRST ORDER • VEHICLE • FIGHTER 1

When Played: Create a TIE Fighter token.

CHRISTIAN PAPAZOGLAKIS LFL © FF6 JTL • EN 82/262

UNIT SPACE

2 KIJIMI PATROLLERS

1 FIRST ORDER • VEHICLE • FIGHTER 1

When Played: Create a TIE Fighter token.

CHRISTIAN PAPAZOGLAKIS LFL © FF6 JTL • EN 82/262

UNIT SPACE

1 FIRST ORDER TIE FIGHTER

2 FIRST ORDER • VEHICLE • FIGHTER 1

While you control a token unit, this unit gains **RAID 1**. (It gets +1/+0 while attacking.)

SHANE MOLINA LFL © FF6 JTL • EN 81/262

UNIT SPACE

1 FIRST ORDER TIE FIGHTER

2 FIRST ORDER • VEHICLE • FIGHTER 1

While you control a token unit, this unit gains **RAID 1**. (It gets +1/+0 while attacking.)

SHANE MOLINA LFL © FF6 JTL • EN 81/262

UNIT SPACE

1 FIRST ORDER TIE FIGHTER

2 FIRST ORDER • VEHICLE • FIGHTER 1

While you control a token unit, this unit gains **RAID 1**. (It gets +1/+0 while attacking.)

SHANE MOLINA LFL © FF6 JTL • EN 81/262

UNIT SPACE

3 **VICTOR LEADER**
LEADING FROM THE FRONT



2 IMPERIAL • VEHICLE • FIGHTER 4

Each other friendly space unit gets +1/+1.

FRANCOIS CANNELS LFL © FFG JTL • EN 85/282

UNIT SPACE

3 **VICTOR LEADER**
LEADING FROM THE FRONT



2 IMPERIAL • VEHICLE • FIGHTER 4

Each other friendly space unit gets +1/+1.

FRANCOIS CANNELS LFL © FFG JTL • EN 85/282

UNIT SPACE

3 **VICTOR LEADER**
LEADING FROM THE FRONT



2 IMPERIAL • VEHICLE • FIGHTER 4

Each other friendly space unit gets +1/+1.

FRANCOIS CANNELS LFL © FFG JTL • EN 85/282

UNIT SPACE

4 **TIE AMBUSH SQUADRON**



2 IMPERIAL • VEHICLE • FIGHTER 3

AMBUSH (When you play this unit, it may attack an enemy unit.)
When Played/When Defeated: Create a TIE Fighter token.

SHANE MOLINA LFL © FFG JTL • EN 87/282

UNIT SPACE

4 **TIE AMBUSH SQUADRON**



2 IMPERIAL • VEHICLE • FIGHTER 3

AMBUSH (When you play this unit, it may attack an enemy unit.)
When Played/When Defeated: Create a TIE Fighter token.

SHANE MOLINA LFL © FFG JTL • EN 87/282

UNIT SPACE

4 **CLONE COMBAT SQUADRON**



3 REPUBLIC • VEHICLE • FIGHTER 3

This unit gets +1/+1 for each other friendly space unit.

TIM PETER LFL © FFG JTL • EN 115/282

UNIT SPACE

4 **CLONE COMBAT SQUADRON**



3 REPUBLIC • VEHICLE • FIGHTER 3

This unit gets +1/+1 for each other friendly space unit.

TIM PETER LFL © FFG JTL • EN 115/282

UNIT SPACE

5 **DORNEAN GUNSHIP**



4 REBEL • VEHICLE • CAPITAL SHIP 6

When Played: Deal indirect damage to a player equal to the number of **VEHICLE** units you control. (That player assigns that much unpreventable damage among their base and units.)

AMELIE HUTT LFL © FFG JTL • EN 116/282

UNIT SPACE

5 **DORNEAN GUNSHIP**



4 REBEL • VEHICLE • CAPITAL SHIP 6

When Played: Deal indirect damage to a player equal to the number of **VEHICLE** units you control. (That player assigns that much unpreventable damage among their base and units.)

AMELIE HUTT LFL © FFG JTL • EN 116/282

2 EVENT | **FORCE CHOKO**
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 CHOKO**
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

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

3 EVENT | **MERCILESS CONTEST**
TACTIC

Each player chooses a non-leader unit they control. Defeat those units.



JAMES DALY ©LFL ©FFG TWI • EN 238/257

3 EVENT | **MERCILESS CONTEST**
TACTIC

Each player chooses a non-leader unit they control. Defeat those units.



JAMES DALY ©LFL ©FFG TWI • EN 238/257

6 EVENT | **PLANETARY BOMBARDMENT**
TACTIC

Deal 8 indirect damage to a player. If you control a **CAPITAL SHIP** unit, deal 12 indirect damage instead.



IGNACIO BAZAN LAZZANO ©LFL ©FFG JTL • EN 181/282

2 EVENT | **AIR SUPERIORITY**
TACTIC

If you control more space units than an opponent, deal 4 damage to a ground unit that opponent controls.



KYLE RETCHOV ©LFL ©FFG JTL • EN 125/282

