

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 **+5**

FORCE • IMPERIAL • SITH • PILOT

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. **5** (5) (5)

LEADER

FORCE • IMPERIAL • SITH • PILOT

BORJA PINDADO

MASSASSI TEMPLE

BASE

30

YAVIN 4

RODRIK ESPIN

1 UNIT GROUND

DEATH STAR STORMTROOPER



3 **1**

IMPERIAL • TROOPER

ARIO MURTI

1 UNIT GROUND

DEATH STAR STORMTROOPER



3 **1**

IMPERIAL • TROOPER

ARIO MURTI

1 UNIT GROUND

DEATH STAR STORMTROOPER



3 **1**

IMPERIAL • TROOPER

ARIO MURTI

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 [SITH] units with combined cost 5 or less and play each of them for free.

IVAN DEDOV

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 [SITH] units with combined cost 5 or less and play each of them for free.

IVAN DEDOV

2 UNIT GROUND

◆ WINGMAN VICTOR TWO
MAULER MITHEL



3 **2**

PILOTING [1] [SITH] [VEHICLE] (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 **+1**

IMPERIAL • PILOT

OMERCAN CIRIT

2 UNIT GROUND

◆ **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.

◆ **WINGMAN VICTOR TWO** **+1**

IMPERIAL • PILOT

OMERCAN CIRIT LFL • FFG JTL • EN 84/262

2 UNIT GROUND

◆ **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.

◆ **WINGMAN VICTOR TWO** **+1**

IMPERIAL • PILOT

OMERCAN CIRIT LFL • FFG JTL • EN 84/262

3 UNIT GROUND

◆ **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.

◆ **WINGMAN VICTOR THREE** **+1**

IMPERIAL • PILOT

TATSIANA MAKSIUK LFL • FFG JTL • EN 86/262

3 UNIT GROUND

◆ **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.

◆ **WINGMAN VICTOR THREE** **+1**

IMPERIAL • PILOT

TATSIANA MAKSIUK LFL • FFG JTL • EN 86/262

3 UNIT GROUND

◆ **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.

◆ **WINGMAN VICTOR THREE** **+1**

IMPERIAL • PILOT

TATSIANA MAKSIUK LFL • FFG JTL • EN 86/262

6 UNIT GROUND

◆ **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."

◆ **DARTH VADER** **+3**

FORCE • IMPERIAL • SITH • PILOT

IGNACIO BAZAN LAZCANO LFL • FFG JTL • EN 142/262

6 UNIT GROUND

◆ **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."

◆ **DARTH VADER** **+3**

FORCE • IMPERIAL • SITH • PILOT

IGNACIO BAZAN LAZCANO LFL • FFG JTL • EN 142/262

1 UNIT GROUND

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.)

JB CASAP LFL • FFG JTL • EN 107/262

1 UNIT GROUND

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.)

JB CASAP LFL • FFG JTL • EN 107/262

1 UNIT GROUND

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.)

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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

6 UNIT SPACE

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 © FFG SOR • EN 134/252

2 UNIT SPACE

OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 3 or less.

FRANCOIS CANNELS © LFL © FFG SHD • EN 082/252

2 UNIT SPACE

OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 3 or less.

FRANCOIS CANNELS © LFL © FFG SHD • EN 082/252

6 UNIT SPACE

QUASAR TIE CARRIER

5 IMPERIAL • VEHICLE • CAPITAL SHIP 7

On Attack: Create a TIE Fighter token.

AMELIE HUTT © LFL © FFG JTL • EN 243/252

6 UNIT SPACE

QUASAR TIE CARRIER

5 IMPERIAL • VEHICLE • CAPITAL SHIP 7

On Attack: Create a TIE Fighter token.

AMELIE HUTT © LFL © FFG JTL • EN 243/252

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.)

AMAO NBR LFL © FFG 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.)

AMAO NBR LFL © FFG 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.)

AMAO NBR LFL © FFG 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 © FFG 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 © FFG 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 © FFG 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 © FFG 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 © FFG 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 © FFG JTL • EN 81/262

3 UNIT SPACE

◆ VICTOR LEADER
LEADING FROM THE FRONT



2 IMPERIAL • VEHICLE • FIGHTER 4

Each other friendly space unit gets $\frac{1}{1}$.

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3 UNIT SPACE

◆ VICTOR LEADER
LEADING FROM THE FRONT



2 IMPERIAL • VEHICLE • FIGHTER 4

Each other friendly space unit gets $\frac{1}{1}$.

FRANCOIS CANNELS © LFL © FFG JTL • EN 85/282

3 UNIT SPACE

◆ VICTOR LEADER
LEADING FROM THE FRONT



2 IMPERIAL • VEHICLE • FIGHTER 4

Each other friendly space unit gets $\frac{1}{1}$.

FRANCOIS CANNELS © LFL © FFG JTL • EN 85/282

4 UNIT SPACE

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

4 UNIT SPACE

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

4 UNIT SPACE

CLONE COMBAT SQUADRON



3 REPUBLIC • VEHICLE • FIGHTER 3

This unit gets $\frac{1}{1}$ for each other friendly space unit.

TIMO PETER © LFL © FFG JTL • EN 115/282

4 UNIT SPACE

CLONE COMBAT SQUADRON



3 REPUBLIC • VEHICLE • FIGHTER 3

This unit gets $\frac{1}{1}$ for each other friendly space unit.

TIMO PETER © LFL © FFG JTL • EN 115/282

5 UNIT SPACE

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

5 UNIT SPACE

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.)

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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

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 181/262

2 EVENT

AIR SUPERIORITY

TACTIC

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



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