

6 LEADER UNIT GROUND

◆ **DARTH MAUL**
SITH REVEALED



5 FORCE • SITH **6**

On Attack: Deal 1 damage to a unit and 1 damage to a different unit.

GABRIEL GÓMEZ ALMENZAR

◆ **DARTH MAUL**
SITH REVEALED

Action [↻, use the Force (lose your Force token)]: Deal 1 damage to a unit and 1 damage to a different unit.

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

6/6

LEADER

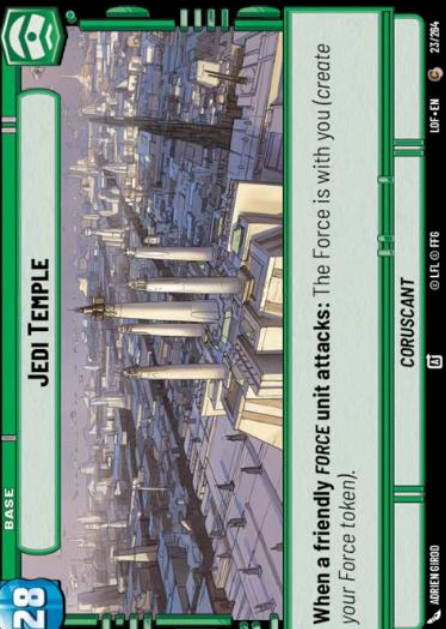


FORCE • SITH

GABRIEL GÓMEZ ALMENZAR

28 BASE

JEDI TEMPLE



When a friendly FORCE unit attacks: The Force is with you (create your Force token).

CORUSCANT

ABREN KIBOD

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

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

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

1 UNIT GROUND

◆ **BENTHIC "TWO TUBES"**
PARTISAN LIEUTENANT



2 REBEL • TROOPER **2**

On Attack: Another friendly unit gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

OMERCAN CIRIT

1 UNIT GROUND

◆ **BENTHIC "TWO TUBES"**
PARTISAN LIEUTENANT



2 REBEL • TROOPER **2**

On Attack: Another friendly unit gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

OMERCAN CIRIT

9 UNIT GROUND

KRAYT DRAGON



10 CREATURE **10**

OVERWHELM

When an opponent plays a card: You may deal damage equal to that card's cost to their base or a ground unit they control.

LEONARDO GIAMMICHELLE

6 UNIT GROUND

◆ SAVAGE OPRESS
OPROUD WITH HATE



9 FORCE • NIGHT 6

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

When Played/When Defeated: You may use the Force (lose your Force token). If you don't, deal 9 damage to your base.

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6 UNIT GROUND

◆ SAVAGE OPRESS
OPROUD WITH HATE



9 FORCE • NIGHT 6

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

When Played/When Defeated: You may use the Force (lose your Force token). If you don't, deal 9 damage to your base.

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6 UNIT GROUND

◆ SAVAGE OPRESS
OPROUD WITH HATE



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When Played/When Defeated: You may use the Force (lose your Force token). If you don't, deal 9 damage to your base.

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4 UNIT GROUND

◆ DARTH TYRANUS
SERVANT OF SIDIOUS



4 FORCE • SEPARATIST • SITH 3

SHIELDED (When you play this unit, give a Shield token to him.)

While the Force is with you, this unit gains **AMBUSH**. (When you play this unit, he may attack an enemy unit.)

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4 UNIT GROUND

◆ DARTH TYRANUS
SERVANT OF SIDIOUS



4 FORCE • SEPARATIST • SITH 3

SHIELDED (When you play this unit, give a Shield token to him.)

While the Force is with you, this unit gains **AMBUSH**. (When you play this unit, he may attack an enemy unit.)

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4 UNIT GROUND

◆ DARTH TYRANUS
SERVANT OF SIDIOUS



4 FORCE • SEPARATIST • SITH 3

SHIELDED (When you play this unit, give a Shield token to him.)

While the Force is with you, this unit gains **AMBUSH**. (When you play this unit, he may attack an enemy unit.)

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2 UNIT GROUND

ACOLYTE OF THE BEYOND



2 SITH 3

On Attack/When Defeated: The Force is with you (create your Force token).

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2 UNIT GROUND

ACOLYTE OF THE BEYOND



2 SITH 3

On Attack/When Defeated: The Force is with you (create your Force token).

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2 UNIT GROUND

ACOLYTE OF THE BEYOND



2 SITH 3

On Attack/When Defeated: The Force is with you (create your Force token).

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4 UNIT GROUND

◆ **QUINLAN VOS**
DARK DISCIPLE



4 FORCE • JEDI • REPUBLIC **5**

On Attack: If this unit has 3 or more power, you may deal 2 damage to an enemy base.

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4 UNIT GROUND

◆ **QUINLAN VOS**
DARK DISCIPLE



4 FORCE • JEDI • REPUBLIC **5**

On Attack: If this unit has 3 or more power, you may deal 2 damage to an enemy base.

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5 UNIT GROUND

◆ **ASAJ VENTRESS**
HARDEN YOUR HEART



5 FORCE • NIGHT • BOUNTY HUNTER **6**

When Played/On Attack: Give another friendly **FORCE** unit $\frac{2}{0}$ for this phase.

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5 UNIT GROUND

◆ **ASAJ VENTRESS**
HARDEN YOUR HEART



5 FORCE • NIGHT • BOUNTY HUNTER **6**

When Played/On Attack: Give another friendly **FORCE** unit $\frac{2}{0}$ for this phase.

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6 UNIT GROUND

◆ **EIGHTH BROTHER**
HUNT TOGETHER



5 FORCE • IMPERIAL • INQUISITOR **7**

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

When you play another unit: You may use the Force (lose your Force token). If you do, give a unit $\frac{2}{2}$ for this phase.

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6 UNIT GROUND

◆ **EIGHTH BROTHER**
HUNT TOGETHER



5 FORCE • IMPERIAL • INQUISITOR **7**

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

When you play another unit: You may use the Force (lose your Force token). If you do, give a unit $\frac{2}{2}$ for this phase.

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5 UNIT GROUND

DAGOYAN MASTER



5 FORCE **5**

When Played/When Defeated: You may use the Force (lose your Force token). If you do, search the top 5 cards of your deck for a **FORCE** unit, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

AITOR PRIETO LFL © FFG LOF • EN 110/264

5 UNIT GROUND

DAGOYAN MASTER



5 FORCE **5**

When Played/When Defeated: You may use the Force (lose your Force token). If you do, search the top 5 cards of your deck for a **FORCE** unit, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

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3 UNIT GROUND

JEDI IN HIDING



3 FORCE • JEDI **3**

HIDDEN (This unit can't be attacked if it was played this phase.)

When Defeated: You may use the Force (lose your Force token). If you do, each opponent discards a card from their hand.

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3 UNIT GROUND

JEDI IN HIDING



3 FORCE • JEDI 3

HIDDEN (This unit can't be attacked if it was played this phase.)

When Defeated: You may use the Force (lose your Force token). If you do, each opponent discards a card from their hand.

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3 UNIT GROUND

JEDI IN HIDING



3 FORCE • JEDI 3

HIDDEN (This unit can't be attacked if it was played this phase.)

When Defeated: You may use the Force (lose your Force token). If you do, each opponent discards a card from their hand.

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4 UNIT GROUND

JEDI TEMPLE GUARDS



2 FORCE • JEDI 4

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

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

SALONÉ GORE LFL • FF6 LOF • EN 113/264

4 UNIT GROUND

JEDI TEMPLE GUARDS



2 FORCE • JEDI 4

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

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

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4 UNIT GROUND

JEDI TEMPLE GUARDS



2 FORCE • JEDI 4

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

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

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3 UNIT SPACE

DROID MISSILE PLATFORM



4 SEPARATIST • DROID • VEHICLE • TRANSPORT 2

When Defeated: Deal 3 indirect damage to a player. (They assign 3 unpreventable damage among their base and units.)

ESLAN ABOSHADY LFL • FF6 JTL • EN 162/262

3 UNIT SPACE

DROID MISSILE PLATFORM



4 SEPARATIST • DROID • VEHICLE • TRANSPORT 2

When Defeated: Deal 3 indirect damage to a player. (They assign 3 unpreventable damage among their base and units.)

ESLAN ABOSHADY LFL • FF6 JTL • EN 162/262

3 UNIT SPACE

DROID MISSILE PLATFORM



4 SEPARATIST • DROID • VEHICLE • TRANSPORT 2

When Defeated: Deal 3 indirect damage to a player. (They assign 3 unpreventable damage among their base and units.)

ESLAN ABOSHADY LFL • FF6 JTL • EN 162/262

4 UNIT SPACE

SCIMITAR

SITH INFILTRATOR



3 SITH • VEHICLE • TRANSPORT 4

While this unit is damaged, it gets $\ominus 1/0$.

AARON DHANCA LFL • FF6 LOF • EN 233/264

UNIT SPACE

4 SCIMITAR
SITH INFILTRATOR

3 SITH • VEHICLE • TRANSPORT 4

While this unit is damaged, it gets $\ominus 1/\oplus 0$.

AARON DHANDA

UNIT SPACE

4 SCIMITAR
SITH INFILTRATOR

3 SITH • VEHICLE • TRANSPORT 4

While this unit is damaged, it gets $\ominus 1/\oplus 0$.

AARON DHANDA

UNIT SPACE

2 STRIKESHIP

0 UNDERWORLD • VEHICLE • FIGHTER • NIHL 3

RAID 3 (This unit gets +3/+0 while attacking.)
OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

SPACE GOOSE

UNIT SPACE

2 STRIKESHIP

0 UNDERWORLD • VEHICLE • FIGHTER • NIHL 3

RAID 3 (This unit gets +3/+0 while attacking.)
OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

SPACE GOOSE

UNIT SPACE

2 STRIKESHIP

0 UNDERWORLD • VEHICLE • FIGHTER • NIHL 3

RAID 3 (This unit gets +3/+0 while attacking.)
OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

SPACE GOOSE

EVENT

3 OPEN FIRE
TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA

EVENT

3 OPEN FIRE
TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA

EVENT

3 OPEN FIRE
TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA

EVENT

2 FORCE CHOKER
FORCE

If you control a **FORCE** unit, this event costs $\ominus 1$ less to play.
Deal 5 damage to a non-**VEHICLE** unit.
That unit's controller draws a card.

STEFANO LANDINI

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.

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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 UPGRADE | **FALLEN LIGHTSABER**

Attach to a non-**VEHICLE** unit.
If attached unit is a **FORCE** unit, it gains:
"On Attack: Deal 1 damage to each ground unit the defending player controls."

+3 **FALLEN LIGHTSABER** **+3**
ITEM • WEAPON • LIGHTSABER

MILOŠ SLAVKOVIĆ ©LFL ©FFG SOR-EN 137/252

3 UPGRADE | **♠ DARTH MAUL'S LIGHTSABER**

Attach to a friendly non-**VEHICLE** unit.
When Played: If attached unit is Darth Maul, you may attack with him. For this attack, he gains **OVERWHELM** and can't attack bases.

+4 **♠ DARTH MAUL'S LIGHTSABER** **+2**
ITEM • WEAPON • LIGHTSABER

ISLAM ABDOHAYY ©LFL ©FFG LDF-EN 96/254

3 UPGRADE | **♠ DARTH MAUL'S LIGHTSABER**

Attach to a friendly non-**VEHICLE** unit.
When Played: If attached unit is Darth Maul, you may attack with him. For this attack, he gains **OVERWHELM** and can't attack bases.

+4 **♠ DARTH MAUL'S LIGHTSABER** **+2**
ITEM • WEAPON • LIGHTSABER

ISLAM ABDOHAYY ©LFL ©FFG LDF-EN 96/254

3 UPGRADE | **♠ DARTH MAUL'S LIGHTSABER**

Attach to a friendly non-**VEHICLE** unit.
When Played: If attached unit is Darth Maul, you may attack with him. For this attack, he gains **OVERWHELM** and can't attack bases.

+4 **♠ DARTH MAUL'S LIGHTSABER** **+2**
ITEM • WEAPON • LIGHTSABER

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