

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 ALPENZAR

◆ **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.

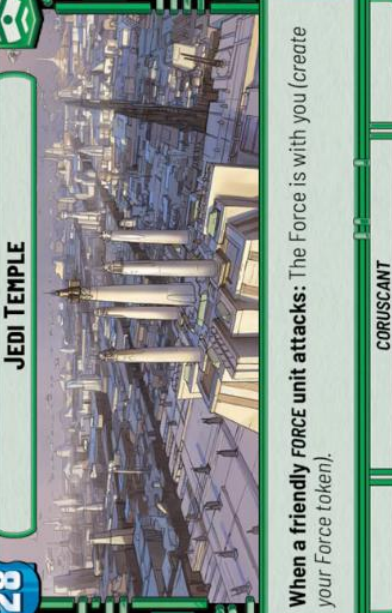
Epic Action: if you control 6 or more resources, deploy this leader.

LEADER **FORCE • SITH**

GABRIEL GÓMEZ ALPENZAR

28 BASE

JEDI TEMPLE



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

CORUSCANT

JORDEN GIBBOD

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 GIAMMICHIELLE

6 UNIT GROUND

◆ SAVAGE OPRESS
OPRESS D 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.

NAME: ESCABR © LFL © FFG LOF • EN 119/264

6 UNIT GROUND

◆ SAVAGE OPRESS
OPRESS D 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.

NAME: ESCABR © LFL © FFG LOF • EN 119/264

6 UNIT GROUND

◆ SAVAGE OPRESS
OPRESS D 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.

NAME: ESCABR © LFL © FFG LOF • EN 119/264

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.)

PIUS BAK © LFL © FFG LOF • EN 231/264

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.)

PIUS BAK © LFL © FFG LOF • EN 231/264

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.)

PIUS BAK © LFL © FFG LOF • EN 231/264

2 UNIT GROUND

ACOLYTE OF THE BEYOND



2 SITH 3

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

KAIHOUD STUDIOS © LFL © FFG LOF • EN 129/264

2 UNIT GROUND

ACOLYTE OF THE BEYOND



2 SITH 3

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

KAIHOUD STUDIOS © LFL © FFG LOF • EN 129/264

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.

BENJAMIN PAULUS LFL © FFG LOF • EN 163/264

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.

BENJAMIN PAULUS LFL © FFG LOF • EN 163/264

5 UNIT GROUND

◆ **ASAJJ VENTRESS**
HARDEN YOUR HEART



5 FORCE • NIGHT • BOUNTY HUNTER **6**

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

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5 UNIT GROUND

◆ **ASAJJ VENTRESS**
HARDEN YOUR HEART



5 FORCE • NIGHT • BOUNTY HUNTER **6**

When Played/On Attack: Give another friendly **FORCE** 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.

BALDEYAR RIVAS LFL © FFG LOF • EN 87/264

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.

BALDEYAR RIVAS LFL © FFG LOF • EN 87/264

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.)

AITOR PRIETO LFL © FFG LOF • EN 115/264

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.)

AITOR PRIETO LFL © FFG LOF • EN 115/264

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.

BENJAMIN PAULUS

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.

BENJAMIN PAULUS

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.)

SALOMÉ GORE

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.)

SALOMÉ GORE

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.)

SALOMÉ GORE

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.)

ESLAM ABOSHADY

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.)

ESLAM ABOSHADY

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.)

ESLAM ABOSHADY

4 UNIT SPACE

SCIMITAR
SITH INFILTRATOR



3 SITH • VEHICLE • TRANSPORT 4

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

AARON DRANCA

4 UNIT SPACE

♦ SCIMITAR
SITH INFILTRATOR

3 SITH • VEHICLE • TRANSPORT 4

While this unit is damaged, it gets $\ominus 3/\oplus 0$.

AARON DHANDA © LFL © FFG LOF • EN 233/264

4 UNIT SPACE

♦ SCIMITAR
SITH INFILTRATOR

3 SITH • VEHICLE • TRANSPORT 4

While this unit is damaged, it gets $\ominus 3/\oplus 0$.

AARON DHANDA © LFL © FFG LOF • EN 233/264

2 UNIT SPACE

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.)

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2 UNIT SPACE

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 © LFL © FFG LOF • EN 131/264

2 UNIT SPACE

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.)

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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

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA © LFL © FFG SOR • EN 172/252

2 EVENT

FORCE CHOKE

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 © LFL © FFG 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 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



MILOS SLAVKOVIC ©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



ESLAM ABOSHAZI ©LFL ©FFG LOF • EN 340/294

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



ESLAM ABOSHAZI ©LFL ©FFG LOF • EN 340/294

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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