

5

UNIT

GROUND

◆

GENERAL KRELL

HEARTLESS TACTICIAN

5

4

FORCE • JEDI • REPUBLIC

Each other friendly unit gains:
"When Defeated: You may draw a card."

LUKE HARRINGTON

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SOR • EN

105/252

5

UNIT

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LUKE HARRINGTON

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105/252

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

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SOR • EN

092/252

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

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092/252

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OVERWHELMING BARRAGE

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FRANCOIS CANNELS

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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

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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

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9

UNIT

SPACE

◆

RELENTLESS

KONSTANTINE'S FOLLY

8

8

IMPERIAL • VEHICLE • CAPITAL SHIP

The first event played by each opponent each round loses all abilities.

ROSS TAYLOR

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089/252

UNIT

GROUND

8

BLIZZARD ASSAULT AT-AT

9

IMPERIAL • VEHICLE • WALKER

9

When this unit attacks and defeats a unit:
You may deal the excess damage from this attack to an enemy ground unit.

ARTHUR MOUGNE

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SOR • EN 088/252

UNIT

GROUND

8

BLIZZARD ASSAULT AT-AT

9

IMPERIAL • VEHICLE • WALKER

9

When this unit attacks and defeats a unit:
You may deal the excess damage from this attack to an enemy ground unit.

ARTHUR MOUGNE

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SOR • EN 088/252

UNIT

GROUND

8

BLIZZARD ASSAULT AT-AT

9

IMPERIAL • VEHICLE • WALKER

9

When this unit attacks and defeats a unit:
You may deal the excess damage from this attack to an enemy ground unit.

ARTHUR MOUGNE

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SOR • EN 088/252

UNIT

SPACE

6

GLADIATOR STAR DESTROYER

5

IMPERIAL • VEHICLE • CAPITAL SHIP

6

When Played: Give a unit **SENTINEL** for this phase. (Units in this arena can't attack your non-Sentinel units or your base.)

ARTHUR MOUGNE

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SOR • EN 086/252

UNIT

SPACE

6

GLADIATOR STAR DESTROYER

5

IMPERIAL • VEHICLE • CAPITAL SHIP

6

When Played: Give a unit **SENTINEL** for this phase. (Units in this arena can't attack your non-Sentinel units or your base.)

ARTHUR MOUGNE

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SOR • EN 086/252

UNIT

SPACE

6

GLADIATOR STAR DESTROYER

5

IMPERIAL • VEHICLE • CAPITAL SHIP

6

When Played: Give a unit **SENTINEL** for this phase. (Units in this arena can't attack your non-Sentinel units or your base.)

ARTHUR MOUGNE

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SOR • EN 086/252

UNIT

GROUND

3

SUPERLASER TECHNICIAN

2

IMPERIAL

1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI

©LFL ©FFG

SOR • EN 083/252

UNIT

GROUND

3

SUPERLASER TECHNICIAN

2

IMPERIAL

1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI

©LFL ©FFG

SOR • EN 083/252

UNIT

GROUND

3

SUPERLASER TECHNICIAN

2

IMPERIAL

1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI

©LFL ©FFG

SOR • EN 083/252

4 UNIT GROUND

♦ **GRAND MOFF TARKIN**
DEATH STAR OVERSEER



2 IMPERIAL • OFFICIAL **3**

When Played: Search the top 5 cards of your deck for up to 2 **IMPERIAL** cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)

STEVE MORRIS ©LFL ©FFG SOR • EN 084/252

4 UNIT GROUND

♦ **GRAND MOFF TARKIN**
DEATH STAR OVERSEER



2 IMPERIAL • OFFICIAL **3**

When Played: Search the top 5 cards of your deck for up to 2 **IMPERIAL** cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)

STEVE MORRIS ©LFL ©FFG SOR • EN 084/252

2 UNIT GROUND

SEASONED SHORETROOPER



2 IMPERIAL • TROOPER **3**

While you control 6 or more resources, this unit gets **+2/+0**.

MILOSLAVKOVIC ©LFL ©FFG SOR • EN 081/252

2 UNIT GROUND

SEASONED SHORETROOPER



2 IMPERIAL • TROOPER **3**

While you control 6 or more resources, this unit gets **+2/+0**.

MILOSLAVKOVIC ©LFL ©FFG SOR • EN 081/252

2 UNIT GROUND

SEASONED SHORETROOPER



2 IMPERIAL • TROOPER **3**

While you control 6 or more resources, this unit gets **+2/+0**.

MILOSLAVKOVIC ©LFL ©FFG SOR • EN 081/252

2 UNIT GROUND

♦ **GENERAL TAGGE**
CONCERNED COMMANDER



2 IMPERIAL • OFFICIAL **2**

When Played: Give an Experience token to each of up to 3 **TROOPER** units.

ERIC HIBBELER ©LFL ©FFG SOR • EN 080/252

2 UNIT GROUND

♦ **GENERAL TAGGE**
CONCERNED COMMANDER



2 IMPERIAL • OFFICIAL **2**

When Played: Give an Experience token to each of up to 3 **TROOPER** units.

ERIC HIBBELER ©LFL ©FFG SOR • EN 080/252

4 EVENT

MAXIMUM FIREPOWER
IMPERIAL • TACTIC

A friendly **IMPERIAL** unit deals damage equal to its power to a unit. Then, another friendly **IMPERIAL** unit deals damage equal to its power to the same unit.



STEPHEN ZAVALA ©LFL ©FFG SOR • EN 234/252

4 EVENT

MAXIMUM FIREPOWER
IMPERIAL • TACTIC

A friendly **IMPERIAL** unit deals damage equal to its power to a unit. Then, another friendly **IMPERIAL** unit deals damage equal to its power to the same unit.



STEPHEN ZAVALA ©LFL ©FFG SOR • EN 234/252

UNIT GROUND

6 AT-ST



6 IMPERIAL • VEHICLE • WALKER 7

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

STEPHEN ZAVALA ©LFL ©FFG SOR • EN 232/252

UNIT GROUND

6 AT-ST



6 IMPERIAL • VEHICLE • WALKER 7

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

STEPHEN ZAVALA ©LFL ©FFG SOR • EN 232/252

UNIT GROUND

6 AT-ST



6 IMPERIAL • VEHICLE • WALKER 7

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

STEPHEN ZAVALA ©LFL ©FFG SOR • EN 232/252

UNIT GROUND

3 CELL BLOCK GUARD



3 IMPERIAL • TROOPER 3

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

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 229/252

UNIT GROUND

3 CELL BLOCK GUARD



3 IMPERIAL • TROOPER 3

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

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 229/252

UNIT GROUND

3 CELL BLOCK GUARD



3 IMPERIAL • TROOPER 3

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

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 229/252

UNIT GROUND

2 SNOWTROOPER LIEUTENANT



2 IMPERIAL • TROOPER 2

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets **+2/+0** for this attack.

ERIK LY ©LFL ©FFG SOR • EN 227/252

UNIT GROUND

2 SNOWTROOPER LIEUTENANT



2 IMPERIAL • TROOPER 2

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets **+2/+0** for this attack.

ERIK LY ©LFL ©FFG SOR • EN 227/252

UNIT GROUND

2 SNOWTROOPER LIEUTENANT



2 IMPERIAL • TROOPER 2

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets **+2/+0** for this attack.

ERIK LY ©LFL ©FFG SOR • EN 227/252

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

1

UNIT

SPACE

TIE/LN FIGHTER

2

IMPERIAL • VEHICLE • FIGHTER

1

FRENCH CARLOMAGNO

©LFL ©FFG

SOR • EN

225/252

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

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN

©LFL ©FFG

SOR • EN

126/252

3

EVENT

STRIKE TRUE

TACTIC

A friendly unit deals damage equal to its power to an enemy unit.

AUDREY HOTTE

©LFL ©FFG

SOR • EN

127/252

3

EVENT

STRIKE TRUE

TACTIC

A friendly unit deals damage equal to its power to an enemy unit.

AUDREY HOTTE

©LFL ©FFG

SOR • EN

127/252