

6 LEADER UNIT GROUND

♦ **GRAND ADMIRAL THRAWN**
PATIENT AND INSIGHTFUL



3 IMPERIAL • OFFICIAL **9**

When the action phase starts: Look at the top card of each player's deck.

On Attack: You may reveal the top card of any player's deck. Exhaust a unit that costs the same as or less than the revealed card.

IVAN DEBOV

LEADER

♦ **GRAND ADMIRAL THRAWN**
PATIENT AND INSIGHTFUL

When the action phase starts: Look at the top card of each player's deck.

Action [1, ♠]: Reveal the top card of any player's deck. Exhaust a unit that costs the same as or less than the revealed card.

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

3/9

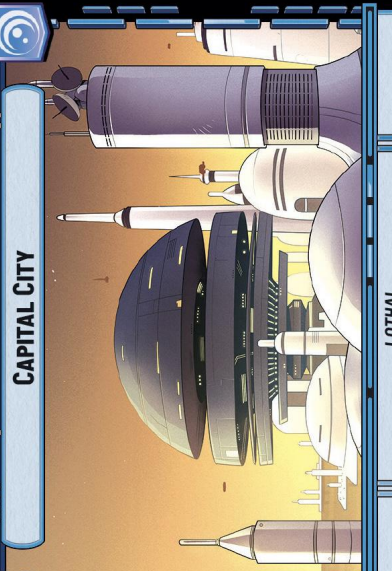
IMPERIAL • OFFICIAL

IVAN DEBOV

30

BASE

CAPITAL CITY



LOTHAL

SEBASTIAN GUDBOND

SUR • EN 020/252

2 UNIT SPACE

♦ **INFERNO FOUR**
UNFORGETTING



2 IMPERIAL • VEHICLE • FIGHTER **3**

When Played/When Defeated: Look at the top 2 cards of your deck. Put any number of them on the bottom of your deck and the rest on top in any order.

RANDALL MACKEY

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SUR • EN 031/252

2 UNIT SPACE

♦ **INFERNO FOUR**
UNFORGETTING



2 IMPERIAL • VEHICLE • FIGHTER **3**

When Played/When Defeated: Look at the top 2 cards of your deck. Put any number of them on the bottom of your deck and the rest on top in any order.

RANDALL MACKEY

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SUR • EN 031/252

2 UNIT SPACE

♦ **INFERNO FOUR**
UNFORGETTING



2 IMPERIAL • VEHICLE • FIGHTER **3**

When Played/When Defeated: Look at the top 2 cards of your deck. Put any number of them on the bottom of your deck and the rest on top in any order.

RANDALL MACKEY

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9 UNIT SPACE

♦ **AVENGER**
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP **8**

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

FRANCOIS CANNELS

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SUR • EN 040/252

9 UNIT SPACE

♦ **AVENGER**
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP **8**

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

FRANCOIS CANNELS

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9 UNIT SPACE

♦ **AVENGER**
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP **8**

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

FRANCOIS CANNELS

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4 **EVENT** **VIGILANCE**
INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 5 or less remaining HP.
- Give a Shield token to a unit.



CRISTINA LAVIÑA ©LFL ©FFG SOR • EN 058/252

3 **EVENT** **POWER OF THE DARK SIDE**
INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 041/252

3 **EVENT** **POWER OF THE DARK SIDE**
INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 041/252

3 **EVENT** **POWER OF THE DARK SIDE**
INNATE

An opponent chooses a unit they control. Defeat that unit.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 041/252

8 **EVENT** **SUPERLASER BLAST**
DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 043/252

8 **EVENT** **SUPERLASER BLAST**
DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 043/252

8 **EVENT** **SUPERLASER BLAST**
DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 043/252

4 **EVENT** **CUNNING**
INNATE

Choose two, in any order:

- Return a non-leader unit with 4 or less power to its owner's hand.
- Give a unit 3/3 for this phase.
- Exhaust up to 2 units.
- An opponent discards a random card from their hand.



SANDRA CHLEWINSKA ©LFL ©FFG SOR • EN 203/252

3 **EVENT** **OUTMANEUVER**
TACTIC

Choose an arena (ground or space). Exhaust each unit in that arena.



LEONARDO GIAMMICHELE ©LFL ©FFG SOR • EN 221/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.




ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.




ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

3 UNIT

GROUND

♦ **BOBA FETT**

DISINTEGRATOR



3 **5**

UNDERWORLD • BOUNTY HUNTER

On Attack: If this unit is attacking an exhausted unit that didn't enter play this round, deal 3 damage to the defender.

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 179/252

3 UNIT

GROUND

♦ **BOBA FETT**

DISINTEGRATOR



3 **5**

UNDERWORLD • BOUNTY HUNTER

On Attack: If this unit is attacking an exhausted unit that didn't enter play this round, deal 3 damage to the defender.

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 179/252

3 UNIT

GROUND

♦ **BOBA FETT**

DISINTEGRATOR



3 **5**

UNDERWORLD • BOUNTY HUNTER

On Attack: If this unit is attacking an exhausted unit that didn't enter play this round, deal 3 damage to the defender.

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 179/252

3 EVENT

I AM YOUR FATHER

GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.



STEFANO LANDINI ©LFL ©FFG SOR • EN 233/252

3 EVENT

I AM YOUR FATHER

GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.



STEFANO LANDINI ©LFL ©FFG SOR • EN 233/252

3 EVENT

I AM YOUR FATHER

GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.



STEFANO LANDINI ©LFL ©FFG SOR • EN 233/252

10

UNIT

SPACE

◆DEVASTATOR

INESCAPABLE



10

IMPERIAL • VEHICLE • CAPITAL SHIP

10

SENTINEL

OVERWHELM

When Played: You may deal damage to a unit equal to the number of resources you control.

IGNACIO BAZAN LAZZANO

©LFL ©FFG

SOR • EN

090/252

10

UNIT

SPACE

◆DEVASTATOR

INESCAPABLE



10

IMPERIAL • VEHICLE • CAPITAL SHIP

10

SENTINEL

OVERWHELM

When Played: You may deal damage to a unit equal to the number of resources you control.

IGNACIO BAZAN LAZZANO

©LFL ©FFG

SOR • EN

090/252

10

UNIT

SPACE

◆DEVASTATOR

INESCAPABLE



10

IMPERIAL • VEHICLE • CAPITAL SHIP

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SENTINEL

OVERWHELM

When Played: You may deal damage to a unit equal to the number of resources you control.

IGNACIO BAZAN LAZZANO

©LFL ©FFG

SOR • EN

090/252

9

UNIT

SPACE

◆RELENTLESS

KONSTANTINE'S FOLLY



8

IMPERIAL • VEHICLE • CAPITAL SHIP

8

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

ROSS TAYLOR

©LFL ©FFG

SOR • EN

089/252

9

UNIT

SPACE

◆RELENTLESS

KONSTANTINE'S FOLLY



8

IMPERIAL • VEHICLE • CAPITAL SHIP

8

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

ROSS TAYLOR

©LFL ©FFG

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089/252

9

UNIT

SPACE

◆RELENTLESS

KONSTANTINE'S FOLLY



8

IMPERIAL • VEHICLE • CAPITAL SHIP

8

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

ROSS TAYLOR

©LFL ©FFG

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7

UNIT

GROUND

◆DARTH VADER

COMMANDING THE FIRST LEGION



5

FORCE • IMPERIAL • SITH

7

AMBUSH

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

IVAN DEDOV

©LFL ©FFG

SOR • EN

087/252

7

UNIT

GROUND

◆DARTH VADER

COMMANDING THE FIRST LEGION



5

FORCE • IMPERIAL • SITH

7

AMBUSH

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

IVAN DEDOV

©LFL ©FFG

SOR • EN

087/252

7

UNIT

GROUND

◆DARTH VADER

COMMANDING THE FIRST LEGION



5

FORCE • IMPERIAL • SITH

7

AMBUSH

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

IVAN DEDOV

©LFL ©FFG

SOR • EN

087/252

3 UNIT GROUND

DEATH TROOPER



3 IMPERIAL • TROOPER 3

When Played: Deal 2 damage to a friendly ground unit and 2 damage to an enemy ground unit.

BORJA PINDADO ©LFL ©FFG SOR • EN 033/252

3 UNIT GROUND

DEATH TROOPER



3 IMPERIAL • TROOPER 3

When Played: Deal 2 damage to a friendly ground unit and 2 damage to an enemy ground unit.

BORJA PINDADO ©LFL ©FFG SOR • EN 033/252

3 UNIT GROUND

DEATH TROOPER



3 IMPERIAL • TROOPER 3

When Played: Deal 2 damage to a friendly ground unit and 2 damage to an enemy ground unit.

BORJA PINDADO ©LFL ©FFG SOR • EN 033/252

7 UNIT GROUND

♦COUNT DOOKU

DARTH TYRANNUS



5 FORCE • SEPARATIST • SITH 4

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

When Played: You may defeat a unit with 4 or less remaining HP.

MONA FINDEN ©LFL ©FFG SOR • EN 038/252

7 UNIT GROUND

♦COUNT DOOKU

DARTH TYRANNUS



5 FORCE • SEPARATIST • SITH 4

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

When Played: You may defeat a unit with 4 or less remaining HP.

MONA FINDEN ©LFL ©FFG SOR • EN 038/252

7 UNIT GROUND

♦COUNT DOOKU

DARTH TYRANNUS



5 FORCE • SEPARATIST • SITH 4

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

When Played: You may defeat a unit with 4 or less remaining HP.

MONA FINDEN ©LFL ©FFG SOR • EN 038/252

7 UNIT GROUND

♦LUKE SKYWALKER

JEDI KNIGHT



6 FORCE • JEDI • REBEL 7

RESTORE 3

When Played: Give an enemy unit $\frac{-3}{-3}$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\frac{-3}{-3}$ for this phase instead.

ERIC HIBBELER ©LFL ©FFG SOR • EN 051/252

7 UNIT GROUND

♦LUKE SKYWALKER

JEDI KNIGHT



6 FORCE • JEDI • REBEL 7

RESTORE 3

When Played: Give an enemy unit $\frac{-3}{-3}$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\frac{-3}{-3}$ for this phase instead.

ERIC HIBBELER ©LFL ©FFG SOR • EN 051/252

7 UNIT GROUND

♦LUKE SKYWALKER

JEDI KNIGHT



6 FORCE • JEDI • REBEL 7

RESTORE 3

When Played: Give an enemy unit $\frac{-3}{-3}$ for this phase. If a friendly unit was defeated this phase, give that enemy unit $\frac{-3}{-3}$ for this phase instead.


ERIC HIBBELER ©LFL ©FFG SOR • EN 051/252

2 EVENT

IT BINDS ALL THINGS

FORCE

Heal up to 3 damage from a unit.
If you control a **FORCE** unit, you may deal that much damage to another unit.




AMELIE HUTT ©LFL ©FFG SOR • EN 075/252

2 EVENT

IT BINDS ALL THINGS

FORCE

Heal up to 3 damage from a unit.
If you control a **FORCE** unit, you may deal that much damage to another unit.




AMELIE HUTT ©LFL ©FFG SOR • EN 075/252

2 EVENT

IT BINDS ALL THINGS

FORCE

Heal up to 3 damage from a unit.
If you control a **FORCE** unit, you may deal that much damage to another unit.



AMELIE HUTT ©LFL ©FFG SOR • EN 075/252

5 UNIT GROUND

◆ **RUKH**

THRAWN'S ASSASSIN



3 IMPERIAL **6**

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

When this unit deals combat damage to a non-leader unit while attacking: Defeat that unit.

ELENA SKYLAETS ©LFL ©FFG SOR • EN 085/252

5 UNIT GROUND

◆ **RUKH**

THRAWN'S ASSASSIN



3 IMPERIAL **6**

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

When this unit deals combat damage to a non-leader unit while attacking: Defeat that unit.

ELENA SKYLAETS ©LFL ©FFG SOR • EN 085/252

5 UNIT GROUND

◆ **RUKH**

THRAWN'S ASSASSIN



3 IMPERIAL **6**

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

When this unit deals combat damage to a non-leader unit while attacking: Defeat that unit.

ELENA SKYLAETS ©LFL ©FFG SOR • EN 085/252

6 UNIT SPACE

◆ **FETT'S FIRESPRAY**

PURSuing THE BOUNTY



5 UNDERWORLD • VEHICLE • TRANSPORT **6**

When Played: If you control Boba Fett or Jango Fett (as a leader or unit), ready this unit.

Action [2]: Exhaust a non-unique unit.

ANDRÉ MEALHA ©LFL ©FFG SOR • EN 184/252

6 UNIT SPACE

◆ **FETT'S FIRESPRAY**

PURSuing THE BOUNTY



5 UNDERWORLD • VEHICLE • TRANSPORT **6**

When Played: If you control Boba Fett or Jango Fett (as a leader or unit), ready this unit.

Action [2]: Exhaust a non-unique unit.

ANDRÉ MEALHA ©LFL ©FFG SOR • EN 184/252

6 UNIT SPACE

◆ **FETT'S FIRESPRAY**

PURSuing THE BOUNTY



5 UNDERWORLD • VEHICLE • TRANSPORT **6**

When Played: If you control Boba Fett or Jango Fett (as a leader or unit), ready this unit.

Action [2]: Exhaust a non-unique unit.

ANDRÉ MEALHA ©LFL ©FFG SOR • EN 184/252

