

LEADER UNIT GROUND

6 ♦ **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 BEDOV

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

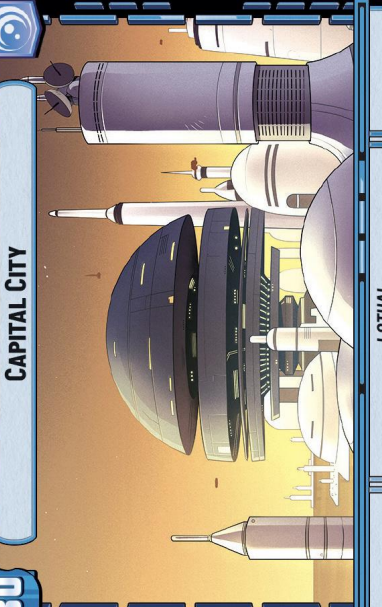


IMPERIAL • OFFICIAL

IVAN BEDOV

BASE

CAPITAL CITY



30

LOTHAL

SEBASTIAN GUIDOBONO

SOR • EN 000/252

UNIT GROUND

2 **REGIONAL GOVERNOR**



1 IMPERIAL • OFFICIAL 4

When Played: Name a card. While this unit is in play, opponents can't play the named card.

YVETTE CHUA

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UNIT GROUND

2 **REGIONAL GOVERNOR**



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UNIT GROUND

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When Played: Name a card. While this unit is in play, opponents can't play the named card.

YVETTE CHUA

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UNIT GROUND

8 **AT-AT SUPPRESSOR**



8 IMPERIAL • VEHICLE • WALKER 8

When Played: Exhaust all ground units.

CHRISTIAN PAPAZOGLAKIS

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UNIT GROUND

8 **AT-AT SUPPRESSOR**



8 IMPERIAL • VEHICLE • WALKER 8

When Played: Exhaust all ground units.

CHRISTIAN PAPAZOGLAKIS

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UNIT GROUND

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8 IMPERIAL • VEHICLE • WALKER 8

When Played: Exhaust all ground units.

CHRISTIAN PAPAZOGLAKIS

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UNIT GROUND

2 ♦ **BIB FORTUNA**
JABBA'S MAJORDOMO



1 3

UNDERWORLD • TWI'LEK

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

Action [🗡️]: Play an event from your hand. It costs ⬇️ less.

STEVE MORRIS © LFL © FFG SOR • EN 177/252

UNIT GROUND

2 ♦ **BIB FORTUNA**
JABBA'S MAJORDOMO



1 3

UNDERWORLD • TWI'LEK

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

Action [🗡️]: Play an event from your hand. It costs ⬇️ less.

STEVE MORRIS © LFL © FFG SOR • EN 177/252

UNIT GROUND

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JABBA'S MAJORDOMO



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UNDERWORLD • TWI'LEK

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

Action [🗡️]: Play an event from your hand. It costs ⬇️ less.

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UNIT GROUND

8 ♦ **SUPREME LEADER SNOKE**
SHADOW RULER



6 6

FORCE • FIRST ORDER • OFFICIAL

Each enemy non-leader unit gets -2/-2.

AMAD MIR © LFL © FFG SHD • EN 037/262

UNIT GROUND

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SHADOW RULER



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AMAD MIR © LFL © FFG SHD • EN 037/262

UNIT GROUND

2 ♦ **BAZINE NETAL**
SPY FOR THE FIRST ORDER



1 3

UNDERWORLD

When Played: Look at an opponent's hand. You may discard 1 of those cards. If you do, that player draws a card.

SMUGGLE [4 🗡️ 🗡️ 🗡️ 🗡️]

LENKA ŠIMEČKOVÁ © LFL © FFG SHD • EN 184/262

UNIT GROUND

2 ♦ **BAZINE NETAL**
SPY FOR THE FIRST ORDER



1 3

UNDERWORLD

When Played: Look at an opponent's hand. You may discard 1 of those cards. If you do, that player draws a card.

SMUGGLE [4 🗡️ 🗡️ 🗡️ 🗡️]

LENKA ŠIMEČKOVÁ © LFL © FFG SHD • EN 184/262

UNIT GROUND

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SPY FOR THE FIRST ORDER



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UNDERWORLD

When Played: Look at an opponent's hand. You may discard 1 of those cards. If you do, that player draws a card.

SMUGGLE [4 🗡️ 🗡️ 🗡️ 🗡️]

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UNIT SPACE

8 **CHIMAERA**
FLAGSHIP OF THE SEVENTH FLEET



8 IMPERIAL • VEHICLE • CAPITAL SHIP 7

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

On Attack: Name a card. An opponent reveals their hand and discards a card with that name from it.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 185/252

UNIT SPACE

8 **CHIMAERA**
FLAGSHIP OF THE SEVENTH FLEET



8 IMPERIAL • VEHICLE • CAPITAL SHIP 7

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

On Attack: Name a card. An opponent reveals their hand and discards a card with that name from it.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 185/252

UNIT SPACE

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FLAGSHIP OF THE SEVENTH FLEET



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

On Attack: Name a card. An opponent reveals their hand and discards a card with that name from it.

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UNIT SPACE

2 **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 ©LFL ©FFG SOR • EN 031/252

UNIT SPACE

2 **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 ©LFL ©FFG SOR • EN 031/252

UNIT SPACE

2 **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 ©LFL ©FFG SOR • EN 031/252

UNIT SPACE

3 **LURKING TIE PHANTOM**



2 IMPERIAL • VEHICLE • FIGHTER 2

RAID 2 (This unit gets +2/+0 while attacking.)

This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO ©LFL ©FFG SHD • EN 187/262

UNIT SPACE

3 **LURKING TIE PHANTOM**



2 IMPERIAL • VEHICLE • FIGHTER 2

RAID 2 (This unit gets +2/+0 while attacking.)

This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO ©LFL ©FFG SHD • EN 187/262

UNIT SPACE

3 **LURKING TIE PHANTOM**



2 IMPERIAL • VEHICLE • FIGHTER 2

RAID 2 (This unit gets +2/+0 while attacking.)

This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO ©LFL ©FFG SHD • EN 187/262

5
EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.

ESLAM ABOSHADY
©LFL ©FFG
SOR • EN
078/252

5
EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.

ESLAM ABOSHADY
©LFL ©FFG
SOR • EN
078/252

5
EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.

ESLAM ABOSHADY
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4
EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY
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4
EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY
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SOR • EN
077/252

4
EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.

ESLAM ABOSHADY
©LFL ©FFG
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077/252

3
EVENT

OUTMANEUVER

TACTIC

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

LEONARDO GIANMICHELE
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SOR • EN
221/252

3
EVENT

OUTMANEUVER

TACTIC

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

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

3
EVENT

OUTMANEUVER

TACTIC

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

LEONARDO GIANMICHELE
©LFL ©FFG
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221/252

3 EVENT

POWER OF THE DARK SIDE

INNATE

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



ESLAM ABOSHADY © LFL © FF6 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 © FF6 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 © FF6 SOR • EN 041/252

6 EVENT

EVACUATE

TACTIC

Return each non-leader unit to its owner's hand.



STEPHEN ZAWALA © LFL © FF6 SHD • EN 233/282

6 EVENT

EVACUATE

TACTIC

Return each non-leader unit to its owner's hand.



STEPHEN ZAWALA © LFL © FF6 SHD • EN 233/282

6 EVENT

EVACUATE

TACTIC

Return each non-leader unit to its owner's hand.



STEPHEN ZAWALA © LFL © FF6 SHD • EN 233/282

0 EVENT

LOOK THE OTHER WAY

TRICK

Exhaust a unit unless its controller pays 2.



JOSHUA CARSON © LFL © FF6 SHD • EN 227/282

0 EVENT

LOOK THE OTHER WAY

TRICK

Exhaust a unit unless its controller pays 2.



JOSHUA CARSON © LFL © FF6 SHD • EN 227/282

0 EVENT

LOOK THE OTHER WAY

TRICK

Exhaust a unit unless its controller pays 2.



JOSHUA CARSON © LFL © FF6 SHD • EN 227/282

3

EVENT

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.

APÉLIE HUTT
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3

EVENT

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.

APÉLIE HUTT
©LFL ©FFG 7 SOR-EN 31/70

3

EVENT

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.

APÉLIE HUTT
©LFL ©FFG 7 SOR-EN 31/70

2

UPGRADE

IMPRISONED

Attach to a non-leader unit.
Attached unit loses its current abilities and can't gain abilities.

+0

IMPRISONED

CONDITION • LAW

+0

KYLE PETCHOCK
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2

UPGRADE

IMPRISONED

Attach to a non-leader unit.
Attached unit loses its current abilities and can't gain abilities.

+0

IMPRISONED

CONDITION • LAW

+0

KYLE PETCHOCK
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2

UPGRADE

ENTRENCHED

Attached unit can't attack bases.

+3

ENTRENCHED

CONDITION

+3

BORJA PINDADO
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2

UPGRADE

ENTRENCHED

Attached unit can't attack bases.

+3

ENTRENCHED

CONDITION

+3

BORJA PINDADO
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2

UPGRADE

ENTRENCHED

Attached unit can't attack bases.

+3

ENTRENCHED

CONDITION

+3

BORJA PINDADO
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