8 LEADER UNIT GROUND

✧Emperor Palpatine

GALACTIC RULER

4 FORCE • IMPERIAL • SITH • OFFICIAL 10

When Deployed: Take control of a damaged non-leader unit.

On Attack: You may defeat another friendly unit. If you do, deal 1 damage to a unit and draw a card.

BORJA PINDADO

✧Emperor Palpatine

GALACTIC RULER

Action [ ], defeat a friendly unit: Deal 1 damage to a unit and draw a card.

Epic Action: If you control 8 or more resources, deploy this leader. 4/10

LEADER

FORCE • IMPERIAL • SITH • OFFICIAL

BORJA PINDADO

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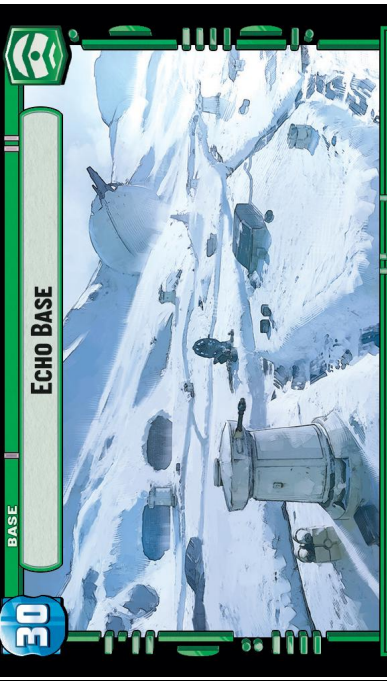
Echo Base

BASE



30

HOTH

024/252 SOR • EN ©LFL ©FFG STEPHEN ZAWILA

3 UNIT GROUND

Emperor's Royal Guard

3 IMPERIAL 4

While you control an ***OFFICIAL*** unit, this unit gains **SENTINEL**.

While you control Emperor Palpatine *(as a leader or unit)*, this unit gets +0/+1.

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 082/252

3 UNIT GROUND

Emperor's Royal Guard

3 IMPERIAL 4

While you control an ***OFFICIAL*** unit, this unit gains **SENTINEL**.

While you control Emperor Palpatine *(as a leader or unit)*, this unit gets +0/+1.

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 082/252

3 UNIT GROUND

Emperor's Royal Guard

3 IMPERIAL 4

While you control an ***OFFICIAL*** unit, this unit gains **SENTINEL**.

While you control Emperor Palpatine *(as a leader or unit)*, this unit gets +0/+1.

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 082/252

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 ©LFL ©FFG SOR • EN 083/252

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 ©LFL ©FFG SOR • EN 083/252

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 ©LFL ©FFG SOR • EN 083/252

UNIT GROUND

2

✧Admiral Piett

CAPTAIN OF THE EXECUTOR

1

IMPERIAL • OFFICIAL

4

Each friendly non-leader unit that costs 6 or more gains **Ambush**. *(After you play that unit, it may ready and attack an enemy unit.)*

DENIS MEDRI ©LFL ©FFG SOR • EN 079/252

UNIT GROUND

2

✧Admiral Piett

CAPTAIN OF THE EXECUTOR

1

IMPERIAL • OFFICIAL

4

Each friendly non-leader unit that costs 6 or more gains **Ambush**. *(After you play that unit, it may ready and attack an enemy unit.)*

DENIS MEDRI ©LFL ©FFG SOR • EN 079/252

UNIT GROUND

2

✧Admiral Piett

CAPTAIN OF THE EXECUTOR

1

IMPERIAL • OFFICIAL

4

Each friendly non-leader unit that costs 6 or more gains **Ambush**. *(After you play that unit, it may ready and attack an enemy unit.)*

DENIS MEDRI ©LFL ©FFG SOR • EN 079/252

UNIT GROUND

2

✧Colonel Yularen

ISB DIRECTOR

2

IMPERIAL • OFFICIAL

3

When you play a unit *(including this one)*: Heal 1 damage from your base.

DAVID BUISAN ©LFL ©FFG SOR • EN 109/252

UNIT GROUND

2

✧Colonel Yularen

ISB DIRECTOR

2

IMPERIAL • OFFICIAL

3

When you play a unit *(including this one)*: Heal 1 damage from your base.

DAVID BUISAN ©LFL ©FFG SOR • EN 109/252

UNIT GROUND

2

✧Colonel Yularen

ISB DIRECTOR

2

IMPERIAL • OFFICIAL

3

When you play a unit *(including this one)*: Heal 1 damage from your base.

DAVID BUISAN ©LFL ©FFG SOR • EN 109/252

UNIT GROUND

7

✧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 3 or less and play each of them for free.

IVAN DEDOV ©LFL ©FFG SOR • EN 087/252

UNIT GROUND

7

✧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 3 or less and play each of them for free.

IVAN DEDOV ©LFL ©FFG SOR • EN 087/252

UNIT GROUND

7

✧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 3 or less and play each of them for free.

IVAN DEDOV ©LFL ©FFG SOR • EN 087/252

UNIT GROUND

8

Reinforcement Walker

6 VEHICLE • WALKER 9

When Played/On Attack: Look at the top card of your deck. Either draw that card or discard it and heal 3 damage from your base.

STEPHEN ZAVALA ©LFL ©FFG SOR • EN 119/252

UNIT GROUND

8

Reinforcement Walker

6 VEHICLE • WALKER 9

When Played/On Attack: Look at the top card of your deck. Either draw that card or discard it and heal 3 damage from your base.

STEPHEN ZAVALA ©LFL ©FFG SOR • EN 119/252

UNIT GROUND

8

Reinforcement Walker

6 VEHICLE • WALKER 9

When Played/On Attack: Look at the top card of your deck. Either draw that card or discard it and heal 3 damage from your base.

STEPHEN ZAVALA ©LFL ©FFG SOR • EN 119/252

UNIT GROUND

3

Phase-III Dark Trooper

3 IMPERIAL • DROID • TROOPER 3

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

When combat damage is dealt to this unit: Give an Experience token to this unit *(if it survives the damage).*

MARC ESCACHX ©LFL ©FFG SHD • EN 084/282

UNIT GROUND

3

Phase-III Dark Trooper

3 IMPERIAL • DROID • TROOPER 3

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

When combat damage is dealt to this unit: Give an Experience token to this unit *(if it survives the damage).*

MARC ESCACHX ©LFL ©FFG SHD • EN 084/282

UNIT GROUND

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Phase-III Dark Trooper

3 IMPERIAL • DROID • TROOPER 3

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

When combat damage is dealt to this unit: Give an Experience token to this unit *(if it survives the damage).*

MARC ESCACHX ©LFL ©FFG SHD • EN 084/282

UNIT GROUND

1

✧Salacious Crumb

OBNOXIOUS PET

1 UNDERWORLD • CREATURE 3

When Played: Heal 1 damage from your base.

Action [↷, return this unit to his owner's hand]: Deal 1 damage to a ground unit.

AITOR PRIETO ©LFL ©FFG SHD • EN 080/282

UNIT GROUND

1

✧Salacious Crumb

OBNOXIOUS PET

1 UNDERWORLD • CREATURE 3

When Played: Heal 1 damage from your base.

Action [↷, return this unit to his owner's hand]: Deal 1 damage to a ground unit.

AITOR PRIETO ©LFL ©FFG SHD • EN 080/282

UNIT GROUND

4

Enterprising Lackeys

5 UNDERWORLD 5

When Defeated: You may defeat a friendly resource. If you do, put this unit into play as a resource.

SMUGGLE [6]

AMAD MIR ©LFL ©FFG SHD • EN 107/282

UNIT GROUND

4

Enterprising Lackeys

5

UNDERWORLD

5

When Defeated: You may defeat a friendly resource. If you do, put this unit into play as a resource.

Smuggle [1 Underworld Underworld]

Amad Mir — © LFL © FFG — SHD • EN — 107/282

UNIT SPACE

10

✧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 Lazcano — ©LFL ©FFG — SOR • EN — 090/252

UNIT SPACE

10

✧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 Lazcano — ©LFL ©FFG — SOR • EN — 090/252

UNIT SPACE

3

Black Sun Starfighter

3

UNDERWORLD • VEHICLE • FIGHTER

2

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

Mark Zhang — © LFL © FFG — SHD • EN — 237/282

UNIT SPACE

3

Black Sun Starfighter

3

UNDERWORLD • VEHICLE • FIGHTER

2

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

Mark Zhang — © LFL © FFG — SHD • EN — 237/282

UNIT SPACE

3

Black Sun Starfighter

3

UNDERWORLD • VEHICLE • FIGHTER

2

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

Mark Zhang — © LFL © FFG — SHD • EN — 237/282

UNIT SPACE

1

TIE/ln Fighter

2

IMPERIAL • VEHICLE • FIGHTER

1

French Carlomagno — ©LFL ©FFG — SOR • EN — 225/252

UNIT SPACE

1

TIE/ln Fighter

2

IMPERIAL • VEHICLE • FIGHTER

1

French Carlomagno — ©LFL ©FFG — SOR • EN — 225/252

UNIT SPACE

2

Outland TIE Vanguard

2

IMPERIAL • VEHICLE • FIGHTER

1

When Played: You may give an Experience token to another unit that costs 3 or less.

Francois Cannels — © LFL © FFG — SHD • EN — 082/282

UNIT SPACE

2

Outland TIE Vanguard

2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 3 or less.

FRANCOIS CANNELS © LFL © FFG SHD • EN 092/252

UNIT SPACE

8

Arquitens Assault Cruiser

7 VEHICLE • CAPITAL SHIP 8

Ambush

When this unit attacks and defeats a non-leader unit: Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/262

UNIT SPACE

8

Arquitens Assault Cruiser

7 VEHICLE • CAPITAL SHIP 8

Ambush

When this unit attacks and defeats a non-leader unit: Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/262

UNIT SPACE

8

Arquitens Assault Cruiser

7 VEHICLE • CAPITAL SHIP 8

Ambush

When this unit attacks and defeats a non-leader unit: Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/262

EVENT

3

Resupply

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN ©LFL ©FFG SOR • EN 126/252

EVENT

3

Resupply

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN ©LFL ©FFG SOR • EN 126/252

EVENT

3

Resupply

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN ©LFL ©FFG SOR • EN 126/252

EVENT

5

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 ©LFL ©FFG SOR • EN 092/252

EVENT

5

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 ©LFL ©FFG 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 ©LFL ©FFG SOR • EN 092/252

4 EVENT

Command

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.

MAXINE VEE ©LFL ©FFG SOR • EN 107/252

4 EVENT

Command

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.

MAXINE VEE ©LFL ©FFG SOR • EN 107/252

4 EVENT

Command

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.

MAXINE VEE ©LFL ©FFG SOR • EN 107/252

14 EVENT

Endless Legions

SUPPLY

Reveal any number of resources you control. Play each unit revealed this way for free *(one at a time)*.

AMAD MIR ©LFL ©FFG SHD • EN 109/262

14 EVENT

Endless Legions

SUPPLY

Reveal any number of resources you control. Play each unit revealed this way for free *(one at a time)*.

AMAD MIR ©LFL ©FFG SHD • EN 109/262

5 UPGRADE

Traitorous

When this upgrade becomes attached to a non-leader unit that costs 3 or less: Take control of that unit.

When this upgrade becomes unattached from a unit: That unit's owner takes control of it.

+0 **Traitorous** +0

INNATE

GRETEL LUSKY ©LFL ©FFG SOR • EN 122/252

5 UPGRADE

Traitorous

When this upgrade becomes attached to a non-leader unit that costs 3 or less: Take control of that unit.

When this upgrade becomes unattached from a unit: That unit's owner takes control of it.

+0 **Traitorous** +0

INNATE

GRETEL LUSKY ©LFL ©FFG SOR • EN 122/252