

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 REDOV

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.

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.

IVAN REDOV

25 BASE

ENERGY CONVERSION LAB



Epic Action: Play a unit that costs 5 or less from your hand. Give it **AMBUSH** for this phase.

EADU

AMIRAN ORDO

2 UNIT GROUND

VIPER PROBE DROID



3 IMPERIAL • DROID **2**

When Played: Look at an opponent's hand.

AMAD MIR

2 UNIT GROUND

VIPER PROBE DROID



3 IMPERIAL • DROID **2**

When Played: Look at an opponent's hand.

AMAD MIR

2 UNIT GROUND

VIPER PROBE DROID



3 IMPERIAL • DROID **2**

When Played: Look at an opponent's hand.

AMAD MIR

2 UNIT GROUND

♦ **COLONEL YULAREN**
ISB DIRECTOR



2 IMPERIAL • OFFICIAL **3**

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

DAVID BUISAN

2 UNIT GROUND

♦ **COLONEL YULAREN**
ISB DIRECTOR



2 IMPERIAL • OFFICIAL **3**

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

DAVID BUISAN

2 UNIT GROUND

♦ **COLONEL YULAREN**
ISB DIRECTOR



2 IMPERIAL • OFFICIAL **3**

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

DAVID BUISAN

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

3 ♦ GENERAL VEERS
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL 3

Other friendly **IMPERIAL** units get +1/+1.

STEVE MORRIS ©LFL ©FFG SOR • EN 230/252

UNIT GROUND

3 ♦ BOBA FETT
DISINTEGRATOR



3 UNDERWORLD • BOUNTY HUNTER 5

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

UNIT GROUND

3 ♦ BOBA FETT
DISINTEGRATOR



3 UNDERWORLD • BOUNTY HUNTER 5

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

UNIT GROUND

3 ♦ BOBA FETT
DISINTEGRATOR



3 UNDERWORLD • BOUNTY HUNTER 5

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

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

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

5

UNIT

GROUND

STEADFAST BATTALION

5

TROOPER

5

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

On Attack: If you control a leader unit, give a friendly unit $\frac{2}{2}$ for this phase.

KEVIN LIBRANDA

©LFL ©FFG

SOR • EN

116/252

5

UNIT

GROUND

STEADFAST BATTALION

5

TROOPER

5

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

On Attack: If you control a leader unit, give a friendly unit $\frac{2}{2}$ for this phase.

KEVIN LIBRANDA

©LFL ©FFG

SOR • EN

116/252

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 $\frac{1}{1}$ units with combined cost 3 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 $\frac{1}{1}$ units with combined cost 3 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 $\frac{1}{1}$ units with combined cost 3 or less and play each of them for free.

IVAN DEDOV

©LFL ©FFG

SOR • EN

087/252

6

UNIT

GROUND

◆ KYLO REN

KILLING THE PAST

6

FORCE • FIRST ORDER

7

While playing this unit, ignore his $\frac{1}{1}$ aspect penalty if you control Rey.

On Attack: Give a unit $\frac{2}{2}$ for this phase. If it's a non- $\frac{1}{1}$ unit, also give an Experience token to it.

AMELIE HUTT

©LFL ©FFG

SHD • EN

141/262

6

UNIT

GROUND

◆ KYLO REN

KILLING THE PAST

6

FORCE • FIRST ORDER

7

While playing this unit, ignore his $\frac{1}{1}$ aspect penalty if you control Rey.

On Attack: Give a unit $\frac{2}{2}$ for this phase. If it's a non- $\frac{1}{1}$ unit, also give an Experience token to it.

AMELIE HUTT

©LFL ©FFG

SHD • EN

141/262

6

UNIT

GROUND

◆ KYLO REN

KILLING THE PAST

6

FORCE • FIRST ORDER

7

While playing this unit, ignore his $\frac{1}{1}$ aspect penalty if you control Rey.

On Attack: Give a unit $\frac{2}{2}$ for this phase. If it's a non- $\frac{1}{1}$ unit, also give an Experience token to it.

AMELIE HUTT

©LFL ©FFG

SHD • EN

141/262

7 UNIT GROUND

◆ **MACE WINDU**
PARTY CRASHER



5 **7**

FORCE • JEDI • REPUBLIC

AMBUSH
When this unit attacks and defeats a unit:
Ready him.

SANDRA CHLEWINSKA © LFL © FFG SOR • EN 149/252

7 UNIT GROUND

◆ **MACE WINDU**
PARTY CRASHER



5 **7**

FORCE • JEDI • REPUBLIC

AMBUSH
When this unit attacks and defeats a unit:
Ready him.

SANDRA CHLEWINSKA © LFL © FFG SOR • EN 149/252

7 UNIT GROUND

◆ **MACE WINDU**
PARTY CRASHER



5 **7**

FORCE • JEDI • REPUBLIC

AMBUSH
When this unit attacks and defeats a unit:
Ready him.

SANDRA CHLEWINSKA © LFL © FFG SOR • EN 149/252

5 UNIT GROUND

◆ **POE DAMERON**
QUICK TO IMPROVISE



6 **6**

RESISTANCE

On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

ANIELIE HUTT © LFL © FFG SHD • EN 153/262

5 UNIT GROUND

◆ **POE DAMERON**
QUICK TO IMPROVISE



6 **6**

RESISTANCE

On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

ANIELIE HUTT © LFL © FFG SHD • EN 153/262

5 UNIT GROUND

◆ **POE DAMERON**
QUICK TO IMPROVISE



6 **6**

RESISTANCE

On Attack: Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

ANIELIE HUTT © LFL © FFG SHD • EN 153/262

9 UNIT GROUND

KRAYT DRAGON



10 **10**

CREATURE

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 GIAMMICHELLE © LFL © FFG SHD • EN 172/262

9 UNIT GROUND

KRAYT DRAGON



10 **10**

CREATURE

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 GIAMMICHELLE © LFL © FFG SHD • EN 172/262

9 UNIT GROUND

KRAYT DRAGON



10 **10**

CREATURE

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 GIAMMICHELLE © LFL © FFG SHD • EN 172/262

4

UNIT

SPACE

STRAIFING GUNSHIP

3

UNDERWORLD • VEHICLE • FIGHTER

4

This unit can attack units in the ground arena. While this unit is attacking a ground unit, the defender gets $-2/-0$.

AMAD MIR

©LFL ©FFG

SOR • EN

212/252

6

UNIT

SPACE

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

©LFL ©FFG

SOR • EN

088/252

6

UNIT

SPACE

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

©LFL ©FFG

SOR • EN

088/252

8

UNIT

SPACE

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

1

EVENT

SHOOT FIRST

TRICK

Attack with a unit. It gets $+1/+0$ for this attack and deals its combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

ARIO MURTI

©LFL ©FFG

SOR • EN

217/252

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

WAYLAY

TRICK

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

AMELIE HUTT

©LFL ©FFG

SOR • EN

31/70

3 EVENT | **WAYLAY**
TRICK

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



AMELIE HUTT © LFL © FFG 7 SOR-EN 31/70

3 EVENT | **WAYLAY**
TRICK

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



AMELIE HUTT © LFL © FFG 7 SOR-EN 31/70

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 082/252

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 082/252

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 082/252

4 UPGRADE | **THE DARKSABER**



Attach to a non-VEHICLE unit. While playing this upgrade on a MANDALORIAN unit, ignore its aspect penalty. Attached unit gains, "On Attack: Give an Experience token to each other friendly MANDALORIAN unit."

+4 **THE DARKSABER** **+3**
MANDALORIAN • ITEM • WEAPON

AMELIE HUTT © LFL © FFG SHD-EN 128/282

4 UPGRADE | **THE DARKSABER**



Attach to a non-VEHICLE unit. While playing this upgrade on a MANDALORIAN unit, ignore its aspect penalty. Attached unit gains, "On Attack: Give an Experience token to each other friendly MANDALORIAN unit."

+4 **THE DARKSABER** **+3**
MANDALORIAN • ITEM • WEAPON

AMELIE HUTT © LFL © FFG SHD-EN 128/282

4 UPGRADE | **THE DARKSABER**



Attach to a non-VEHICLE unit. While playing this upgrade on a MANDALORIAN unit, ignore its aspect penalty. Attached unit gains, "On Attack: Give an Experience token to each other friendly MANDALORIAN unit."

+4 **THE DARKSABER** **+3**
MANDALORIAN • ITEM • WEAPON

AMELIE HUTT © LFL © FFG SHD-EN 128/282