

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

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 DEBOV

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

JOHN BIRD

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

2 UNIT GROUND

♦ 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.)

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2 UNIT GROUND

♦ 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

2 UNIT GROUND

♦ 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

3 UNIT GROUND

♦ GENERAL VEERS
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL 3

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

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

3 UNIT GROUND

♦ 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

3 UNIT GROUND

♦ 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

3 UNIT GROUND

♦ 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

3 UNIT GROUND

SUPERLASER TECHNICIAN



2 IMPERIAL 1

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

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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.

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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 $\pm 2/\pm 2$ for this phase.

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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 $\pm 2/\pm 2$ for this phase.

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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 \pm units with combined cost ≤ 5 or less and play each of them for free.

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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 \pm units with combined cost ≤ 5 or less and play each of them for free.

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◆ DARTH VADER
COMMANDING THE FIRST LEGION



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AMBUSH

When Played: Search the top 10 cards of your deck for any number of \pm units with combined cost ≤ 5 or less and play each of them for free.

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6 UNIT GROUND

◆ KYLO REN
KILLING THE PAST



6 FORCE • FIRST ORDER **7**

While playing this unit, ignore his \pm aspect penalty if you control Rey.

On Attack: Give a unit $\pm 2/\pm 0$ for this phase. If it's a non- \pm unit, also give an Experience token to it.

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6 UNIT GROUND

◆ KYLO REN
KILLING THE PAST



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7 UNIT GROUND

◆ **MACE WINDU**
PARTY CRASHER



5 FORCE • JEDI • REPUBLIC **7**

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

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

7 UNIT GROUND

◆ **MACE WINDU**
PARTY CRASHER



5 FORCE • JEDI • REPUBLIC **7**

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

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

7 UNIT GROUND

◆ **MACE WINDU**
PARTY CRASHER



5 FORCE • JEDI • REPUBLIC **7**

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

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5 UNIT GROUND

◆ **POE DAMERON**
QUICK TO IMPROVISE



6 RESISTANCE **6**

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.

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

5 UNIT GROUND

◆ **POE DAMERON**
QUICK TO IMPROVISE



6 RESISTANCE **6**

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.

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5 UNIT GROUND

◆ **POE DAMERON**
QUICK TO IMPROVISE



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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.

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9 UNIT GROUND

KRAYT DRAGON



10 CREATURE **10**

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 CREATURE **10**

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 CREATURE **10**

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.

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4

UNIT

SPACE

STRAFFING 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

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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

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SOR • EN 086/252

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

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SOR • EN 086/252

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

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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

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3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN

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3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN

©LFL ©FFG

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3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN

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3

EVENT

WAYLAY

TRICK

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

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3 EVENT WAYLAY

TRICK

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

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3 EVENT WAYLAY

TRICK

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

AMÉLIE HUTT ©LFL ©FFG 7 SOR • EN 31/70

5 EVENT OVERWHELMING BARRAGE

TACTIC

Give a friendly unit $\pm 2/\pm 2$ for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

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5 EVENT OVERWHELMING BARRAGE

TACTIC

Give a friendly unit $\pm 2/\pm 2$ for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

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

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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

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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

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