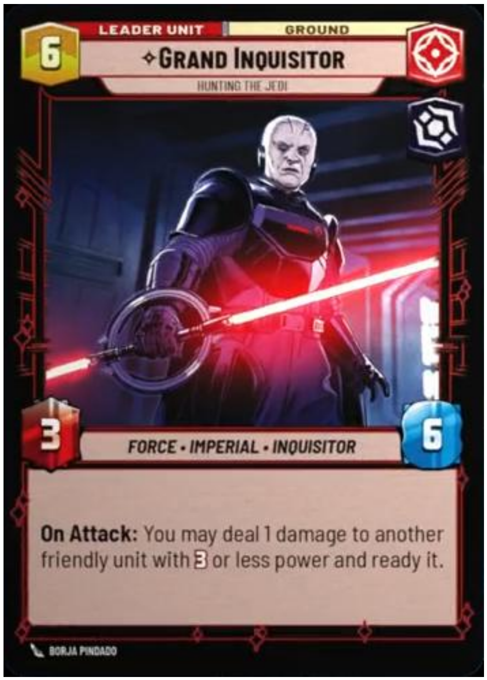

LEADER UNIT GROUND 6

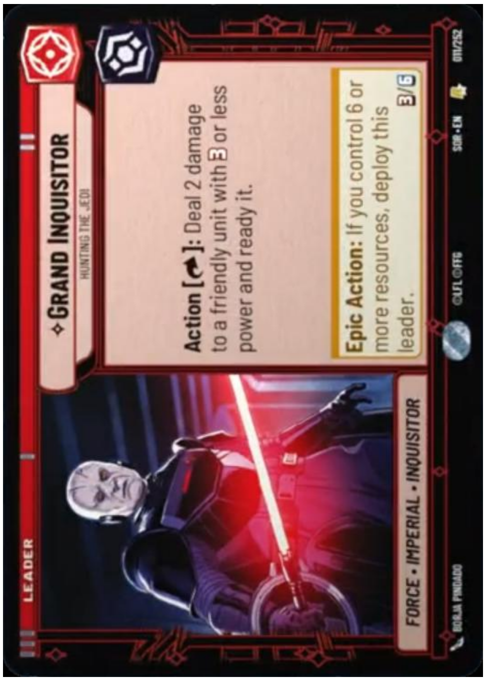
✧Grand Inquisitor

HUNTING THE JEDI

3 FORCE • IMPERIAL • INQUISITOR 6

On Attack: You may deal 1 damage to another friendly unit with 3 or less power and ready it.

BORJA PINDADO


LEADER

✧Grand Inquisitor

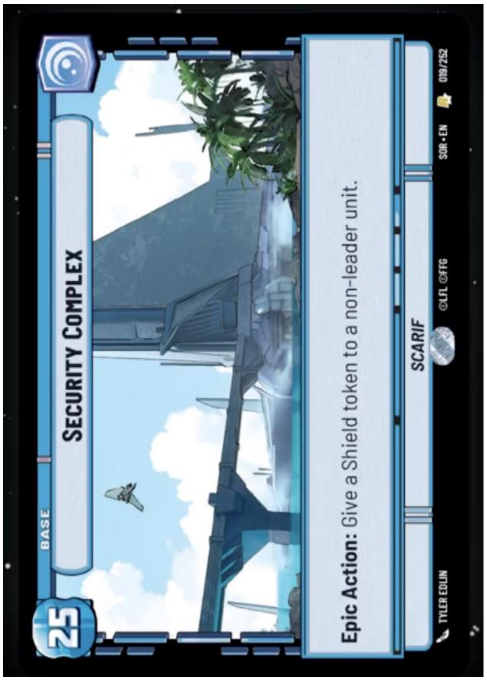
HUNTING THE JEDI

Action [⟳]: Deal 2 damage to a friendly unit with 3 or less power and ready it.

Epic Action: If you control 6 or more resources, deploy this leader. 3/6

FORCE • IMPERIAL • INQUISITOR

BORJA PINDADO ©LFL ©FFG SOR • EN 010/252

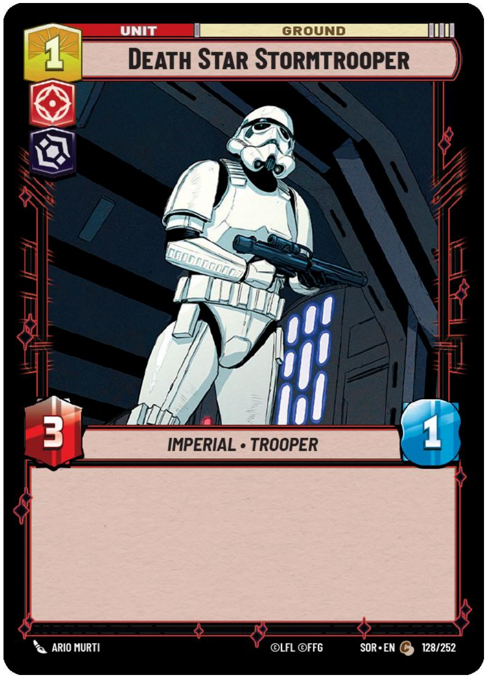

BASE 25

Security Complex

Epic Action: Give a Shield token to a non-leader unit.

SCARIF

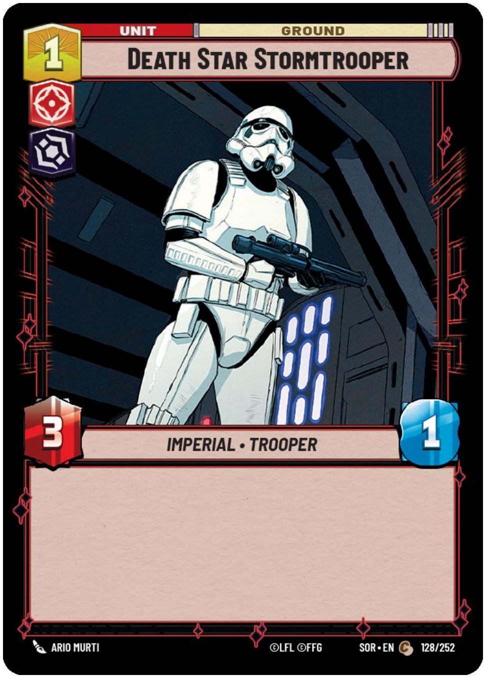
TYLER EDLIN ©LFL ©FFG SOR • EN 019/252


UNIT GROUND 1

Death Star Stormtrooper

3 IMPERIAL • TROOPER 1

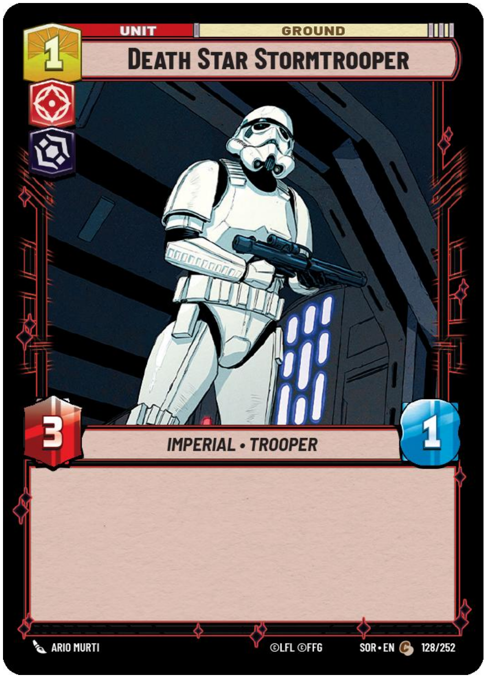
ARIO MURTI ©LFL ©FFG SOR • EN 128/252


UNIT GROUND 1

Death Star Stormtrooper

3 IMPERIAL • TROOPER 1

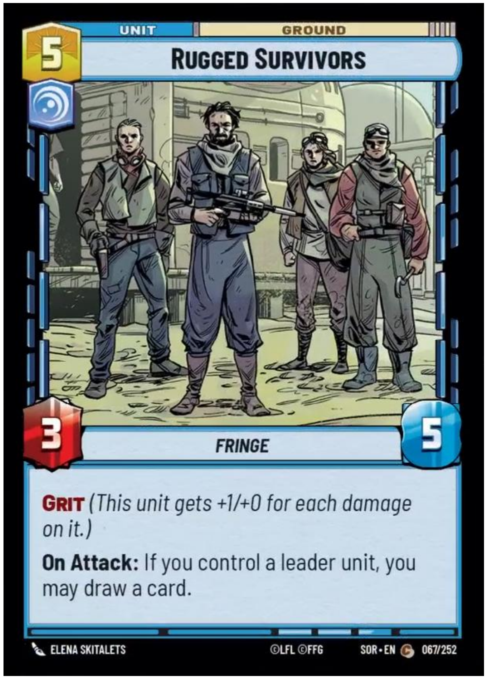
ARIO MURTI ©LFL ©FFG SOR • EN 128/252


UNIT GROUND 1

Death Star Stormtrooper

3 IMPERIAL • TROOPER 1

ARIO MURTI ©LFL ©FFG SOR • EN 128/252


UNIT GROUND 5

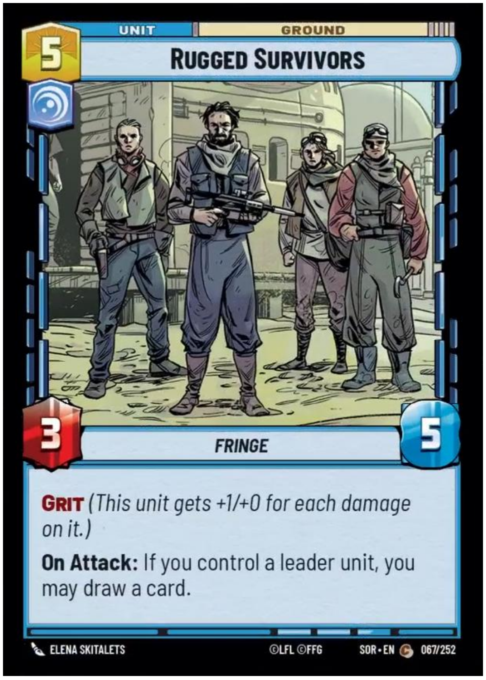
Rugged Survivors

3 FRINGE 5

Grit *(This unit gets +1/+0 for each damage on it.)*

On Attack: If you control a leader unit, you may draw a card.

ELENA SKITALETS ©LFL ©FFG SOR • EN 067/252


UNIT GROUND 5

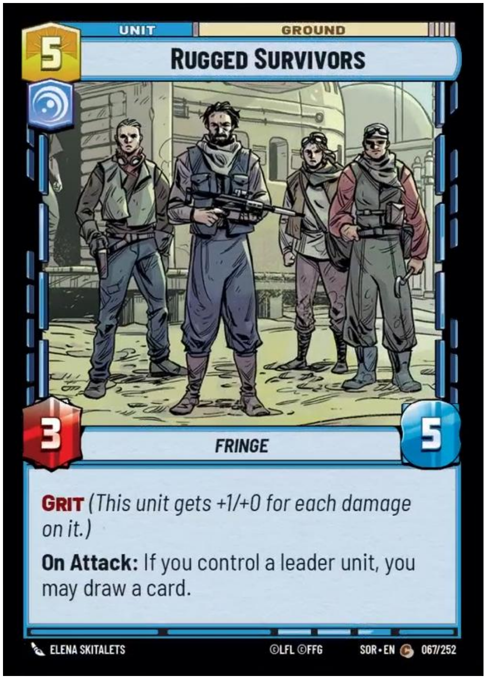
Rugged Survivors

3 FRINGE 5

Grit *(This unit gets +1/+0 for each damage on it.)*

On Attack: If you control a leader unit, you may draw a card.

ELENA SKITALETS ©LFL ©FFG SOR • EN 067/252


UNIT GROUND 5

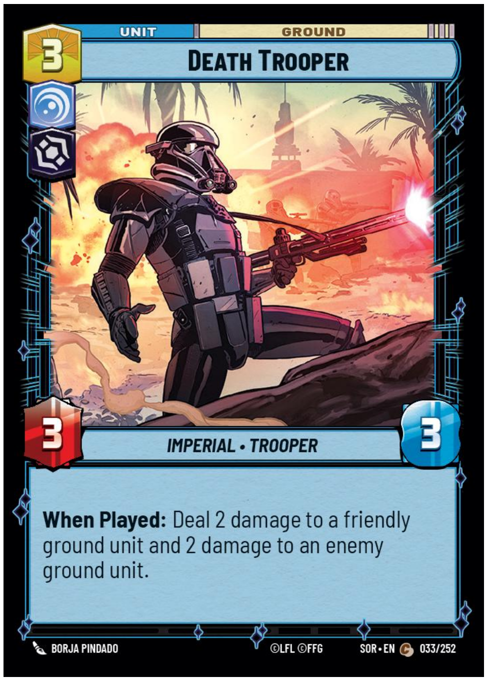
Rugged Survivors

3 FRINGE 5

Grit *(This unit gets +1/+0 for each damage on it.)*

On Attack: If you control a leader unit, you may draw a card.

ELENA SKITALETS ©LFL ©FFG SOR • EN 067/252


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

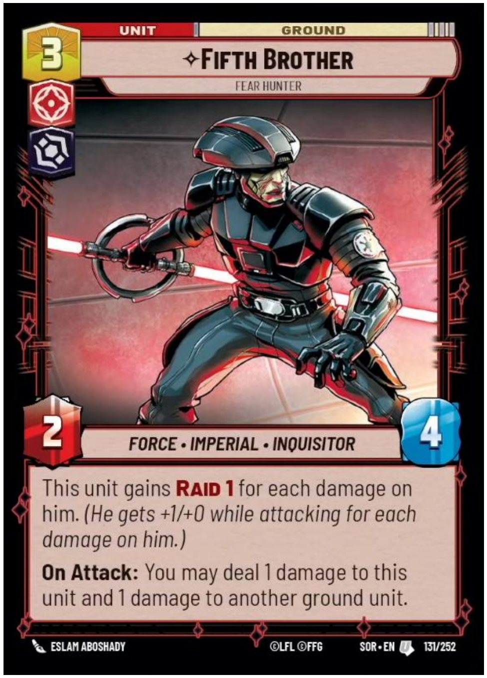
When Played: Deal 2 damage to a friendly ground unit and 2 damage to an enemy ground unit.

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


3
UNIT
GROUND
✧Fifth Brother
FEAR HUNTER
2
FORCE • IMPERIAL • INQUISITOR
4

This unit gains **Raid 1** for each damage on him. *(He gets +1/+0 while attacking for each damage on him.)*

On Attack: You may deal 1 damage to this unit and 1 damage to another ground unit.

ESLAM ABOSHADY ©LFL ©FFG SOR • EN 131/252

3
UNIT
GROUND
✧Fifth Brother
FEAR HUNTER
2
FORCE • IMPERIAL • INQUISITOR
4

This unit gains **Raid 1** for each damage on him. *(He gets +1/+0 while attacking for each damage on him.)*

On Attack: You may deal 1 damage to this unit and 1 damage to another ground unit.

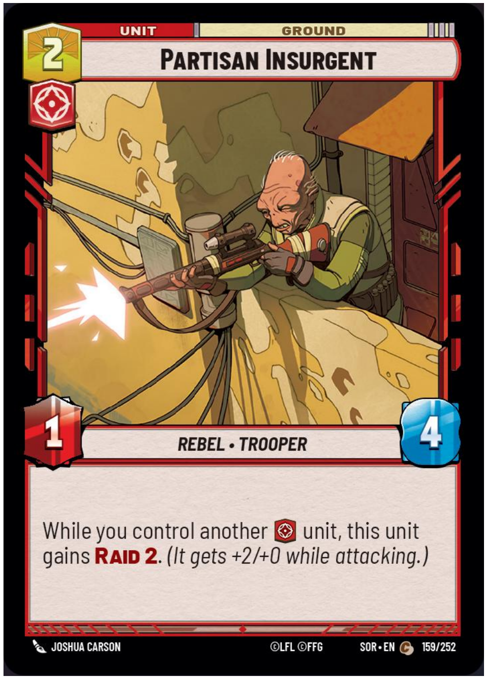
ESLAM ABOSHADY ©LFL ©FFG SOR • EN 131/252

3
UNIT
GROUND
✧Fifth Brother
FEAR HUNTER
2
FORCE • IMPERIAL • INQUISITOR
4

This unit gains **Raid 1** for each damage on him. *(He gets +1/+0 while attacking for each damage on him.)*

On Attack: You may deal 1 damage to this unit and 1 damage to another ground unit.

ESLAM ABOSHADY ©LFL ©FFG SOR • EN 131/252


2
UNIT
GROUND
Partisan Insurgent
1
REBEL • TROOPER
4

While you control another ⊛ unit, this unit gains **Raid 2**. *(It gets +2/+0 while attacking.)*

JOSHUA CARSON ©LFL ©FFG SOR • EN 159/252

2
UNIT
GROUND
Partisan Insurgent
1
REBEL • TROOPER
4

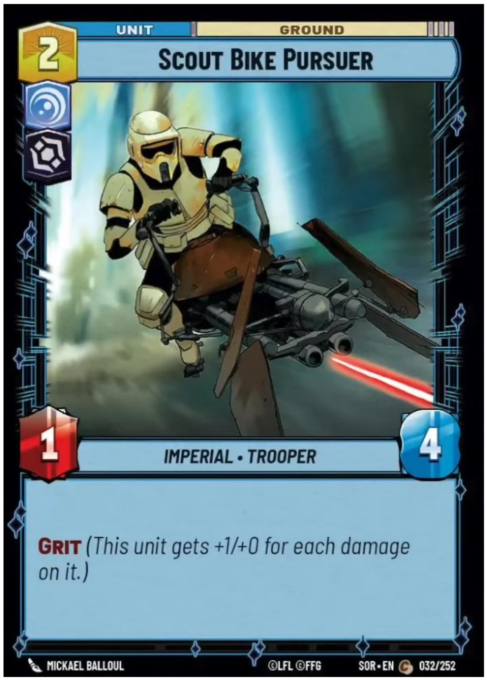
While you control another ⊛ unit, this unit gains **Raid 2**. *(It gets +2/+0 while attacking.)*

JOSHUA CARSON ©LFL ©FFG SOR • EN 159/252

2
UNIT
GROUND
Partisan Insurgent
1
REBEL • TROOPER
4

While you control another ⊛ unit, this unit gains **Raid 2**. *(It gets +2/+0 while attacking.)*

JOSHUA CARSON ©LFL ©FFG SOR • EN 159/252



UNIT GROUND

2

Scout Bike Pursuer

1 IMPERIAL • TROOPER 4

Grit *(This unit gets +1/+0 for each damage on it.)*

MICKAEL BALLOUL ©LFL ©FFG SOR • EN 032/252

UNIT GROUND

2

Scout Bike Pursuer

1 IMPERIAL • TROOPER 4

Grit *(This unit gets +1/+0 for each damage on it.)*

MICKAEL BALLOUL ©LFL ©FFG SOR • EN 032/252

UNIT GROUND

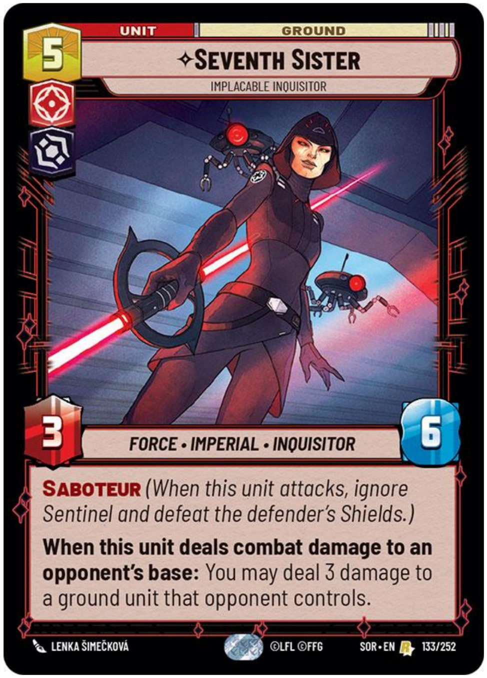
2

Scout Bike Pursuer

1 IMPERIAL • TROOPER 4

Grit *(This unit gets +1/+0 for each damage on it.)*

MICKAEL BALLOUL ©LFL ©FFG SOR • EN 032/252



UNIT GROUND

5

✧Seventh Sister

IMPLACABLE INQUISITOR

3 FORCE • IMPERIAL • INQUISITOR 6

Saboteur *(When this unit attacks, ignore Sentinel and defeat the defender's Shields.)*

When this unit deals combat damage to an opponent's base: You may deal 3 damage to a ground unit that opponent controls.

LENKA ŠIMEČKOVÁ ©LFL ©FFG SOR • EN 133/252

UNIT GROUND

5

✧Seventh Sister

IMPLACABLE INQUISITOR

3 FORCE • IMPERIAL • INQUISITOR 6

Saboteur *(When this unit attacks, ignore Sentinel and defeat the defender's Shields.)*

When this unit deals combat damage to an opponent's base: You may deal 3 damage to a ground unit that opponent controls.

LENKA ŠIMEČKOVÁ ©LFL ©FFG SOR • EN 133/252

UNIT GROUND

5

✧Seventh Sister

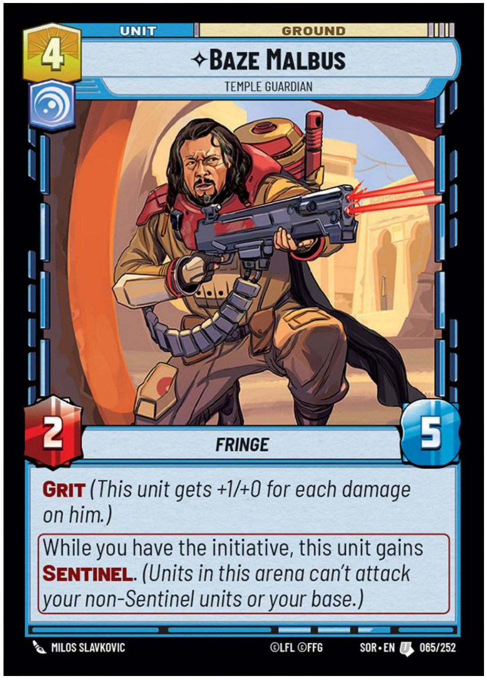
IMPLACABLE INQUISITOR

3 FORCE • IMPERIAL • INQUISITOR 6

Saboteur *(When this unit attacks, ignore Sentinel and defeat the defender's Shields.)*

When this unit deals combat damage to an opponent's base: You may deal 3 damage to a ground unit that opponent controls.

LENKA ŠIMEČKOVÁ ©LFL ©FFG SOR • EN 133/252



UNIT GROUND

4

✧Baze Malbus

TEMPLE GUARDIAN

2 FRINGE 5

Grit *(This unit gets +1/+0 for each damage on him.)*

While you have the initiative, this unit gains **Sentinel**. *(Units in this arena can't attack your non-Sentinel units or your base.)*

MILOS SLAVKOVIC ©LFL ©FFG SOR • EN 065/252

UNIT GROUND

4

✧Baze Malbus

TEMPLE GUARDIAN

2 FRINGE 5

Grit *(This unit gets +1/+0 for each damage on him.)*

While you have the initiative, this unit gains **Sentinel**. *(Units in this arena can't attack your non-Sentinel units or your base.)*

MILOS SLAVKOVIC ©LFL ©FFG SOR • EN 065/252

UNIT GROUND

4

✧Baze Malbus

TEMPLE GUARDIAN

2 FRINGE 5

Grit *(This unit gets +1/+0 for each damage on him.)*

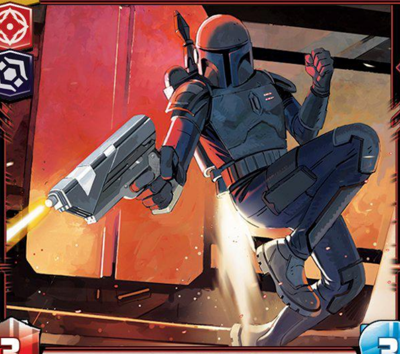
While you have the initiative, this unit gains **Sentinel**. *(Units in this arena can't attack your non-Sentinel units or your base.)*

MILOS SLAVKOVIC ©LFL ©FFG SOR • EN 065/252

UNIT GROUND

3

Death Watch Loyalist



3 MANDALORIAN • TROOPER 3

Grit *(This unit gets +1/+0 for each damage on it.)*

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

AMAD MIR © LFL © FFG SHD • EN 136/262

UNIT GROUND

3

Death Watch Loyalist

3 MANDALORIAN • TROOPER 3

Grit (This unit gets +1/+0 for each damage on it.)

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

AMAD MIR © LFL © FFG SHD • EN 136/262

UNIT GROUND

3

Death Watch Loyalist

3 MANDALORIAN • TROOPER 3

Grit (This unit gets +1/+0 for each damage on it.)

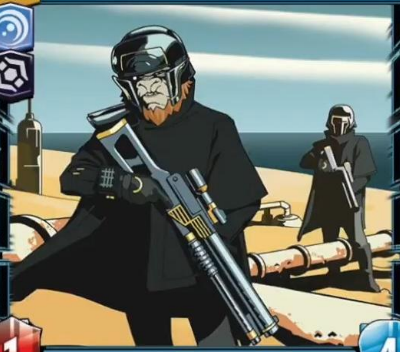
Overwhelm (When attacking an enemy unit, deal excess damage to the opponent's base.)

AMAD MIR © LFL © FFG SHD • EN 136/262

UNIT GROUND

1

Hylobon Enforcer



1 UNDERWORLD 4

Grit *(This unit gets +1/+0 for each damage on it.)*

Bounty — Draw a card. *(When this unit is defeated or captured, your opponent collects its bounty.)*

JOSHUA CARSON © LFL © FFG SHD • EN 027/262

UNIT GROUND

1

Hylobon Enforcer

1 UNDERWORLD 4

Grit (This unit gets +1/+0 for each damage on it.)

Bounty — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

JOSHUA CARSON © LFL © FFG SHD • EN 027/262

UNIT GROUND

1

Hylobon Enforcer

1 UNDERWORLD 4

Grit (This unit gets +1/+0 for each damage on it.)

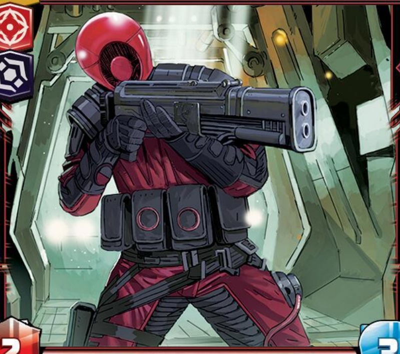
Bounty — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

JOSHUA CARSON © LFL © FFG SHD • EN 027/262

UNIT GROUND

1

Guavian Antagonizer



2 UNDERWORLD • TROOPER 3

Saboteur *(When this unit attacks, ignore Sentinel and defeat the defender's Shields.)*

Bounty — Draw a card. *(When this unit is defeated or captured, your opponent collects its bounty.)*

AMAD MIR © LFL © FFG SHD • EN 134/262

UNIT GROUND

1

Guavian Antagonizer

2 UNDERWORLD • TROOPER 3

Saboteur (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

Bounty — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

AMAD MIR © LFL © FFG SHD • EN 134/262

UNIT GROUND

1

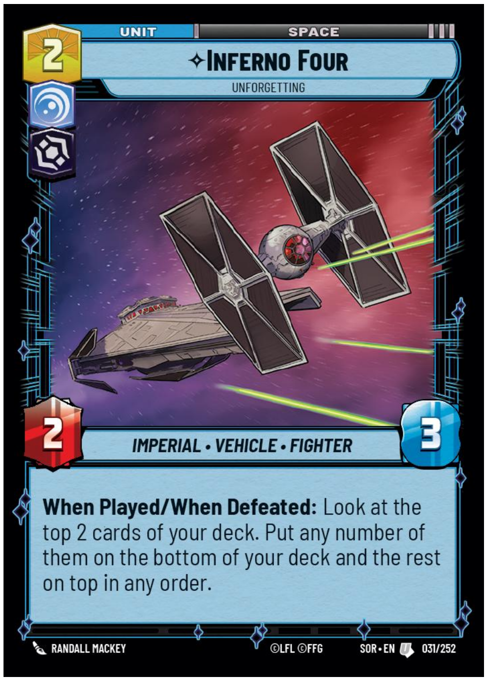
Guavian Antagonizer

2 UNDERWORLD • TROOPER 3

Saboteur (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

Bounty — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

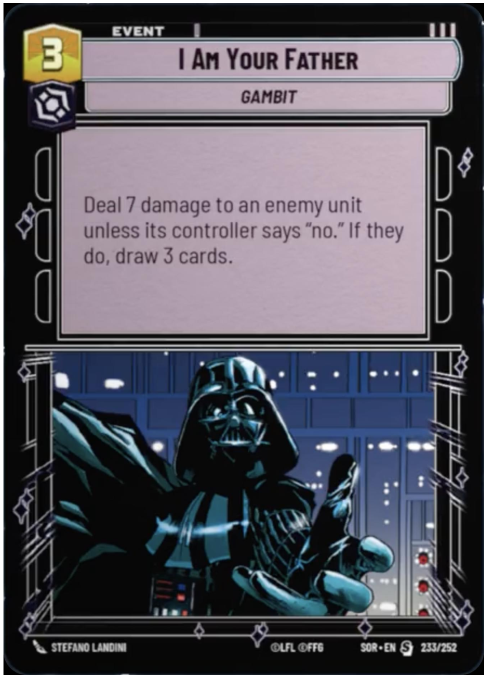
AMAD MIR © LFL © FFG SHD • EN 134/262


UNIT
SPACE
2
✧Inferno Four
UNFORGETTING
2
3
IMPERIAL • VEHICLE • FIGHTER
RANDALL MACKEY
©LFL ©FFG
SOR • EN 031/252

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.

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.

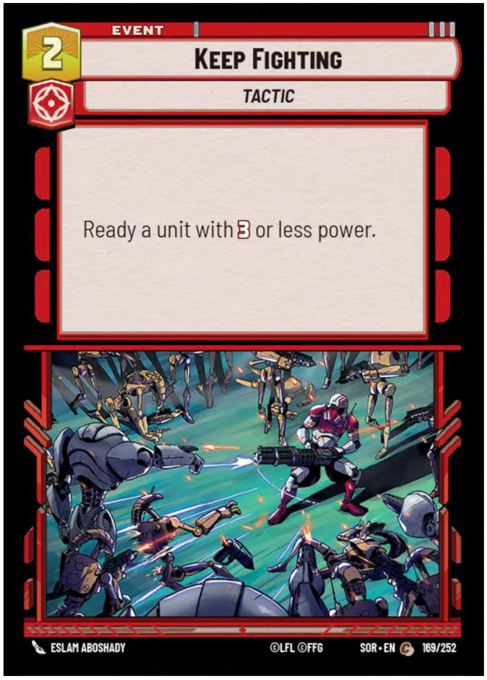
When Played/When Defeated: Look at the top 2 cards of your deck. Put any number of them on the bottom of your deck and the rest on top in any order.


EVENT
3
I Am Your Father
GAMBIT
STEFANO LANDINI
©LFL ©FFG
SOR • EN 233/252

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

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

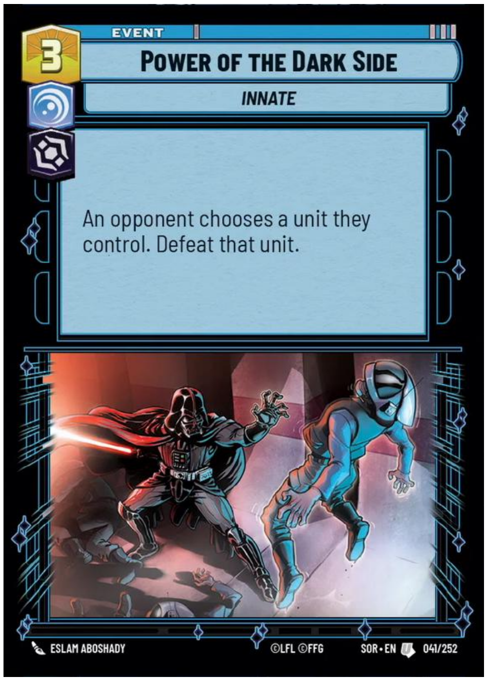
Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.


EVENT
2
Keep Fighting
TACTIC
ESLAM ABOSHADY
©LFL ©FFG
SOR • EN 169/252

Ready a unit with 3 or less power.

Ready a unit with 3 or less power.

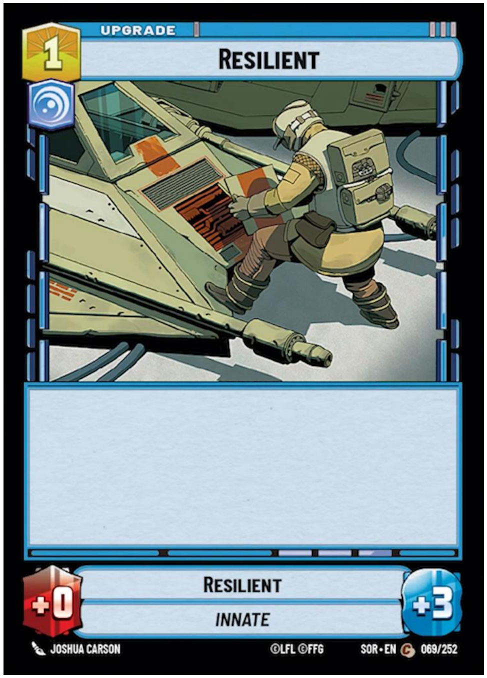
Ready a unit with 3 or less power.


3
EVENT
POWER OF THE DARK SIDE
INNATE
ESLAM ABOSHADY
©LFL ©FFG
SOR • EN 041/252

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

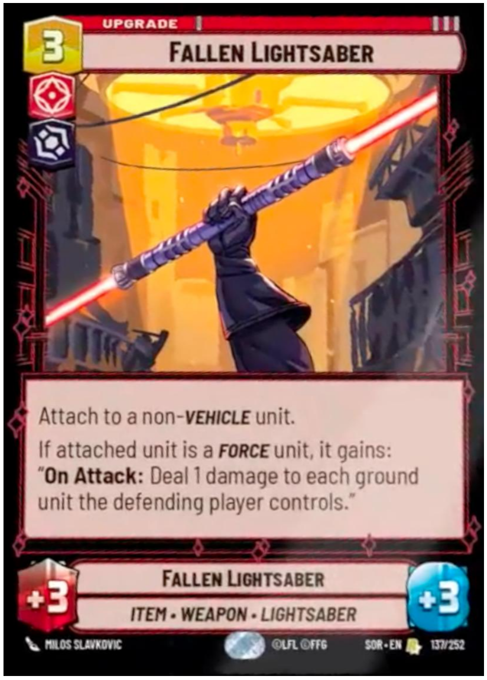
An opponent chooses a unit they control. Defeat that unit.

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


1
UPGRADE
RESILIENT
+0
RESILIENT
INNATE
+3
JOSHUA CARSON
©LFL ©FFG
SOR • EN 069/252

1
UPGRADE
RESILIENT
+0
RESILIENT
INNATE
+3
JOSHUA CARSON
©LFL ©FFG
SOR • EN 069/252

1
UPGRADE
RESILIENT
+0
RESILIENT
INNATE
+3
JOSHUA CARSON
©LFL ©FFG
SOR • EN 069/252


3
UPGRADE
FALLEN LIGHTSABER
+3
FALLEN LIGHTSABER
ITEM • WEAPON • LIGHTSABER
+3
MILOS SLAVKOVIC
©LFL ©FFG
SOR • EN 137/252

Attach to a non-***VEHICLE*** unit.

If attached unit is a ***FORCE*** unit, it gains: "**On Attack:** Deal 1 damage to each ground unit the defending player controls."

Attach to a non-***VEHICLE*** unit.

If attached unit is a ***FORCE*** unit, it gains: "**On Attack:** Deal 1 damage to each ground unit the defending player controls."

Attach to a non-***VEHICLE*** unit.

If attached unit is a ***FORCE*** unit, it gains: "**On Attack:** Deal 1 damage to each ground unit the defending player controls."