



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

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).

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7 UNIT GROUND

♦ MAUL

SHADOW COLLECTIVE VISIONARY



7 FORCE • UNDERWORLD 6

AMBUSH, OVERWHELM

On Attack: You may choose another friendly **UNDERWORLD** unit. If you do, all combat damage that would be dealt to this unit during this attack is dealt to the chosen unit instead.

AMAD MIR © LFL © FFG SHD-EN 090/252

7 UNIT GROUND

♦ MAUL

SHADOW COLLECTIVE VISIONARY



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AMBUSH, OVERWHELM

On Attack: You may choose another friendly **UNDERWORLD** unit. If you do, all combat damage that would be dealt to this unit during this attack is dealt to the chosen unit instead.

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8 UNIT GROUND

◆ **EMPEROR PALPATINE**
MASTER OF THE DARK SIDE



6 FORCE • IMPERIAL • SITH • OFFICIAL **6**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
When Played: Deal 6 damage divided as you choose among enemy units.

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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.

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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.

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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.

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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 [Sith] 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



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AMBUSH
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When Played: Search the top 10 cards of your deck for any number of [Sith] units with combined cost 5 or less and play each of them for free.

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1 UNIT GROUND

◆ **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.

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1 UNIT GROUND

◆ **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.

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1 UNIT GROUND

♦ **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.

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8 UNIT GROUND

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.

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8 UNIT GROUND

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

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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

2 UNIT SPACE

♦ **KYLO'S TIE SILENCER**
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER 2

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (*paying its cost*).

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2 UNIT SPACE

♦ **KYLO'S TIE SILENCER**
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER 2

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (*paying its cost*).

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3 UNIT SPACE

CONSORTIUM STARVIPER



3 FRINGE • VEHICLE • FIGHTER 3

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SOR • EN 112/252

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CONSORTIUM STARVIPER



3 FRINGE • VEHICLE • FIGHTER 3

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SOR • EN 112/252

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6

UNIT

SPACE

6

RUTHLESS RAIDER

4

IMPERIAL • VEHICLE • CAPITAL SHIP

6

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

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6

UNIT

SPACE

6

RUTHLESS RAIDER

4

IMPERIAL • VEHICLE • CAPITAL SHIP

6

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

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10

UNIT

SPACE

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

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3

EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA

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3

EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

FERNANDO CORREA

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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

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3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN

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5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit $\frac{2}{2}$ 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 $+2/+2$ 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 $+2/+2$ 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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2

UPGRADE

PRICE ON YOUR HEAD

Attached unit gains: **"BOUNTY"** — Put the top card of your deck into play as a resource.
(When this unit is defeated or captured, its opponent collects its bounty.)

+0

PRICE ON YOUR HEAD

BOUNTY • CONDITION

+0

ARIO MURTI

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2

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PRICE ON YOUR HEAD

Attached unit gains: **"BOUNTY"** — Put the top card of your deck into play as a resource.
(When this unit is defeated or captured, its opponent collects its bounty.)

+0

PRICE ON YOUR HEAD

BOUNTY • CONDITION

+0

ARIO MURTI

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2

UPGRADE

PRICE ON YOUR HEAD

Attached unit gains: **"BOUNTY"** — Put the top card of your deck into play as a resource.
(When this unit is defeated or captured, its opponent collects its bounty.)

+0

PRICE ON YOUR HEAD

BOUNTY • CONDITION

+0

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3

UPGRADE

FALLEN LIGHTSABER

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."

+3

FALLEN LIGHTSABER

ITEM • WEAPON • LIGHTSABER

+3

MILOSLAVKOVIC

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3

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ITEM • WEAPON • LIGHTSABER

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