





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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### 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 090/262

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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.

DIDIER NGUYEN © LFL © FFG SOR • EN 135/252

**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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**KRAYT DRAGON**



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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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**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**

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**When Played:** Heal 1 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.

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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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**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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6

UNIT

SPACE

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

RUTHLESS RAIDER



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IMPERIAL • VEHICLE • CAPITAL SHIP

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**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 LAZZANO

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3

EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA

©LFL ©FFG

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3

EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA

©LFL ©FFG

SOR • EN 172/252

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

SOR • EN 126/252

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  $\pm 2/\pm 2$  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  $+2/+2$  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** **+0**  
**BOUNTY • CONDITION**

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**BOUNTY • CONDITION**

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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** **+3**  
**ITEM • WEAPON • LIGHTSABER**

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