

**LEADER UNIT** **GROUND**

**5** **◆ MOFF GIDEON**  
FORMIDABLE COMMANDER



**3** **IMPERIAL • OFFICIAL** **6**

**OVERWHELM** (When attacking an enemy unit, deal excess damage to the opponent's base.)  
Each friendly unit that costs **3** or less gets **1/0** and gains **OVERWHELM** while attacking an enemy unit.

ERIC HIBBELER

**LEADER** **◆ MOFF GIDEON**  
FORMIDABLE COMMANDER

**Action** [↻]: Attack with a unit that costs **3** or less. If it's attacking a unit, it gets **1/0** for this attack.

**Epic Action:** If you control **5** or more resources, deploy this leader. (Flip him, ready him, and move him to the ground arena.) **3/6**



**IMPERIAL • OFFICIAL**

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**BASE** **REMNANT SCIENCE FACILITY**



**30** **NEVARRO**

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**UNIT** **GROUND**

**3** **◆ COBB VANTH**  
THE MARSHAL



**3** **FRINGE • OFFICIAL** **2**

**When Defeated:** Search the top 10 cards of your deck for a unit that costs **2** or less and discard it. For this phase, you may play that card from your discard pile for free.

ARIO MURTI

**UNIT** **GROUND**

**3** **◆ COBB VANTH**  
THE MARSHAL



**3** **FRINGE • OFFICIAL** **2**

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ARIO MURTI

**UNIT** **GROUND**

**7** **◆ 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 **1** units with combined cost **3** or less and play each of them for free.

IVAN DEDOV

**UNIT** **GROUND**

**7** **◆ 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 **1** units with combined cost **3** or less and play each of them for free.

IVAN DEDOV

**UNIT** **GROUND**

**7** **◆ 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 **1** units with combined cost **3** or less and play each of them for free.

IVAN DEDOV



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

### ♦GENERAL VEERS

BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL 3

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

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

1 UNIT GROUND

### 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

1 UNIT GROUND

### 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

1 UNIT GROUND

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

2 UNIT GROUND

### INCINERATOR TROOPER



2 IMPERIAL • TROOPER 2

While attacking, this unit deals combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

APRIL MIR © LFL © FFG SHD • EN 234/262

2 UNIT GROUND

### INCINERATOR TROOPER



2 IMPERIAL • TROOPER 2

While attacking, this unit deals combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

APRIL MIR © LFL © FFG SHD • EN 234/262



UNIT GROUND

2 INCINERATOR TROOPER



2 IMPERIAL • TROOPER 2

While attacking, this unit deals combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

MARC ESCAICH © LFL © FFG SRO • EN 234/252

UNIT GROUND

3 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).

MARC ESCAICH © LFL © FFG SRO • EN 084/252

UNIT GROUND

3 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).

MARC ESCAICH © LFL © FFG SRO • EN 084/252

UNIT GROUND

3 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).

MARC ESCAICH © LFL © FFG SRO • EN 084/252

UNIT GROUND

2 PYKE SENTINEL



2 UNDERWORLD 3

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

OMERCAN CIRIT © LFL © FFG SRO • EN 029/252

UNIT GROUND

2 PYKE SENTINEL



2 UNDERWORLD 3

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

OMERCAN CIRIT © LFL © FFG SRO • EN 029/252

UNIT GROUND

2 SEASONED SHORETROOPER



2 IMPERIAL • TROOPER 3

While you control 6 or more resources, this unit gets +2/+0.

MILOS SLAVKOVIC © LFL © FFG SOR • EN 081/252

UNIT GROUND

2 SEASONED SHORETROOPER



2 IMPERIAL • TROOPER 3

While you control 6 or more resources, this unit gets +2/+0.

MILOS SLAVKOVIC © LFL © FFG SOR • EN 081/252

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.

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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.

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1 UNIT GROUND

### VANGUARD INFANTRY



1 TROOPER 2

**When Defeated:** You may give an Experience token to a unit.

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1 UNIT GROUND

### VANGUARD INFANTRY



1 TROOPER 2

**When Defeated:** You may give an Experience token to a unit.

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1 UNIT GROUND

### VANGUARD INFANTRY



1 TROOPER 2

**When Defeated:** You may give an Experience token to a unit.

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1 UNIT GROUND

### WARZONE LIEUTENANT



2 TROOPER 2

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1 UNIT GROUND

### WARZONE LIEUTENANT



2 TROOPER 2

© LFL © FFG SOR • EN 110/252

1 UNIT GROUND

### WARZONE LIEUTENANT



2 TROOPER 2

© LFL © FFG SOR • EN 110/252

2 UNIT GROUND

### SCOUT BIKE PURSUER



1 IMPERIAL • TROOPER 4

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

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UNIT SPACE

2 **INFERNO FOUR**  
UNFORGETTING

2 IMPERIAL • VEHICLE • FIGHTER 3

**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.

RANDALL MACKEY © LFL © FFG SOR • EN 031/252

UNIT SPACE

2 **INFERNO FOUR**  
UNFORGETTING

2 IMPERIAL • VEHICLE • FIGHTER 3

**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.

RANDALL MACKEY © LFL © FFG SOR • EN 031/252

UNIT SPACE

2 **OUTLAND TIE VANGUARD**

2 IMPERIAL • VEHICLE • FIGHTER 1

**When Played:** You may give an Experience token to another unit that costs 3 or less.

FRANCOIS CANNELS © LFL © FFG SOR • EN 052/252

UNIT SPACE

2 **OUTLAND TIE VANGUARD**

2 IMPERIAL • VEHICLE • FIGHTER 1

**When Played:** You may give an Experience token to another unit that costs 3 or less.

FRANCOIS CANNELS © LFL © FFG SOR • EN 052/252

UNIT SPACE

1 **TIE/LN FIGHTER**

2 IMPERIAL • VEHICLE • FIGHTER 1

FRENCH CARLOMAGNO © LFL © FFG SOR • EN 225/252

UNIT SPACE

1 **TIE/LN FIGHTER**

2 IMPERIAL • VEHICLE • FIGHTER 1

FRENCH CARLOMAGNO © LFL © FFG SOR • EN 225/252

UNIT SPACE

1 **TIE/LN FIGHTER**

2 IMPERIAL • VEHICLE • FIGHTER 1

FRENCH CARLOMAGNO © LFL © FFG SOR • EN 225/252

UNIT SPACE

3 **BLACK SUN STARFIGHTER**

3 UNDERWORLD • VEHICLE • FIGHTER 2

**SENTINEL** (Units in this arena can't attack your non-Sentinel units or your base.)

MARK ZHANG © LFL © FFG SOR • EN 237/252

EVENT

4 **CALCULATED LETHALITY**  
TACTIC

Defeat a non-leader unit that costs 3 or less. For each upgrade that was on that unit, give an Experience token to a friendly unit.

AMAD MIR © LFL © FFG SOR • EN 039/252



**4** EVENT

**CALCULATED LETHALITY**

TACTIC

Defeat a non-leader unit that costs 3 or less. For each upgrade that was on that unit, give an Experience token to a friendly unit.



AMAD MIE © LFL © FFG SHD • EN 038/252

**1** EVENT

**COVERT STRENGTH**

TACTIC

Heal 2 damage from a unit and give an Experience token to it.

**SMUGGLE** [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



ESLAM ABOSHADY © LFL © FFG SHD • EN 075/252

**1** EVENT

**COVERT STRENGTH**

TACTIC

Heal 2 damage from a unit and give an Experience token to it.

**SMUGGLE** [3] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)



ESLAM ABOSHADY © LFL © FFG SHD • EN 075/252

**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

**POWER OF THE DARK SIDE**

INNATE

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



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**4** EVENT

**TAKEDOWN**

TACTIC

Defeat a unit with 3 or less remaining HP.




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**4** EVENT

**TAKEDOWN**

TACTIC

Defeat a unit with 3 or less remaining HP.




ESLAM ABOSHADY © LFL © FFG SOR • EN 077/252

**4** EVENT

**TAKEDOWN**

TACTIC

Defeat a unit with 3 or less remaining HP.



ESLAM ABOSHADY © LFL © FFG SOR • EN 077/252

**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.



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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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**1** UPGRADE | **BOUNTY HUNTER'S QUARRY**



Attached unit gains: **"Bounty"** — Search the top 5 cards of your deck, or 10 cards instead if this unit is unique, for a unit that costs  $\leq$  or less and play it for free." (Put the other cards on the bottom of your deck in a random order.)

**BOUNTY HUNTER'S QUARRY**  
BOUNTY • CONDITION

IGNACIO BAZAN LAZZARINI © LFL © FFG SHD • EN 103/202

**1** UPGRADE | **FOUNDLING**



Attached unit gains the **MANDALORIAN** trait.

**FOUNDLING**  
MANDALORIAN

KEVIN LIBRANDA © LFL © FFG SHD • EN 009/202

**1** UPGRADE | **FOUNDLING**



Attached unit gains the **MANDALORIAN** trait.

**FOUNDLING**  
MANDALORIAN

KEVIN LIBRANDA © LFL © FFG SHD • EN 009/202

**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."

**THE DARKSABER**  
MANDALORIAN • ITEM • WEAPON

ANELIE 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."

**THE DARKSABER**  
MANDALORIAN • ITEM • WEAPON

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**4** UPGRADE | **THE DARKSABER**



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**THE DARKSABER**  
MANDALORIAN • ITEM • WEAPON

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