

5 LEADER UNIT GROUND

♦ **GRAND MOFF TARKIN**
OVERSECTOR GOVERNOR



2 IMPERIAL • OFFICIAL **7**

On Attack: You may give an Experience token to another IMPERIAL unit.

TOMAS OLESAK

LEADER

♦ **GRAND MOFF TARKIN**
OVERSECTOR GOVERNOR

Action [1]: Give an Experience token to an IMPERIAL unit.

Epic Action: If you control 5 or more resources, deploy this leader.

2/7

IMPERIAL • OFFICIAL

TOMAS OLESAK

30

BASE

CHOPPER BASE



ATOLLON

TYLER EDLIN

1 UNIT GROUND

ISB AGENT



1 IMPERIAL **3**

When Played: You may reveal an event from your hand. If you do, deal 1 damage to a unit.

YVETTE CHUA

1 UNIT GROUND

ISB AGENT




1 IMPERIAL **3**

When Played: You may reveal an event from your hand. If you do, deal 1 damage to a unit.

YVETTE CHUA

1 UNIT GROUND

ISB AGENT



1 IMPERIAL **3**

When Played: You may reveal an event from your hand. If you do, deal 1 damage to a unit.

YVETTE CHUA

2 UNIT GROUND

SCANNING OFFICER



2 IMPERIAL • OFFICIAL **3**

When Played: Reveal 3 enemy resources. Defeat each resource with the **SMUGGLE** keyword revealed this way. For each resource defeated this way, its controller puts the top card of their deck into play as a resource.

DAVID BUSAN

2 UNIT GROUND

SCANNING OFFICER



2 IMPERIAL • OFFICIAL **3**

When Played: Reveal 3 enemy resources. Defeat each resource with the **SMUGGLE** keyword revealed this way. For each resource defeated this way, its controller puts the top card of their deck into play as a resource.

DAVID BUSAN

2 UNIT GROUND

SNOWTROOPER LIEUTENANT



2 IMPERIAL • TROOPER **2**

When Played: You may attack with a unit. If it's an IMPERIAL unit, it gets **+2/+0** for this attack.

ERIK LY

UNIT GROUND

2 SNOWTROOPER LIEUTENANT



IMPERIAL • TROOPER **2**

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets +2/+0 for this attack.

ERIK LY ©LFL ©FFG SOR • EN 221/252

UNIT GROUND

2 SNOWTROOPER LIEUTENANT



IMPERIAL • TROOPER **2**

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets +2/+0 for this attack.

ERIK LY ©LFL ©FFG SOR • EN 221/252

UNIT GROUND

2 VIPER PROBE DROID



IMPERIAL • DROID **2**

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

UNIT GROUND

2 VIPER PROBE DROID



IMPERIAL • DROID **2**

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

UNIT GROUND

2 VIPER PROBE DROID



IMPERIAL • DROID **2**

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

UNIT GROUND

3 PHASE-III DARK TROOPER



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 ESCACHEX ©LFL ©FFG SHD • EN 084/252

UNIT GROUND

3 PHASE-III DARK TROOPER



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 ESCACHEX ©LFL ©FFG SHD • EN 084/252

UNIT GROUND

7 ♦ DARTH VADER
COMMANDING THE FIRST LEGION



FORCE • IMPERIAL • SITH **7**

AMBUSH

When Played: Search the top 10 cards of your deck for any number of  units with combined cost **3** or less and play each of them for free.

IVAN DEDOV ©LFL ©FFG SOR • EN 087/252

UNIT GROUND

7 ♦ DARTH VADER
COMMANDING THE FIRST LEGION



FORCE • IMPERIAL • SITH **7**

AMBUSH

When Played: Search the top 10 cards of your deck for any number of  units with combined cost **3** or less and play each of them for free.

IVAN DEDOV ©LFL ©FFG SOR • EN 087/252

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

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SOR • EN

119/252

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

1

UNIT

SPACE

TIE/LN FIGHTER

2

IMPERIAL • VEHICLE • FIGHTER

1

FRENCH CARLMAGNO

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SOR • EN

225/252

1

UNIT

SPACE

TIE/LN FIGHTER

2

IMPERIAL • VEHICLE • FIGHTER

1

FRENCH CARLMAGNO

©LFL ©FFG

SOR • EN

225/252

1

UNIT

SPACE

TIE/LN FIGHTER

2

IMPERIAL • VEHICLE • FIGHTER

1

FRENCH CARLMAGNO

©LFL ©FFG

SOR • EN

225/252

2

UNIT

SPACE

OUTLAND TIE VANGUARD

2

IMPERIAL • VEHICLE • FIGHTER

1

When Played: You may give an Experience token to another unit that costs 2 or less.

FRANÇOIS CANNELS

©LFL ©FFG

SOR • EN

082/252

2

UNIT

SPACE

OUTLAND TIE VANGUARD

2

IMPERIAL • VEHICLE • FIGHTER

1

When Played: You may give an Experience token to another unit that costs 2 or less.

FRANÇOIS CANNELS

©LFL ©FFG

SOR • EN

082/252

2

UNIT

SPACE

OUTLAND TIE VANGUARD

2

IMPERIAL • VEHICLE • FIGHTER

1

When Played: You may give an Experience token to another unit that costs 2 or less.

FRANÇOIS CANNELS

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SOR • EN

082/252

3

UNIT

SPACE

LURKING TIE PHANTOM

2

IMPERIAL • VEHICLE • FIGHTER

2

RAID 2 (This unit gets +2/+0 while attacking.)
This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO

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187/262

UNIT

SPACE

3

LURKING TIE PHANTOM

2

IMPERIAL • VEHICLE • FIGHTER

RAID 2 (This unit gets +2/+0 while attacking.)

This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO © LFL © FFG SHD • EN 187/262

UNIT

SPACE

3

LURKING TIE PHANTOM

2

IMPERIAL • VEHICLE • FIGHTER

RAID 2 (This unit gets +2/+0 while attacking.)

This unit can't be captured, damaged, or defeated by enemy card abilities.

IGNACIO BAZAN LAZCANO © LFL © FFG SHD • EN 187/262

UNIT

SPACE

3

SEVENTH FLEET DEFENDER

2

IMPERIAL • VEHICLE • FIGHTER

SHIELDED (When you play this unit, give a Shield token to it.)

FRANCOIS CANNELS © LFL © FFG SOR • EN 180/252

UNIT

SPACE

3

SEVENTH FLEET DEFENDER

2

IMPERIAL • VEHICLE • FIGHTER

SHIELDED (When you play this unit, give a Shield token to it.)

FRANCOIS CANNELS © LFL © FFG SOR • EN 180/252

UNIT

SPACE

3

SEVENTH FLEET DEFENDER

2

IMPERIAL • VEHICLE • FIGHTER

SHIELDED (When you play this unit, give a Shield token to it.)

FRANCOIS CANNELS © LFL © FFG SOR • EN 180/252

UNIT

SPACE

4

TIE ADVANCED

2

IMPERIAL • VEHICLE • FIGHTER

When Played: Give 2 Experience tokens to another friendly **IMPERIAL** unit.

ESLAM ABOSHADY © LFL © FFG SOR • EN 231/252

UNIT

SPACE

4

TIE ADVANCED

2

IMPERIAL • VEHICLE • FIGHTER

When Played: Give 2 Experience tokens to another friendly **IMPERIAL** unit.

ESLAM ABOSHADY © LFL © FFG SOR • EN 231/252

UNIT

SPACE

4

TIE ADVANCED

2

IMPERIAL • VEHICLE • FIGHTER

When Played: Give 2 Experience tokens to another friendly **IMPERIAL** unit.

ESLAM ABOSHADY © LFL © FFG SOR • EN 231/252

UNIT

SPACE

9

◆ **RELENTLESS**

KONSTANTINE'S FOLLY

8

IMPERIAL • VEHICLE • CAPITAL SHIP

The first event played by each opponent each round loses all abilities.

ROSS TAYLOR © LFL © FFG SOR • EN 089/252

9

UNIT

SPACE

RELENTLESS

KONSTANTINE'S FOLLY

8

IMPERIAL • VEHICLE • CAPITAL SHIP

8

The first event played by each opponent each round loses all abilities.

ROSS TAYLOR

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SOR • EN

089/252

1

EVENT

CONFISCATE

LAW

Defeat an upgrade.

FRENCH CARLOMAGNO

©LFL ©FFG

SOR • EN

251/252

1

EVENT

CONFISCATE

LAW

Defeat an upgrade.

FRENCH CARLOMAGNO

©LFL ©FFG

SOR • EN

251/252

1

EVENT

CONFISCATE

LAW

Defeat an upgrade.

FRENCH CARLOMAGNO

©LFL ©FFG

SOR • EN

251/252

2

EVENT

NO GOOD TO ME DEAD

PLAN

Exhaust a unit. That unit can't ready this round (including during the regroup phase).

DENIS MEDRI

©LFL ©FFG

SOR • EN

188/252

2

EVENT

NO GOOD TO ME DEAD

PLAN

Exhaust a unit. That unit can't ready this round (including during the regroup phase).

DENIS MEDRI

©LFL ©FFG

SOR • EN

188/252

2

EVENT

PREPARE FOR TAKEOFF

PLAN

Search the top 8 cards of your deck for up to 2 **VEHICLE** units, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)

ARIO MURTI

©LFL ©FFG

SOR • EN

125/252

2

EVENT

PREPARE FOR TAKEOFF

PLAN

Search the top 8 cards of your deck for up to 2 **VEHICLE** units, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)

ARIO MURTI

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SOR • EN

125/252

2

EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets **3** for this attack.

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220/252

2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\pm 3/\pm 0$ for this attack.



ARIO MURTI ©LFL ©FFG SOR-EN 220/252

2 EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\pm 3/\pm 0$ for this attack.



ARIO MURTI ©LFL ©FFG SOR-EN 220/252

3 EVENT

TRIPLE DARK RAID

TACTIC

Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs $\$$ and enters play ready. Return it to its owner's hand at the end of the phase.



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3 EVENT

TRIPLE DARK RAID

TACTIC

Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs $\$$ and enters play ready. Return it to its owner's hand at the end of the phase.



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3 EVENT

TRIPLE DARK RAID

TACTIC

Search the top 7 cards of your deck for a **VEHICLE** and play it. (Put the other cards on the bottom of your deck in a random order.) It costs $\$$ and enters play ready. Return it to its owner's hand at the end of the phase.



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



FRANCOIS CANNELS ©LFL ©FFG SOR-EN 082/252

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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