

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

SOR • EN 007/252

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TOMAS OLESAK

30

CHOPPER BASE



ATOLLON

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TYLER ERLIN

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

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SOR • EN 176/252

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

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SOR • EN 176/252

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

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SOR • EN 176/252

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 BUISAN

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SHD • EN 114/252

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 BUISAN

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SHD • EN 114/252

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

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SOR • EN 227/252

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 ©LFL ©FFG SOR • EN 227/252

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 ©LFL ©FFG SOR • EN 227/252

2 UNIT GROUND

VIPER PROBE DROID



3 IMPERIAL • DROID **2**

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

2 UNIT GROUND

VIPER PROBE DROID



3 IMPERIAL • DROID **2**

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

2 UNIT GROUND

VIPER PROBE DROID



3 IMPERIAL • DROID **2**

When Played: Look at an opponent's hand.

AMAD MIR ©LFL ©FFG SOR • EN 228/252

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).

MARC ESCACKX ©LFL ©FFG SHD • EN 084/252

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).

MARC ESCACKX ©LFL ©FFG SHD • EN 084/252

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  units with combined cost 3 or less and play each of them for free.

IVAN DEDOV ©LFL ©FFG SOR • EN 087/252

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

1 UNIT SPACE

TIE/LN FIGHTER

2 IMPERIAL • VEHICLE • FIGHTER **1**

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

1 UNIT SPACE

TIE/LN FIGHTER

2 IMPERIAL • VEHICLE • FIGHTER **1**

FRENCH CARLOMAGNO ©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 3 or less.

FRANÇOIS CANNELS ©LFL ©FFG SHD • EN 082/282

2 UNIT SPACE

OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER **1**

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

FRANÇOIS CANNELS ©LFL ©FFG SHD • EN 082/282

2 UNIT SPACE

OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER **1**

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

FRANÇOIS CANNELS ©LFL ©FFG SHD • EN 082/282

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 ©LFL ©FFG SHD • EN 187/282

UNIT SPACE

3 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 © LFL © FFG SHD-EN 187/252

UNIT SPACE

3 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 © LFL © FFG SHD-EN 187/252

UNIT SPACE

3 SEVENTH FLEET DEFENDER



3 IMPERIAL • VEHICLE • FIGHTER **2**

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



3 IMPERIAL • VEHICLE • FIGHTER **2**

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



3 IMPERIAL • VEHICLE • FIGHTER **2**

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



3 IMPERIAL • VEHICLE • FIGHTER **2**

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

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

UNIT SPACE

4 TIE ADVANCED



3 IMPERIAL • VEHICLE • FIGHTER **2**

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

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

UNIT SPACE

4 TIE ADVANCED



3 IMPERIAL • VEHICLE • FIGHTER **2**

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 **8**

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 186/252

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 186/252

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

©LFL ©FFG

SOR • EN 125/252

2

EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\frac{3}{0}$ for this attack.

ARIO MURTI

©LFL ©FFG

SOR • EN 220/252

2 **SURPRISE STRIKE**
TACTIC

Attack with a unit. It gets $\text{+3}/\text{+0}$ for this attack.



ARIO MURTI ©LFL ©FFG SOR • EN 220/252

2 **SURPRISE STRIKE**
TACTIC

Attack with a unit. It gets $\text{+3}/\text{+0}$ for this attack.



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3 **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 $\text{\$}$ less and enters play ready. Return it to its owner's hand at the end of the phase.



ARIO MURTI ©LFL ©FFG SOR • EN 104/252

3 **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 $\text{\$}$ less and enters play ready. Return it to its owner's hand at the end of the phase.



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3 **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 $\text{\$}$ less and enters play ready. Return it to its owner's hand at the end of the phase.



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5 **OVERWHELMING BARRAGE**
TACTIC

Give a friendly unit $\text{+2}/\text{+2}$ 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 **OVERWHELMING BARRAGE**
TACTIC

Give a friendly unit $\text{+2}/\text{+2}$ 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 092/252

5 **OVERWHELMING BARRAGE**
TACTIC

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