

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 OLEKSIAK

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 OLEKSIAK

30 BASE

CORONET CITY



CORELLIA

ADREN GORD

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

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.)

AMAD MIR

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.)

AMAD MIR

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.)

AMAD MIR

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.

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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.

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2 UNIT GROUND

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

2 UNIT GROUND

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

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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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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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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3 UNIT GROUND

♦ GENERAL VEERS
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL **3**

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

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3 UNIT GROUND

♦ GENERAL VEERS
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL **3**

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

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3 UNIT GROUND

◆ **GENERAL VEERS**
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL **3**

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

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6 UNIT GROUND

AT-ST



6 IMPERIAL • VEHICLE • WALKER **7**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

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6 UNIT GROUND

AT-ST



6 IMPERIAL • VEHICLE • WALKER **7**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

STEPHEN ZAVALA ©LFL ©FFG SOR • EN 232/252

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

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

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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.

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1 UNIT SPACE

TIE/LN FIGHTER



2 IMPERIAL • VEHICLE • FIGHTER **1**

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



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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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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4

UNIT

SPACE

TIE ADVANCED

3

IMPERIAL • VEHICLE • FIGHTER

2

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

ESLAM ABOSHADY

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4

UNIT

SPACE

TIE ADVANCED

3

IMPERIAL • VEHICLE • FIGHTER

2

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

ESLAM ABOSHADY

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4

UNIT

SPACE

TIE ADVANCED

3

IMPERIAL • VEHICLE • FIGHTER

2

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

ESLAM ABOSHADY

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1

EVENT

SWOOP DOWN

TACTIC

Attack with a space unit. It gains **SABOTEUR** and can attack ground units for this attack. If it attacks a ground unit, it gets $\odot 2/\odot 0$ and the defender gets $\ominus 2/\ominus 0$ for this attack.

JAMES DALY

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1

EVENT

SWOOP DOWN

TACTIC

Attack with a space unit. It gains **SABOTEUR** and can attack ground units for this attack. If it attacks a ground unit, it gets $\odot 2/\odot 0$ and the defender gets $\ominus 2/\ominus 0$ for this attack.

JAMES DALY

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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

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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

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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 **5** 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 **5** less and enters play ready. Return it to its owner's hand at the end of the phase.



ARTAD PER ©LFL ©FFG SMO • 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 **5** less and enters play ready. Return it to its owner's hand at the end of the phase.



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4 **MAXIMUM FIREPOWER**
IMPERIAL • TACTIC

A friendly **IMPERIAL** unit deals damage equal to its power to a unit. Then, another friendly **IMPERIAL** unit deals damage equal to its power to the same unit.



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4 **MAXIMUM FIREPOWER**
IMPERIAL • TACTIC

A friendly **IMPERIAL** unit deals damage equal to its power to a unit. Then, another friendly **IMPERIAL** unit deals damage equal to its power to the same unit.



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5 **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 **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 **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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