

6 LEADER UNIT GROUND

♦ **GRAND ADMIRAL THRAWN**

PATIENT AND INSIGHTFUL



3 IMPERIAL • OFFICIAL **9**

When the action phase starts: Look at the top card of each player's deck.

On Attack: You may reveal the top card of any player's deck. Exhaust a unit that costs the same as or less than the revealed card.

IVAN BEDOV

6 LEADER UNIT GROUND

♦ **GRAND ADMIRAL THRAWN**

PATIENT AND INSIGHTFUL



3 IMPERIAL • OFFICIAL **9**

When the action phase starts: Look at the top card of each player's deck.

Action [1]: Reveal the top card of any player's deck. Exhaust a unit that costs the same as or less than the revealed card.

Epic Action: If you control 6 or more resources, deploy this leader.

IVAN BEDOV

30 BASE

CAPITAL CITY



LOTAL

SEBASTIAN GUIDOBONO

2 UNIT SPACE

♦ **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

2 UNIT SPACE

♦ **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

2 UNIT SPACE

♦ **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

1 UNIT SPACE

MINING GUILD TIE FIGHTER



1 FRINGE • VEHICLE • FIGHTER **2**

On Attack: You may pay [2]. If you do, draw a card.

ANDRÉ MEALHA

1 UNIT SPACE

MINING GUILD TIE FIGHTER



1 FRINGE • VEHICLE • FIGHTER **2**

On Attack: You may pay [2]. If you do, draw a card.

ANDRÉ MEALHA

1 UNIT SPACE

MINING GUILD TIE FIGHTER



1 FRINGE • VEHICLE • FIGHTER **2**

On Attack: You may pay [2]. If you do, draw a card.

ANDRÉ MEALHA

2 UNIT GROUND

REGIONAL GOVERNOR



1 IMPERIAL • OFFICIAL **4**

When Played: Name a card. While this unit is in play, opponents can't play the named card.

YVETTE CHUA ©LFL ©FFG SOR • EN 062/252

2 UNIT GROUND

REGIONAL GOVERNOR



1 IMPERIAL • OFFICIAL **4**

When Played: Name a card. While this unit is in play, opponents can't play the named card.

YVETTE CHUA ©LFL ©FFG SOR • EN 062/252

2 UPGRADE

ENTRENCHED



Attached unit can't attack bases.

+3 ENTRENCHED **+3**
CONDITION

BORJA PINDADO ©LFL ©FFG SOR • EN 072/252

2 UPGRADE

ENTRENCHED



Attached unit can't attack bases.

+3 ENTRENCHED **+3**
CONDITION

BORJA PINDADO ©LFL ©FFG SOR • EN 072/252

2 UPGRADE

ENTRENCHED



Attached unit can't attack bases.

+3 ENTRENCHED **+3**
CONDITION

BORJA PINDADO ©LFL ©FFG SOR • EN 072/252

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

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 UNIT SPACE

PIRATED STARFIGHTER



2 UNDERWORLD • VEHICLE • FIGHTER **4**

RAID 1 (This unit gets +1/+0 while attacking.)

When Played: Return a friendly non-leader unit to its owner's hand.

FERNANDO CORREA ©LFL ©FFG SOR • EN 209/252

UNIT

SPACE

2

PIRATED STARFIGHTER

2

UNDERWORLD • VEHICLE • FIGHTER

4

RAID 1 (This unit gets +1/+0 while attacking.)
When Played: Return a friendly non-leader unit to its owner's hand.

FERNANDO CORREA

©LFL ©FFG

SOR • EN

209/252

UNIT

SPACE

2

PIRATED STARFIGHTER

2

UNDERWORLD • VEHICLE • FIGHTER

4

RAID 1 (This unit gets +1/+0 while attacking.)
When Played: Return a friendly non-leader unit to its owner's hand.

FERNANDO CORREA

©LFL ©FFG

SOR • EN

209/252

EVENT

3

POWER OF THE DARK SIDE

INNATE

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

ESLAN ABOSHADY

©LFL ©FFG

SOR • EN

041/252

EVENT

3

POWER OF THE DARK SIDE

INNATE

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

ESLAN ABOSHADY

©LFL ©FFG

SOR • EN

041/252

EVENT

3

POWER OF THE DARK SIDE

INNATE

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

ESLAN ABOSHADY

©LFL ©FFG

SOR • EN

041/252

EVENT

3

OUTMANEUVER

TACTIC

Choose an arena (*ground or space*). Exhaust each unit in that arena.

LEONARDO GIANMICHELE

©LFL ©FFG

SOR • EN

221/252

EVENT

3

OUTMANEUVER

TACTIC

Choose an arena (*ground or space*). Exhaust each unit in that arena.

LEONARDO GIANMICHELE

©LFL ©FFG

SOR • EN

221/252

EVENT

3

OUTMANEUVER

TACTIC

Choose an arena (*ground or space*). Exhaust each unit in that arena.

LEONARDO GIANMICHELE

©LFL ©FFG

SOR • EN

221/252

EVENT

3

WAYLAY

TRICK

Return a non-leader unit to its owner's hand.

AMÉLIE HUTT

©LFL ©FFG

SOR • EN

31/70

3 EVENT | **WAYLAY**
TRICK

Return a non-leader unit to its owner's hand.



APÉLIE HUTT ©LFL ©FFG 7 SOR-EN 31/70

3 EVENT | **WAYLAY**
TRICK

Return a non-leader unit to its owner's hand.



APÉLIE HUTT ©LFL ©FFG 7 SOR-EN 31/70

4 EVENT | **SEARCH YOUR FEELINGS**
INNATE

Search your deck for a card and draw it. (Then, shuffle your deck.)



DAVID NASH ©LFL ©FFG SOR-EN 042/252

4 EVENT | **SEARCH YOUR FEELINGS**
INNATE

Search your deck for a card and draw it. (Then, shuffle your deck.)



DAVID NASH ©LFL ©FFG SOR-EN 042/252

4 EVENT | **SEARCH YOUR FEELINGS**
INNATE

Search your deck for a card and draw it. (Then, shuffle your deck.)



DAVID NASH ©LFL ©FFG SOR-EN 042/252

4 EVENT | **TAKEDOWN**
TACTIC

Defeat a unit with 5 or less remaining HP.



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

4 EVENT | **TAKEDOWN**
TACTIC

Defeat a unit with 5 or less remaining HP.



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

4 EVENT | **TAKEDOWN**
TACTIC


Defeat a unit with 5 or less remaining HP.



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

5 EVENT | **VANQUISH**
TACTIC

Defeat a non-leader unit.



ESLAM ABOSHADY ©LFL ©FFG SOR-EN 078/252

5 EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.



ESLAM ABOSHADI ©LFL ©FFG SOR • EN 078/252

5 EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.



ESLAM ABOSHADI ©LFL ©FFG SOR • EN 078/252

6 UNIT GROUND

BOUNTY HUNTER CREW



4 UNDERWORLD • BOUNTY HUNTER **4**

AMBUSH (After you play this unit, it may ready and attack an enemy unit.)

When Played: You may return an event from a discard pile to its owner's hand.

LUKE HARRINGTON ©LFL ©FFG SOR • EN 183/252

6 UNIT GROUND

BOUNTY HUNTER CREW



4 UNDERWORLD • BOUNTY HUNTER **4**

AMBUSH (After you play this unit, it may ready and attack an enemy unit.)

When Played: You may return an event from a discard pile to its owner's hand.

LUKE HARRINGTON ©LFL ©FFG SOR • EN 183/252

6 UNIT GROUND

BOUNTY HUNTER CREW



4 UNDERWORLD • BOUNTY HUNTER **4**

AMBUSH (After you play this unit, it may ready and attack an enemy unit.)

When Played: You may return an event from a discard pile to its owner's hand.

LUKE HARRINGTON ©LFL ©FFG SOR • EN 183/252

7 UNIT GROUND

♦COUNT DOOKU

DARTH TYRANNUS



5 FORCE • SEPARATIST • SITH **4**

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

When Played: You may defeat a unit with 4 or less remaining HP.

MONA FINDEN ©LFL ©FFG SOR • EN 038/252

7 UNIT GROUND

♦COUNT DOOKU

DARTH TYRANNUS



5 FORCE • SEPARATIST • SITH **4**

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

When Played: You may defeat a unit with 4 or less remaining HP.

MONA FINDEN ©LFL ©FFG SOR • EN 038/252

7 UNIT GROUND

♦COUNT DOOKU

DARTH TYRANNUS



5 FORCE • SEPARATIST • SITH **4**

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

When Played: You may defeat a unit with 4 or less remaining HP.

MONA FINDEN ©LFL ©FFG SOR • EN 038/252

8 UNIT GROUND

AT-AT SUPPRESSOR



8 IMPERIAL • VEHICLE • WALKER **8**

When Played: Exhaust all ground units.

CHRISTIAN PAPAZOGAKIS ©LFL ©FFG SOR • EN 038/252

UNIT GROUND

8 AT-AT SUPPRESSOR



8 IMPERIAL • VEHICLE • WALKER 8

When Played: Exhaust all ground units.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR-EN 039/252

UNIT GROUND

8 AT-AT SUPPRESSOR



8 IMPERIAL • VEHICLE • WALKER 8

When Played: Exhaust all ground units.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR-EN 039/252

UNIT SPACE

8 ♦CHIMAERA
FLAGSHIP OF THE SEVENTH FLEET



8 IMPERIAL • VEHICLE • CAPITAL SHIP 7

SHIELDED (When you play this unit, give a Shield token to it.)
On Attack: Name a card. An opponent reveals their hand and discards a card with that name from it.

FRANCOIS CANNELS ©LFL ©FFG SOR-EN 185/252

UNIT SPACE

8 ♦CHIMAERA
FLAGSHIP OF THE SEVENTH FLEET



8 IMPERIAL • VEHICLE • CAPITAL SHIP 7

SHIELDED (When you play this unit, give a Shield token to it.)
On Attack: Name a card. An opponent reveals their hand and discards a card with that name from it.

FRANCOIS CANNELS ©LFL ©FFG SOR-EN 185/252

UNIT SPACE

8 ♦CHIMAERA
FLAGSHIP OF THE SEVENTH FLEET



8 IMPERIAL • VEHICLE • CAPITAL SHIP 7

SHIELDED (When you play this unit, give a Shield token to it.)
On Attack: Name a card. An opponent reveals their hand and discards a card with that name from it.

FRANCOIS CANNELS ©LFL ©FFG SOR-EN 185/252

UNIT SPACE

9 ♦AVENGER
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

FRANCOIS CANNELS ©LFL ©FFG SOR-EN 040/252

UNIT SPACE

9 ♦AVENGER
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

FRANCOIS CANNELS ©LFL ©FFG SOR-EN 040/252

UNIT SPACE

9 ♦AVENGER
HUNTING STAR DESTROYER



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

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