

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 DEBOV

LEADER

♦ **GRAND ADMIRAL THRAWN**
PATIENT AND INSIGHTFUL

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.

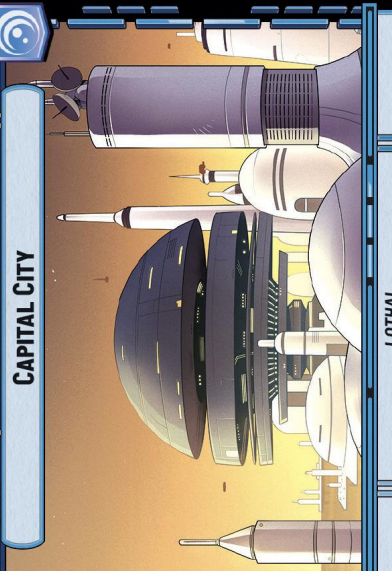
3/9

IMPERIAL • OFFICIAL

IVAN DEBOV

30 BASE

CAPITAL CITY



LOTHAL

SEBASTIAN GUDBOND

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

CONDITION

+3

BORJA PINDADO

©LFL ©FFG

SOR • EN 072/252

2

UPGRADE

ENTRENCHED

Attached unit can't attack bases.

+3

ENTRENCHED

CONDITION

+3

BORJA PINDADO

©LFL ©FFG

SOR • EN 072/252

2

UPGRADE

ENTRENCHED

Attached unit can't attack bases.

+3

ENTRENCHED

CONDITION

+3

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.

ESLAM 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.

ESLAM 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.

ESLAM ABOSHADY

©LFL ©FFG

SOR • EN 041/252

EVENT

3

OUTMANEUVER

TACTIC

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

LEONARDO GIAMMICHELE

©LFL ©FFG

SOR • EN 221/252

EVENT

3

OUTMANEUVER

TACTIC

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

LEONARDO GIAMMICHELE

©LFL ©FFG

SOR • EN 221/252

EVENT

3

OUTMANEUVER

TACTIC

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

LEONARDO GIAMMICHELE

©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.



AMÉLIE HUTT ©LFL ©FFG 7 SOR • EN 31/70

3 EVENT

WAYLAY

TRICK

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



AMÉLIE 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 ABOSHADY ©LFL ©FFG SOR • EN 078/252

5 EVENT

VANQUISH

TACTIC

Defeat a non-leader unit.



ESLAM ABOSHADY ©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 PAPAZOGIAKIS ©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 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.

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