

4 LEADER UNIT GROUND

◆ **ASAJJ VENTRESS**
UNPARALLELED ADVERSARY



3 FORCE • SEPARATIST • SITH 4

On Attack: If you played an event this phase, this unit gets $\frac{1}{1}$ for this attack and deals combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

RENO

◆ **ASAJJ VENTRESS**
UNPARALLELED ADVERSARY

Action [🔄]: Attack with a unit. If you played an event this phase, it gets $\frac{1}{1}$ for this attack.

Epic Action: If you control 4 or more resources, deploy this leader. $\frac{B}{4}$



LEADER

FORCE • SEPARATIST • SITH

TW • EN

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BASE

25

TARKINTOWN



Epic Action: Deal 3 damage to a damaged non-leader unit.

LOTHAL

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ADREN GIBBO

1 UNIT GROUND

◆ **GREEDO**
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER 1

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

AITOR PRIETO

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1 UNIT GROUND

◆ **GREEDO**
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER 1

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

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1 UNIT GROUND

◆ **GREEDO**
SLOW ON THE DRAW



3 UNDERWORLD • BOUNTY HUNTER 1

When Defeated: You may discard a card from your deck. If it's not a unit, deal 2 damage to a ground unit.

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1 UNIT GROUND

DEATH STAR STORMTROOPER



3 IMPERIAL • TROOPER 1

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1 UNIT GROUND

DEATH STAR STORMTROOPER



3 IMPERIAL • TROOPER 1

ARIO MURTI

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1 UNIT GROUND

DEATH STAR STORMTROOPER



3 IMPERIAL • TROOPER 1

ARIO MURTI

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3 UNIT GROUND

CELL BLOCK GUARD



3 IMPERIAL • TROOPER **3**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

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3 UNIT GROUND

CELL BLOCK GUARD



3 IMPERIAL • TROOPER **3**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

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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.

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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.

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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.

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2 UNIT SPACE

✦ KYLO'S TIE SILENCER
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER **2**

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (paying its cost).

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2 UNIT SPACE

✦ KYLO'S TIE SILENCER
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER **2**

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (paying its cost).

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2 UNIT SPACE

✦ KYLO'S TIE SILENCER
RUTHLESSLY EFFICIENT



3 FIRST ORDER • VEHICLE • FIGHTER **2**

Action: If this unit was discarded from your hand or deck this phase, play it from your discard pile (paying its cost).

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6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

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6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP 6

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

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6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP 6

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

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3 UNIT SPACE

SEVENTH FLEET DEFENDER



3 IMPERIAL • VEHICLE • FIGHTER 2

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

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3 UNIT SPACE

SEVENTH FLEET DEFENDER



3 IMPERIAL • VEHICLE • FIGHTER 2

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

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3 UNIT SPACE

SEVENTH FLEET DEFENDER



3 IMPERIAL • VEHICLE • FIGHTER 2

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

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1 UNIT SPACE

TIE/LN FIGHTER



2 IMPERIAL • VEHICLE • FIGHTER 1

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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

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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 ABDASHADY ©LFL ©FFG SOR • EN 231/252

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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2

EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\frac{1}{2}$ for this attack.

ARIO MURTI

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2

EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\frac{1}{2}$ for this attack.

ARIO MURTI

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2

EVENT

SURPRISE STRIKE

TACTIC

Attack with a unit. It gets $\frac{1}{2}$ for this attack.

ARIO MURTI

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2

EVENT

DROID DEPLOYMENT

SUPPLY

Create 2 Battle Droid tokens.

SEBASTIÁN GUIDOBONO

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2

EVENT

DROID DEPLOYMENT

SUPPLY

Create 2 Battle Droid tokens.

SEBASTIÁN GUIDOBONO

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2

EVENT

DROID DEPLOYMENT

SUPPLY

Create 2 Battle Droid tokens.

SEBASTIÁN GUIDOBONO

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4

EVENT

ON THE DOORSTEP

SUPPLY

Create 3 Battle Droid tokens and ready them.

ANAD MIR

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4

EVENT

ON THE DOORSTEP

SUPPLY

Create 3 Battle Droid tokens and ready them.

ANAD MIR

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4 EVENT

ON THE DOORSTEP

SUPPLY

Create 3 Battle Droid tokens and ready them.



AMAD MIR © LFL © FFG TWI-EN 190/257

1 EVENT

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.



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1 EVENT

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.



ELENA SKITALET © LFL © FFG SOR-EN 167/252

1 EVENT

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.



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3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



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3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA © LFL © FFG SOR-EN 172/252

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA © LFL © FFG SOR-EN 172/252

3 EVENT

WAYLAY

TRICK

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



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3 EVENT

WAYLAY

TRICK

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



AMÉLIE MUTT © LFL © FFG SOR-EN 31/70

3

EVENT

WAYLAY

6

TRICK

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



AMÉLIE HUTT

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