

5 LEADER UNIT GROUND

◆ **MOFF GIDEON**
FORMIDABLE COMMANDER



3 IMPERIAL • OFFICIAL 6

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
Each friendly unit that costs 3 or less gets $\text{c}1/\text{c}0$ and gains **OVERWHELM** while attacking an enemy unit.

ERIC HIBSELER

◆ **MOFF GIDEON**
FORMIDABLE COMMANDER

Action [↻]: Attack with a unit that costs 3 or less. If it's attacking a unit, it gets $\text{c}1/\text{c}0$ for this attack.

Epic Action: If you control 5 or more resources, deploy this leader. (Flip him, ready him, and move him to the ground arena.) $\text{B}/6$



LEADER IMPERIAL • OFFICIAL

507/252 SOR • EN

NEVARRO CITY

NEVARRO

30

BASE

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JOYANA MAPATVOLDY

3 UNIT GROUND

SUPERLASER TECHNICIAN



2 IMPERIAL 1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI © LFL © FFG SOR • EN 083/252

3 UNIT GROUND

SUPERLASER TECHNICIAN



2 IMPERIAL 1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI © LFL © FFG SOR • EN 083/252

3 UNIT GROUND

SUPERLASER TECHNICIAN



2 IMPERIAL 1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI © LFL © FFG SOR • EN 083/252

3 UNIT GROUND

EMPEROR'S ROYAL GUARD



3 IMPERIAL 4

While you control an **OFFICIAL** unit, this unit gains **SENTINEL**.
While you control Emperor Palpatine (as a leader or unit), this unit gets $\text{c}0/\text{c}1$.

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3 UNIT GROUND

EMPEROR'S ROYAL GUARD



3 IMPERIAL 4

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FRENCH CARLOMAGNO © LFL © FFG SOR • EN 082/252

3 UNIT GROUND

EMPEROR'S ROYAL GUARD



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2 UNIT GROUND

♦ COLONEL YULAREN
ISB DIRECTOR



2 IMPERIAL • OFFICIAL 3

When you play a  unit (including this one):
Heal 1 damage from your base.

DAVID BUISAN ©LFL ©FFG SOR • EN 109/252

2 UNIT GROUND

♦ COLONEL YULAREN
ISB DIRECTOR



2 IMPERIAL • OFFICIAL 3

When you play a  unit (including this one):
Heal 1 damage from your base.

DAVID BUISAN ©LFL ©FFG SOR • EN 109/252

2 UNIT GROUND

♦ COLONEL YULAREN
ISB DIRECTOR



2 IMPERIAL • OFFICIAL 3

When you play a  unit (including this one):
Heal 1 damage from your base.

DAVID BUISAN ©LFL ©FFG SOR • EN 109/252

2 UNIT GROUND

♦ GENERAL TAGGE
CONCERNED COMMANDER



2 IMPERIAL • OFFICIAL 2

When Played: Give an Experience token to
each of up to 3 **TROOPER** units.

ERIC HIBBELER ©LFL ©FFG SOR • EN 080/252

2 UNIT GROUND

♦ GENERAL TAGGE
CONCERNED COMMANDER



2 IMPERIAL • OFFICIAL 2

When Played: Give an Experience token to
each of up to 3 **TROOPER** units.

ERIC HIBBELER ©LFL ©FFG SOR • EN 080/252

2 UNIT GROUND

♦ GENERAL TAGGE
CONCERNED COMMANDER



2 IMPERIAL • OFFICIAL 2

When Played: Give an Experience token to
each of up to 3 **TROOPER** units.

ERIC HIBBELER ©LFL ©FFG SOR • EN 080/252

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.)

FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 229/252

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

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 ESCACZYK © LFL © FFG SHD • EN 084/282

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 ESCACZYK © LFL © FFG SHD • EN 084/282

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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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.)

ARIAD PEIR © LFL © FFG SHD • EN 234/282

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.)

ARIAD PEIR © LFL © FFG SHD • EN 234/282

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.)

ARIAD PEIR © LFL © FFG SHD • EN 234/282

3 UNIT GROUND

◆ COBB VANTH

THE MARSHAL



3 FRINGE • OFFICIAL 2

When Defeated: Search the top 10 cards of your deck for a unit that costs 2 or less and discard it. For this phase, you may play that card from your discard pile for free.

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3 UNIT GROUND

◆ COBB VANTH

THE MARSHAL



3 FRINGE • OFFICIAL 2

When Defeated: Search the top 10 cards of your deck for a unit that costs 2 or less and discard it. For this phase, you may play that card from your discard pile for free.

ARIO MURTI © LFL © FFG SHD • EN 115/282

3 UNIT GROUND

◆ COBB VANTH

THE MARSHAL



3 FRINGE • OFFICIAL 2

When Defeated: Search the top 10 cards of your deck for a unit that costs 2 or less and discard it. For this phase, you may play that card from your discard pile for free.

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UNIT GROUND

9 KRAYT DRAGON



10 CREATURE 10

OVERWHELM

When an opponent plays a card: You may deal damage equal to that card's cost to their base or a ground unit they control.

LEONARDO GIAMMICHELLE © LFL © FFG SHD • EN 172/252

UNIT GROUND

9 KRAYT DRAGON



10 CREATURE 10

OVERWHELM

When an opponent plays a card: You may deal damage equal to that card's cost to their base or a ground unit they control.

LEONARDO GIAMMICHELLE © LFL © FFG SHD • EN 172/252

UNIT GROUND

9 KRAYT DRAGON



10 CREATURE 10

OVERWHELM

When an opponent plays a card: You may deal damage equal to that card's cost to their base or a ground unit they control.

LEONARDO GIAMMICHELLE © LFL © FFG SHD • EN 172/252

UNIT SPACE

3 CONSORTIUM STARVIPER



3 FRINGE • VEHICLE • FIGHTER 3

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SOR • EN 112/252

UNIT SPACE

3 CONSORTIUM STARVIPER



3 FRINGE • VEHICLE • FIGHTER 3

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SOR • EN 112/252

UNIT SPACE

3 CONSORTIUM STARVIPER



3 FRINGE • VEHICLE • FIGHTER 3

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS © LFL © FFG SOR • EN 112/252

UNIT SPACE

10 ♦ DEVASTATOR

INESCAPABLE



10 IMPERIAL • VEHICLE • CAPITAL SHIP 10

SENTINEL

OVERWHELM

When Played: You may deal damage to a unit equal to the number of resources you control.

IGNACIO BAZAN LAZZANO © LFL © FFG SOR • EN 090/252

UNIT SPACE

10 ♦ DEVASTATOR

INESCAPABLE



10 IMPERIAL • VEHICLE • CAPITAL SHIP 10

SENTINEL

OVERWHELM

When Played: You may deal damage to a unit equal to the number of resources you control.

IGNACIO BAZAN LAZZANO © LFL © FFG SOR • EN 090/252

UNIT SPACE

2 PATROLLING V-WING



1 VEHICLE • FIGHTER 1

When Played: Draw a card.

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UNIT SPACE

2 PATROLLING V-WING



1 VEHICLE • FIGHTER **1**

When Played: Draw a card.

AMAD MIR © LFL © FFG SOR • EN 111/252

UNIT SPACE

11 ♦FINALIZER
MIGHT OF THE FIRST ORDER



11 FIRST ORDER • VEHICLE • CAPITAL SHIP **11**

OVERWHELM
When Played: Choose any number of friendly units. Each of those units captures an enemy non-leader unit in the same arena.

FRANCOIS CANNELS © LFL © FFG SHD • EN 092/262

UNIT SPACE

11 ♦FINALIZER
MIGHT OF THE FIRST ORDER



11 FIRST ORDER • VEHICLE • CAPITAL SHIP **11**

OVERWHELM
When Played: Choose any number of friendly units. Each of those units captures an enemy non-leader unit in the same arena.

FRANCOIS CANNELS © LFL © FFG SHD • EN 092/262

UNIT SPACE

3 BLACK SUN STARFIGHTER



3 UNDERWORLD • VEHICLE • FIGHTER **2**

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

MARK ZHANG © LFL © FFG SHD • EN 237/262

UNIT SPACE

3 BLACK SUN STARFIGHTER



3 UNDERWORLD • VEHICLE • FIGHTER **2**

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

MARK ZHANG © LFL © FFG SHD • EN 237/262

UNIT SPACE

3 BLACK SUN STARFIGHTER



3 UNDERWORLD • VEHICLE • FIGHTER **2**

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

MARK ZHANG © LFL © FFG SHD • EN 237/262

UNIT SPACE

8 ARQUITENS ASSAULT CRUISER



7 VEHICLE • CAPITAL SHIP **8**

AMBUSH
When this unit attacks and defeats a non-leader unit: Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/262

UNIT SPACE

8 ARQUITENS ASSAULT CRUISER



7 VEHICLE • CAPITAL SHIP **8**

AMBUSH
When this unit attacks and defeats a non-leader unit: Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/262

UNIT SPACE

8 ARQUITENS ASSAULT CRUISER



7 VEHICLE • CAPITAL SHIP **8**

AMBUSH
When this unit attacks and defeats a non-leader unit: Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/262

5

EVENT

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.




FRANÇOIS CANNELS


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02/252

5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit $\text{c}2\text{c}2$ for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

FFG

FRANÇOIS CHANNELS

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3 **EVENT**

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN ©LFL ©FFS SOR-EN 126/252

3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN

©LFL ©FFG

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4 EVENT

COMMAND

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.



MAXINE VEE ©LFL ©FFG SOR • EN 107/252

4 EVENT

COMMAND

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.



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14 EVENT

ENDLESS LEGIONS

SUPPLY

Reveal any number of resources you control. Play each unit revealed this way for free (one at a time).



AMAD MIR ©LFL ©FFG SHD • EN 100/282

14 EVENT

ENDLESS LEGIONS

SUPPLY

Reveal any number of resources you control. Play each unit revealed this way for free (one at a time).



AMAD MIR ©LFL ©FFG SHD • EN 100/282

14 EVENT

ENDLESS LEGIONS

SUPPLY

Reveal any number of resources you control. Play each unit revealed this way for free (one at a time).



AMAD MIR ©LFL ©FFG SHD • EN 100/282

8 EVENT

SUPERLASER BLAST

DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 043/252

8 EVENT

SUPERLASER BLAST

DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 043/252

8 EVENT

SUPERLASER BLAST

DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH ©LFL ©FFG SOR • EN 043/252