

6 LEADER UNIT GROUND

♦ **MAUL**
A RIVAL IN DARKNESS



6 FORCE • UNDERWORLD **6**

OVERWHELM
Each other friendly unit gains **OVERWHELM**.

OPERCAN CIRIT

LEADER ♦ **MAUL**
A RIVAL IN DARKNESS

Action [↻]: Attack with a unit. It gains **OVERWHELM** for this attack. (When attacking an enemy unit, deal excess damage to the opponent's base.)

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



FORCE • UNDERWORLD

OPERCAN CIRIT

BASE

ENERGY CONVERSION LAB

25

Epic Action: Play a unit that costs 5 or less from your hand. Give it **AMBUSH** for this phase.

EADU

AMEN ENGIO

1 UNIT GROUND

DEATH STAR STORMTROOPER



3 IMPERIAL • TROOPER **1**

ARIO MURTI

1 UNIT GROUND

DEATH STAR STORMTROOPER



3 IMPERIAL • TROOPER **1**

ARIO MURTI

1 UNIT GROUND

DEATH STAR STORMTROOPER



3 IMPERIAL • TROOPER **1**

ARIO MURTI

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

3 UNIT GROUND

SUPERLASER TECHNICIAN



2 IMPERIAL **1**

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

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3 UNIT GROUND

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DENIS MEDRI

UNIT GROUND

2 ♦ ADMIRAL MOTTI
BRAZEN AND SCORNFUL



1 DEMO 1

IMPERIAL • OFFICIAL

When Defeated: You may ready a  unit.

TOMAS OLESAK ©LFL ©FFG 7 SOR • EN 45/70

UNIT GROUND

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1 DEMO 1

IMPERIAL • OFFICIAL

When Defeated: You may ready a  unit.

TOMAS OLESAK ©LFL ©FFG 7 SOR • EN 45/70

UNIT GROUND

8 ♦ EMPEROR PALPATINE
MASTER OF THE DARK SIDE



6 6

FORCE • IMPERIAL • SITH • OFFICIAL

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)
When Played: Deal 6 damage divided as you choose among enemy units.

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UNIT GROUND

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MASTER OF THE DARK SIDE



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DIDIER NGUYEN ©LFL ©FFG SOR • EN 135/252

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UNIT GROUND

3 ♦ GENERAL VEERS
BLIZZARD FORCE COMMANDER



3 3

IMPERIAL • OFFICIAL

Other friendly **IMPERIAL** units get .

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UNIT GROUND

3 ♦ GENERAL VEERS
BLIZZARD FORCE COMMANDER



3 3

IMPERIAL • OFFICIAL

Other friendly **IMPERIAL** units get .

STEVE MORRIS ©LFL ©FFG SOR • EN 230/252

UNIT GROUND

3 ♦ GENERAL VEERS
BLIZZARD FORCE COMMANDER



3 3

IMPERIAL • OFFICIAL

Other friendly **IMPERIAL** units get .

STEVE MORRIS ©LFL ©FFG SOR • EN 230/252

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  units with combined cost 5 or less and play each of them for free.

IVAN DEJOV © LFL © FFG SOR • EN 087/252

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).

MARC ESCAICH © LFL © FFG SHD • EN 084/252

3 UNIT GROUND

PHASE-III DARK TROOPER



3 IMPERIAL • DROID • TROOPER **3**

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MARC ESCAICH © LFL © FFG SHD • EN 084/252

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MARC ESCAICH © LFL © FFG SHD • EN 084/252

7 UNIT GROUND

◆ **MAUL**
SHADOW COLLECTIVE VISIONARY



7 FORCE • UNDERWORLD **6**

AMBUSH, OVERWHELM
On Attack: You may choose another friendly UNDERWORLD unit. If you do, all combat damage that would be dealt to this unit during this attack is dealt to the chosen unit instead.

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7 UNIT GROUND

◆ **MAUL**
SHADOW COLLECTIVE VISIONARY



7 FORCE • UNDERWORLD **6**

AMBUSH, OVERWHELM
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9 UNIT GROUND

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.

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9 UNIT GROUND

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.

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6 UNIT GROUND

◆ **KYLO REN**
KILLING THE PAST



6 FORCE • FIRST ORDER 7

While playing this unit, ignore his  aspect penalty if you control Rey.

On Attack: Give a unit  for this phase. If it's a non- unit, also give an Experience token to it.

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6 UNIT GROUND

◆ **KYLO REN**
KILLING THE PAST



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AMELIE HUTT © LFL © FFG SHD • EN 141/262

8 UNIT GROUND

◆ **JABBA'S RANCOR**
PATEESA



9 UNDERWORLD • CREATURE 9

If you control Jabba the Hutt (as a leader or unit), this unit costs  less to play.

When Played/On Attack: Deal 3 damage to another friendly ground unit and 3 damage to an enemy ground unit.

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8 UNIT GROUND

◆ **JABBA'S RANCOR**
PATEESA



9 UNDERWORLD • CREATURE 9

If you control Jabba the Hutt (as a leader or unit), this unit costs  less to play.

When Played/On Attack: Deal 3 damage to another friendly ground unit and 3 damage to an enemy ground unit.

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2 UNIT GROUND

GAMORREAN RETAINER



3 UNDERWORLD 2

While you control another  unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

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2 UNIT GROUND

GAMORREAN RETAINER



3 UNDERWORLD 2

While you control another  unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

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2 UNIT GROUND

GAMORREAN RETAINER



3 UNDERWORLD 2

While you control another  unit, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

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1 UNIT GROUND

GUAVIAN ANTAGONIZER



2 UNDERWORLD • TROOPER 3

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

BOUNTY — Draw a card. (When this unit is defeated or captured, your opponent collects its bounty.)

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12 UNIT GROUND

◆ **GOR**
GRIEVOUS'S PET



7 SEPARATIST • CREATURE 7

EXPLOIT 3

SENTINEL

AMBUSH

OVERWHELM

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UNIT

GROUND

5

↬ DARTH MAUL

REVENGE AT LAST



5

FORCE • SITH

6

This unit can attack 2 units instead of 1.
(This unit deals its combat damage to both defenders and they both deal their combat damage to this unit. All damage is dealt simultaneously.)

LEONARDO BIANMICHELE

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UNIT

GROUND

5

↬ DARTH MAUL

REVENGE AT LAST



5

FORCE • SITH

6

This unit can attack 2 units instead of 1.
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UNIT

GROUND

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↬ DARTH MAUL

REVENGE AT LAST



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FORCE • SITH

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UNIT

GROUND

3

B1 ATTACK PLATFORM



5

SEPARATIST • DROID • TROOPER

2

ESLAN ABOSHADY

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EVENT

3

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN

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EVENT

3

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN

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EVENT

3

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN

© LFL © FF6

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EVENT

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.



FRANCOIS CANNELS

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EVENT

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.



FRANCOIS CANNELS

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SOR • EN

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5 EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit $\frac{2}{2}$ 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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1 EVENT

FORCE LIGHTNING

FORCE

Choose a unit. It loses all abilities for this phase. Then, if you control a **FORCE** unit, pay any number of resources and deal 2 damage to the chosen unit for each resource paid this way.



ESLAM ABOSHADI ©LFL ©FFG SOR • EN 138/252

1 EVENT

FORCE LIGHTNING

FORCE

Choose a unit. It loses all abilities for this phase. Then, if you control a **FORCE** unit, pay any number of resources and deal 2 damage to the chosen unit for each resource paid this way.



ESLAM ABOSHADI ©LFL ©FFG SOR • EN 138/252

6 EVENT

PALPATINE'S RETURN

FORCE • PLAN

Play a unit from your discard pile. It costs $\frac{6}{6}$ less. If it's a **FORCE** unit, it costs $\frac{8}{8}$ less instead.



LENKA ŠIMEČKOVÁ ©LFL ©FFG SHD • EN 094/262

12 EVENT

PLANETARY INVASION

SEPARATIST • PLAN

EXPLOIT 3

Ready up to 3 units. Each of those units gets $\frac{1}{1}$ and gains **OVERWHELM** for this phase.



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2 UPGRADE

VADER'S LIGHTSABER

Attach to a non-VEHICLE unit.

When Played: If attached unit is Darth Vader, you may deal 4 damage to a ground unit.



+3 **VADER'S LIGHTSABER** **+1**

ITEM • WEAPON • LIGHTSABER

ARTHUR HOUGNE ©LFL ©FFG SOR • EN 138/252

3 UPGRADE

FALLEN LIGHTSABER

Attach to a non-VEHICLE unit.

If attached unit is a **FORCE** unit, it gains: "On Attack: Deal 1 damage to each ground unit the defending player controls."



+3 **FALLEN LIGHTSABER** **+3**

ITEM • WEAPON • LIGHTSABER

MILOŠ SLAVKOVIC ©LFL ©FFG SOR • EN 137/252

3 UPGRADE

FALLEN LIGHTSABER

Attach to a non-VEHICLE unit.

If attached unit is a **FORCE** unit, it gains: "On Attack: Deal 1 damage to each ground unit the defending player controls."



+3 **FALLEN LIGHTSABER** **+3**

ITEM • WEAPON • LIGHTSABER

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