

6 LEADER UNIT GROUND

♦ **MAUL**
A RIVAL IN DARKNESS



6 FORCE • UNDERWORLD **6**

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

OMERAN CIRIT

♦ **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.



LEADER

FORCE • UNDERWORLD

OMERAN CIRIT

25 BASE

ENERGY CONVERSION LAB



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

EADU

LOREN BRIDG

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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DENIS MEDRI



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.

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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).

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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).

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3 UNIT GROUND

PHASE-III DARK TROOPER



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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
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



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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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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



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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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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5

UNIT

GROUND

◆

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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5

UNIT

GROUND

◆

DARTH MAUL

REVENGE AT LAST



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FORCE • SITH

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This unit can attack 2 units instead of 1.
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UNIT

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DARTH MAUL

REVENGE AT LAST



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3

UNIT

GROUND

BI ATTACK PLATFORM



5

SEPARATIST • DROID • TROOPER

2

ESLAYN ABOSHADY

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3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



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3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN

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3

EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN

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5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit $\pm 2/\pm 2$ 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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5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit $\pm 2/\pm 2$ 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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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.



ESLAN 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.



ESLAN 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.



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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 MOUGNE ©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

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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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