

7 LEADER UNIT GROUND

◆ **DARTH VADER**
DARK LORD OF THE SITH



5 FORCE • IMPERIAL • SITH **8**

On Attack: You may deal 2 damage to a unit.

BORJA PINDADO ©LFL ©FFG

◆ **DARTH VADER**
DARK LORD OF THE SITH

Action [13]: If you played a card this phase, deal 1 damage to a unit and 1 damage to a base.

Epic Action: If you control 7 or more resources, deploy this leader. (Flip him, ready him, and move him to the ground arena.)

5/8

LEADER

FORCE • IMPERIAL • SITH

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25 BASE

TARKINTOWN



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

LOTHAL ©LFL ©FFG

ADRIEN GIBRO SOR • EN 015/252

8 UNIT GROUND

◆ **EMPEROR PALPATINE**
MASTER OF THE DARK SIDE



6 FORCE • IMPERIAL • SITH • OFFICIAL **6**

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.

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

8 UNIT GROUND

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5 UNIT GROUND

◆ **SEVENTH SISTER**
IMPLACABLE INQUISITOR



3 FORCE • IMPERIAL • INQUISITOR **6**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)
When this unit deals combat damage to an opponent's base: You may deal 3 damage to a ground unit that opponent controls.

LENKA SIMEČKOVA ©LFL ©FFG SOR • EN 133/252

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LENKA SIMEČKOVA ©LFL ©FFG SOR • EN 133/252

4 UNIT GROUND

♦SAW GERRERA
EXTREMIST



5 REBEL 4

As an additional cost for each opponent to play an event, they must deal 2 damage to their base.

DAVID BUISAN © LFL © FFG SOR-EN 153/252

4 UNIT GROUND

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DAVID BUISAN © LFL © FFG SOR-EN 153/252

5 UNIT GROUND

♦IG-11
I CANNOT BE CAPTURED



6 DROID • BOUNTY HUNTER 5

If this unit would be captured, defeat him and deal 3 damage to each enemy ground unit instead.

On Attack: You may deal 3 damage to a damaged ground unit.

JAMES DALY © LFL © FFG SHD-EN 170/282

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JAMES DALY © LFL © FFG SHD-EN 170/282

1 UNIT GROUND

RECKLESS GUNSLINGER



2 UNDERWORLD 1

When Played: Deal 1 damage to each base.

SMUGGLE [B] (If this card is a resource, you may play it for its smuggle cost. Replace it with the top card of your deck.)

ESLAM ABOSHADY © LFL © FFG SHD-EN 160/282

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ESLAM ABOSHADY © LFL © FFG SHD-EN 160/282

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.

LEONARDO GIAMMICHELLE LFL FFG SHD-EN 172/262

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LEONARDO GIAMMICHELLE LFL FFG SHD-EN 172/262

6 UNIT GROUND

WILD RANCOR



6 CREATURE 8

OVERWHELM

When Played: Deal 2 damage to each other ground unit.

DAVID NASH LFL FFG SHD-EN 158/262

6 UNIT GROUND

WILD RANCOR



6 CREATURE 8

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DAVID NASH LFL FFG SHD-EN 158/262

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When Played: Deal 2 damage to each other ground unit.

DAVID NASH LFL FFG SHD-EN 158/262

7 UNIT GROUND

♠ SAVAGE OPRESS

MONSTER



7 FORCE • NIGHT • UNDERWORLD 7

When Played: If you control fewer units (including this one) than an opponent, ready this unit.

STEFANO LANDINI LFL FFG TWI-EN 137/257

7 UNIT GROUND

♠ SAVAGE OPRESS

MONSTER



7 FORCE • NIGHT • UNDERWORLD 7

When Played: If you control fewer units (including this one) than an opponent, ready this unit.

STEFANO LANDINI LFL FFG TWI-EN 137/257

7 UNIT GROUND

♠ SAVAGE OPRESS

MONSTER



7 FORCE • NIGHT • UNDERWORLD 7

When Played: If you control fewer units (including this one) than an opponent, ready this unit.

STEFANO LANDINI LFL FFG TWI-EN 137/257

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 © LFL © FFG TWI • EN 135/257

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LEONARDO BIANMICHELE © LFL © FFG TWI • EN 135/257

4 UNIT SPACE

IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER **2**

When Played: You may deal 3 damage to a space unit.

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4 UNIT SPACE

IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER **2**

When Played: You may deal 3 damage to a space unit.

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4 UNIT SPACE

IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER **2**

When Played: You may deal 3 damage to a space unit.

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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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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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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

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



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

2 EVENT

FORCE CHOKE

FORCE

If you control a **FORCE** unit, this event costs 1 less to play.

Deal 5 damage to a non-**VEHICLE** unit. That unit's controller draws a card.



DEMO

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2 EVENT

FORCE CHOKE

FORCE

If you control a **FORCE** unit, this event costs 1 less to play.

Deal 5 damage to a non-**VEHICLE** unit. That unit's controller draws a card.



DEMO

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DEMO


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4 EVENT

AGGRESSION

INNATE

Choose two, in any order:

- Draw a card.
- Defeat up to 2 upgrades.
- Ready a unit with  or less power.
- Deal 4 damage to a unit.



SANDRA CHLEWINSKA ©LFL ©FFG SOR • EN 418

4 EVENT

AGGRESSION

INNATE

Choose two, in any order:

- Draw a card.
- Defeat up to 2 upgrades.
- Ready a unit with  or less power.
- Deal 4 damage to a unit.



SANDRA CHLEWINSKA ©LFL ©FFG SOR • EN 418

4 EVENT

AGGRESSION

INNATE

Choose two, in any order:

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- Defeat up to 2 upgrades.
- Ready a unit with  or less power.
- Deal 4 damage to a unit.



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5

EVENT

BOMBING RUN

TACTIC

Choose an arena (ground or space). Deal 3 damage to each unit in that arena.

KYLE PETROCK

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5

EVENT

BOMBING RUN

TACTIC

Choose an arena (ground or space). Deal 3 damage to each unit in that arena.

KYLE PETROCK

© LFL © FFG

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5

EVENT

BOMBING RUN

TACTIC

Choose an arena (ground or space). Deal 3 damage to each unit in that arena.

KYLE PETROCK

© LFL © FFG

SOR • EN

173/252

1

EVENT

DARING RAID

TACTIC

Deal 2 damage to a unit or base.

ARIO MURTI

© LFL © FFG

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178/282

1

EVENT

DARING RAID

TACTIC

Deal 2 damage to a unit or base.

ARIO MURTI

© LFL © FFG

SHD • EN

178/282

1

EVENT

DARING RAID

TACTIC

Deal 2 damage to a unit or base.

ARIO MURTI

© LFL © FFG

SHD • EN

178/282

3

EVENT

BLOOD SPORT

FRINGE

Deal 2 damage to each ground unit.

MILOS SLAVKOVIC

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173/257

3

EVENT

BLOOD SPORT

FRINGE

Deal 2 damage to each ground unit.

MILOS SLAVKOVIC

© LFL © FFG

TWI • EN

173/257

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EVENT

BLOOD SPORT

FRINGE

Deal 2 damage to each ground unit.

MILOS SLAVKOVIC

© LFL © FFG

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173/257

6

EVENT

UNLIMITED POWER

FORCE

Deal 4 damage to a unit, 3 damage to a second unit, 2 damage to a third unit, and 1 damage to a fourth unit. (All damage is dealt simultaneously.)

MARC ESCACIX

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156/257

6

EVENT

UNLIMITED POWER

FORCE

Deal 4 damage to a unit, 3 damage to a second unit, 2 damage to a third unit, and 1 damage to a fourth unit. (All damage is dealt simultaneously.)

MARC ESCACIX

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TWI • EN

156/257

6

EVENT

UNLIMITED POWER

FORCE

Deal 4 damage to a unit, 3 damage to a second unit, 2 damage to a third unit, and 1 damage to a fourth unit. (All damage is dealt simultaneously.)

MARC ESCACIX

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3

EVENT

MERCILESS CONTEST

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.

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3

EVENT

MERCILESS CONTEST

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.

JAMES DALY

© LFL © FFG

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MERCILESS CONTEST

TACTIC

Each player chooses a non-leader unit they control. Defeat those units.

JAMES DALY

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6

EVENT

CAUGHT IN THE CROSSFIRE

DISASTER

Choose 2 enemy units in the same arena. Each of those units deals damage equal to its power to the other.

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6

EVENT

CAUGHT IN THE CROSSFIRE

DISASTER

Choose 2 enemy units in the same arena. Each of those units deals damage equal to its power to the other.

JAMES DALY

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