





**2** UNIT GROUND

**GUARDIAN OF THE WHILLS**



**2** FORCE • FRINGE **2**

The first upgrade you play on this unit each round costs 1 less.

ALEXANDRIA HUNTINGTON ©LFL ©FFG SOR • EN 061/252

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The first upgrade you play on this unit each round costs 1 less.


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**7** EVENT

**I HAD NO CHOICE**

TRICK

Choose up to 2 non-leader units. An opponent chooses 1 of those units. Return that unit to its owner's hand and put the other on the bottom of its owner's deck.




ARIO MURTI ©LFL ©FFG SOR • EN 187/252

**7** EVENT

**I HAD NO CHOICE**

TRICK

Choose up to 2 non-leader units. An opponent chooses 1 of those units. Return that unit to its owner's hand and put the other on the bottom of its owner's deck.



ARIO MURTI ©LFL ©FFG SOR • EN 187/252

**7** EVENT

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**5** UNIT GROUND

**♦ GENERAL KRELL**  
HEARTLESS TACTICIAN



**5** FORCE • JEDI • REPUBLIC **4**

Each other friendly unit gains:  
"When Defeated: You may draw a card."

LUKE HARRINGTON ©LFL ©FFG SOR • EN 105/252

**5** UNIT GROUND

**♦ GENERAL KRELL**  
HEARTLESS TACTICIAN



**5** FORCE • JEDI • REPUBLIC **4**

Each other friendly unit gains:  
"When Defeated: You may draw a card."

LUKE HARRINGTON ©LFL ©FFG SOR • EN 105/252

**5** UNIT GROUND

**♦ GENERAL KRELL**  
HEARTLESS TACTICIAN



**5** FORCE • JEDI • REPUBLIC **4**

Each other friendly unit gains:  
"When Defeated: You may draw a card."

LUKE HARRINGTON ©LFL ©FFG SOR • EN 105/252



**2** **EVENT** **THE EMPEROR'S LEGION**  
IMPERIAL • SUPPLY

Return each unit in your discard pile that was defeated this phase to your hand.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 091/252

**2** **EVENT** **THE EMPEROR'S LEGION**  
IMPERIAL • SUPPLY

Return each unit in your discard pile that was defeated this phase to your hand.



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**2** **EVENT** **THE EMPEROR'S LEGION**  
IMPERIAL • SUPPLY

Return each unit in your discard pile that was defeated this phase to your hand.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 091/252

**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** **♦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** **♦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

**6** **UNIT** **SPACE** **♦THE GHOST**  
SPECTRE HOME BASE

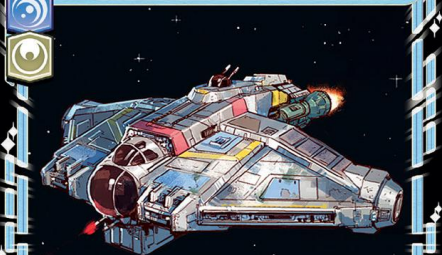


**5** **REBEL • VEHICLE • TRANSPORT • SPECTRE** **5**

**SHIELDED** (When you play this unit, give a Shield token to it.)  
**When Played/On Attack:** You may give a Shield token to another **SPECTRE** unit.

FERNANDO CORREA ©LFL ©FFG SOR • EN 050/252

**6** **UNIT** **SPACE** **♦THE GHOST**  
SPECTRE HOME BASE



**5** **REBEL • VEHICLE • TRANSPORT • SPECTRE** **5**

**SHIELDED** (When you play this unit, give a Shield token to it.)  
**When Played/On Attack:** You may give a Shield token to another **SPECTRE** unit.

FERNANDO CORREA ©LFL ©FFG SOR • EN 050/252

**6** **UNIT** **SPACE** **♦THE GHOST**  
SPECTRE HOME BASE



**5** **REBEL • VEHICLE • TRANSPORT • SPECTRE** **5**

**SHIELDED** (When you play this unit, give a Shield token to it.)  
**When Played/On Attack:** You may give a Shield token to another **SPECTRE** unit.

FERNANDO CORREA ©LFL ©FFG SOR • EN 050/252



1	EVENT
	<b>DISARM</b>
	TACTIC
<p>Give an enemy unit <math>-4/-0</math> for this phase.</p>	

ARIO MURTI

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SOR • EN 296/292







**6** UNIT GROUND

**GUERRILLA ATTACK POD**



**4** REBEL • VEHICLE • WALKER **6**

**GRIT** (This unit gets +1/+0 for each damage on it.)

**When Played:** If a base has 15 or more damage on it, ready this unit.

FRENCH CARLOSINO ©LFL ©FFG SOR-EN 148/252

**6** UNIT GROUND

**GUERRILLA ATTACK POD**



**4** REBEL • VEHICLE • WALKER **6**

**GRIT** (This unit gets +1/+0 for each damage on it.)

**When Played:** If a base has 15 or more damage on it, ready this unit.

FRENCH CARLOSINO ©LFL ©FFG SOR-EN 148/252

**6** UNIT GROUND

**GUERRILLA ATTACK POD**



**4** REBEL • VEHICLE • WALKER **6**

**GRIT** (This unit gets +1/+0 for each damage on it.)

**When Played:** If a base has 15 or more damage on it, ready this unit.

FRENCH CARLOSINO ©LFL ©FFG SOR-EN 148/252

**5** EVENT

**SMOKE AND CINDERS**

DISASTER

Each player discards all but 2 cards (of their choice) from their hand.



STEFANO LANDINI ©LFL ©FFG SOR-EN 174/252

**5** EVENT

**SMOKE AND CINDERS**

DISASTER

Each player discards all but 2 cards (of their choice) from their hand.



STEFANO LANDINI ©LFL ©FFG SOR-EN 174/252

**5** EVENT

**SMOKE AND CINDERS**

DISASTER

Each player discards all but 2 cards (of their choice) from their hand.



STEFANO LANDINI ©LFL ©FFG SOR-EN 174/252

**2** UNIT GROUND

**UNDERWORLD THUG**



**2** UNDERWORLD **3**

FELIPE GONCALVES ©LFL ©FFG SOR-EN 247/252

**2** UNIT GROUND

**UNDERWORLD THUG**



**2** UNDERWORLD **3**

FELIPE GONCALVES ©LFL ©FFG SOR-EN 247/252

**2** UNIT GROUND

**UNDERWORLD THUG**



**2** UNDERWORLD **3**

FELIPE GONCALVES ©LFL ©FFG SOR-EN 247/252



**1** EVENT

**RESTOCK**

SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



JOSHUA CARSON ©LFL ©FFG SOR-EN 252/252

**1** EVENT

**RESTOCK**

SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



JOSHUA CARSON ©LFL ©FFG SOR-EN 252/252

**1** EVENT

**RESTOCK**

SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



JOSHUA CARSON ©LFL ©FFG SOR-EN 252/252

**4** UNIT

GROUND

**FRONTIER AT-RT**



**3** **VEHICLE • WALKER** **5**

While you control another **VEHICLE** unit, this unit gains **AMBUSH**. (After you play this unit, it may ready and attack an enemy unit.)

THOMAS WIEGEG ©LFL ©FFG SOR-EN 248/252

**4** UNIT

GROUND

**FRONTIER AT-RT**



**3** **VEHICLE • WALKER** **5**

While you control another **VEHICLE** unit, this unit gains **AMBUSH**. (After you play this unit, it may ready and attack an enemy unit.)

THOMAS WIEGEG ©LFL ©FFG SOR-EN 248/252

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While you control another **VEHICLE** unit, this unit gains **AMBUSH**. (After you play this unit, it may ready and attack an enemy unit.)

THOMAS WIEGEG ©LFL ©FFG SOR-EN 248/252

**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

**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



**5** UNIT GROUND

**◆ GIDEON HASK**  
RUTHLESS LOYALIST



**5** IMPERIAL • TROOPER **5**

When an enemy unit is defeated: Give an Experience token to a friendly unit.

AMELIE HUTT ©LFL ©FFG SOR-EN 036/252

**5** UNIT GROUND

**◆ GIDEON HASK**  
RUTHLESS LOYALIST



**5** IMPERIAL • TROOPER **5**

When an enemy unit is defeated: Give an Experience token to a friendly unit.

AMELIE HUTT ©LFL ©FFG SOR-EN 036/252

**5** UNIT GROUND

**◆ GIDEON HASK**  
RUTHLESS LOYALIST



**5** IMPERIAL • TROOPER **5**

When an enemy unit is defeated: Give an Experience token to a friendly unit.

AMELIE HUTT ©LFL ©FFG SOR-EN 036/252

**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

**8** EVENT

**SUPERLASER BLAST**  
DISASTER • TACTIC

Defeat all units.



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

**2** EVENT

**SNEAK ATTACK**  
TRICK

Play a unit from your hand. It costs **3** less and enters play ready. At the start of the regroup phase, defeat it.



FRENCH CARLOMAGNO ©LFL ©FFG SOR-EN 278/252

**2** EVENT

**SNEAK ATTACK**  
TRICK

Play a unit from your hand. It costs **3** less and enters play ready. At the start of the regroup phase, defeat it.



FRENCH CARLOMAGNO ©LFL ©FFG SOR-EN 278/252

**2** EVENT

**SNEAK ATTACK**  
TRICK

Play a unit from your hand. It costs **3** less and enters play ready. At the start of the regroup phase, defeat it.



FRENCH CARLOMAGNO ©LFL ©FFG SOR-EN 278/252



2 UNIT GROUND

♦ **BIB FORTUNA**  
JABBA'S MAJORDOMO



1 3

UNDERWORLD • TWI'LEK

**SHIELDED** (When you play this unit, give him a Shield token.)

**Action** [🔀]: Play an event from your hand. It costs 1 less.

STEVE MORRIS ©LFL ©FFG SOR • EN 177/252

2 UNIT GROUND

♦ **BIB FORTUNA**  
JABBA'S MAJORDOMO



1 3

UNDERWORLD • TWI'LEK

**SHIELDED** (When you play this unit, give him a Shield token.)

**Action** [🔀]: Play an event from your hand. It costs 1 less.

STEVE MORRIS ©LFL ©FFG SOR • EN 177/252

2 UNIT GROUND

♦ **BIB FORTUNA**  
JABBA'S MAJORDOMO



1 3

UNDERWORLD • TWI'LEK

**SHIELDED** (When you play this unit, give him a Shield token.)

**Action** [🔀]: Play an event from your hand. It costs 1 less.

STEVE MORRIS ©LFL ©FFG SOR • EN 177/252

6 EVENT

**FORCED SURRENDER**

PLAN

Draw 2 cards. Each opponent whose base you've damaged this phase discards 2 cards from their hand.



ARIO MURTI ©LFL ©FFG SOR • EN 175/252

6 EVENT

**FORCED SURRENDER**

PLAN

Draw 2 cards. Each opponent whose base you've damaged this phase discards 2 cards from their hand.



ARIO MURTI ©LFL ©FFG SOR • EN 175/252

6 EVENT

**FORCED SURRENDER**

PLAN

Draw 2 cards. Each opponent whose base you've damaged this phase discards 2 cards from their hand.



ARIO MURTI ©LFL ©FFG SOR • EN 175/252

5 EVENT

**BOMBING RUN**

TACTIC

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



KYLE PETCHOCK ©LFL ©FFG SOR • EN 173/252

5 EVENT

**BOMBING RUN**

TACTIC

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



KYLE PETCHOCK ©LFL ©FFG SOR • EN 173/252

5 EVENT

**BOMBING RUN**

TACTIC

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



KYLE PETCHOCK ©LFL ©FFG SOR • EN 173/252



