

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 [1][3]: 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

BORJA PINDADO ©LFL ©FFG SOR-EN 030/252

BASE

COMMAND CENTER



30

DEATH STAR

STEPHEN ZANALA ©LFL ©FFG SOR-EN 032/252

4 UNIT GROUND

◆ **GRAND MOFF TARKIN**
DEATH STAR OVERSEER



2 IMPERIAL • OFFICIAL **3**

When Played: Search the top 5 cards of your deck for up to 2 **IMPERIAL** cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)

STEVE MORRIS ©LFL ©FFG SOR-EN 084/252

4 UNIT GROUND

◆ **GRAND MOFF TARKIN**
DEATH STAR OVERSEER



2 IMPERIAL • OFFICIAL **3**

When Played: Search the top 5 cards of your deck for up to 2 **IMPERIAL** cards, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)

STEVE MORRIS ©LFL ©FFG SOR-EN 084/252

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

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

◆ **FIFTH BROTHER**
FEAR HUNTER



2 FORCE • IMPERIAL • INQUISITOR **4**

This unit gains **RAID 1** for each damage on him. (He gets +1/+0 while attacking for each damage on him.)

On Attack: You may deal 1 damage to this unit and 1 damage to another ground unit.

ESLAN ABOSHADY ©LFL ©FFG SOR-EN 131/252

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 3 or less and play each of them for free.

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

3 UNIT GROUND

◆ GENERAL VEERS
BLIZZARD FORCE COMMANDER

3 IMPERIAL • OFFICIAL **3**

Other friendly IMPERIAL units get $+1/+1$.

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

3 UNIT GROUND

◆ GENERAL VEERS
BLIZZARD FORCE COMMANDER

3 IMPERIAL • OFFICIAL **3**

Other friendly IMPERIAL units get $+1/+1$.

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

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

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 BIANNICHELE © LFL © FFG TWH • EN 133/257

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**

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**

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

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 SID • EN 172/252

UNIT GROUND

2 **FIRST LEGION SNOWTROOPER**



2 IMPERIAL • TROOPER 3

While attacking a damaged unit, this unit gets $\heartsuit 2/\spadesuit 0$ and gains **OVERWHELM**. (Deal excess damage to the opponent's base.)

MILOSLAVKOVIC ©LFL ©FFG 7 SOR • EN 43/70

UNIT GROUND

2 **FIRST LEGION SNOWTROOPER**



2 IMPERIAL • TROOPER 3

While attacking a damaged unit, this unit gets $\heartsuit 2/\spadesuit 0$ and gains **OVERWHELM**. (Deal excess damage to the opponent's base.)

MILOSLAVKOVIC ©LFL ©FFG 7 SOR • EN 43/70

UNIT GROUND

2 **FIRST LEGION SNOWTROOPER**



2 IMPERIAL • TROOPER 3

While attacking a damaged unit, this unit gets $\heartsuit 2/\spadesuit 0$ and gains **OVERWHELM**. (Deal excess damage to the opponent's base.)

MILOSLAVKOVIC ©LFL ©FFG 7 SOR • EN 43/70

UNIT GROUND

8 **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

UNIT GROUND

8 **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

UNIT GROUND

8 **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

UNIT GROUND

2 **SNOWTROOPER LIEUTENANT**



2 IMPERIAL • TROOPER 2

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets $\heartsuit 2/\spadesuit 0$ for this attack.

ERIK LY ©LFL ©FFG SOR • EN 227/252

UNIT GROUND

2 **SNOWTROOPER LIEUTENANT**



2 IMPERIAL • TROOPER 2

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets $\heartsuit 2/\spadesuit 0$ for this attack.

ERIK LY ©LFL ©FFG SOR • EN 227/252

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

SEASONED SHORETROOPER

2 IMPERIAL • TROOPER 3

While you control 6 or more resources, this unit gets +2/+0.

MILOS SLAVKOVIC ©LFL ©FFG SOR • EN 081/252

2 UNIT GROUND

SEASONED SHORETROOPER

2 IMPERIAL • TROOPER 3

While you control 6 or more resources, this unit gets +2/+0.

MILOS SLAVKOVIC ©LFL ©FFG SOR • EN 081/252

2 UNIT GROUND

SEASONED SHORETROOPER

2 IMPERIAL • TROOPER 3

While you control 6 or more resources, this unit gets +2/+0.

MILOS SLAVKOVIC ©LFL ©FFG SOR • EN 081/252

1 UNIT GROUND

DEATH STAR STORMTROOPER

3 IMPERIAL • TROOPER 1

ARIO MURTI ©LFL ©FFG SOR • EN 128/252

1 UNIT GROUND

DEATH STAR STORMTROOPER

3 IMPERIAL • TROOPER 1

ARIO MURTI ©LFL ©FFG SOR • EN 128/252

1 UNIT GROUND

DEATH STAR STORMTROOPER

3 IMPERIAL • TROOPER 1

ARIO MURTI ©LFL ©FFG SOR • EN 128/252

8 UNIT GROUND

REINFORCEMENT WALKER

6 VEHICLE • WALKER 9

When Played/On Attack: Look at the top card of your deck. Either draw that card or discard it and heal 3 damage from your base.

STEPHEN ZAWALA ©LFL ©FFG SOR • EN 119/252

5 UNIT GROUND

◆ RUKH
THRANN'S ASSASSIN



3 IMPERIAL 6

SHIELDED (When you play this unit, give a Shield token to it.)

When this unit deals combat damage to a non-leader unit while attacking: Defeat that unit.

ELENA SKITALETZ ©LFL ©FFG SOR • EN 095/252

4 UNIT SPACE

IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER 2

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

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 132/252

4 UNIT SPACE

IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER 2

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

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 132/252

6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP 6

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 134/252

6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP 6

When Played/When Defeated: Deal 2 damage to an enemy base and 2 damage to an enemy unit.

CHRISTIAN PAPAZOGLAKIS ©LFL ©FFG SOR • EN 134/252

4 UNIT SPACE

TIE ADVANCED



3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: Give 2 Experience tokens to another friendly IMPERIAL unit.

ESLAM ABOSHADY ©LFL ©FFG SOR • EN 231/252

4 UNIT SPACE

TIE ADVANCED



3 IMPERIAL • VEHICLE • FIGHTER 2

When Played: Give 2 Experience tokens to another friendly IMPERIAL unit.

ESLAM ABOSHADY ©LFL ©FFG SOR • EN 231/252

2 UNIT SPACE

OUTLAND TIE VANGUARD



2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 3 or less.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 082/252

2 UNIT SPACE

OUTLAND TIE VANGUARD



2 IMPERIAL • VEHICLE • FIGHTER 1

When Played: You may give an Experience token to another unit that costs 3 or less.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 082/252

2 UNIT | SPACE

OUTLAND TIE VANGUARD

2 IMPERIAL • VEHICLE • FIGHTER **1**

When Played: You may give an Experience token to another unit that costs **3** or less.

FRANCIS CANNELS © LFL © FF6 SOR • EN 082/252

4 EVENT |

MAXIMUM FIREPOWER

IMPERIAL • TACTIC

A friendly **IMPERIAL** unit deals damage equal to its power to a unit. Then, another friendly **IMPERIAL** unit deals damage equal to its power to the same unit.

STEPHEN ZAVALA © LFL © FF6 SOR • EN 234/252

4 EVENT |

MAXIMUM FIREPOWER

IMPERIAL • TACTIC

A friendly **IMPERIAL** unit deals damage equal to its power to a unit. Then, another friendly **IMPERIAL** unit deals damage equal to its power to the same unit.

STEPHEN ZAVALA © LFL © FF6 SOR • EN 234/252

3 EVENT |

I AM YOUR FATHER

GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.

STEFANO LANDINI © LFL © FF6 SOR • EN 233/252

3 EVENT |

I AM YOUR FATHER

GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.

STEFANO LANDINI © LFL © FF6 SOR • EN 233/252

3 EVENT |

I AM YOUR FATHER

GAMBIT

Deal 7 damage to an enemy unit unless its controller says "no." If they do, draw 3 cards.

STEFANO LANDINI © LFL © FF6 SOR • EN 233/252

3 EVENT |

RESUPPLY

SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN © LFL © FF6 SOR • EN 126/252

1 EVENT |

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.

ELENA SKITALET © LFL © FF6 SOR • EN 167/252

1 EVENT |

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.

ELENA SKITALET © LFL © FF6 SOR • EN 167/252

1 EVENT

FORCE THROW

FORCE

Choose a player. That player discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage to a unit equal to the cost of the discarded card.



ELENA SKITAETS ©LFL ©FFG SOR • EN 167/252

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.



FRANCOIS CANNELS ©LFL ©FFG SOR • EN 092/252

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.



FRANCOIS CANNELS ©LFL ©FFG SOR • EN 092/252

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.



STEFANO LANDINI ©LFL ©FFG 7 SOR • EN 63/70

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.



STEFANO LANDINI ©LFL ©FFG 7 SOR • EN 63/70

1 EVENT

PRECISION FIRE

TACTIC

Attack with a unit. It gains **SABOTEUR** for this attack. If it's a **TROOPER**, it also gets $+2/+0$ for this attack. (Ignore Sentinel and defeat the defender's Shields.)



ASH PIERCE ©LFL ©FFG SOR • EN 168/252

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 136/252

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 136/252

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 136/252

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

MILOS 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

MILOS SLAVKOVIC ©LFL ©FFG SOR-EN 137/252