

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 [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.)



LEADER

FORCE • IMPERIAL • SITH

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COMMAND CENTER

BASE

30

DEATH STAR

STEPHEN ZAMULA ©LFL ©FFG

SOR • EN © 023/252

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.

ESLAM 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 **8** 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 DIAMICHELE ©LFL ©FFG TWI • EN 133/252

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 ESCACKX ©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 ESCACKX ©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 ESCACKX ©LFL ©FFG SHD • EN 084/252

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 172/252

2 UNIT GROUND

FIRST LEGION SNOWTROOPER

2 IMPERIAL • TROOPER 3

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

MILOS SLAVKOVIC © LFL © FFG 7 SOR • EN 43/70

2 UNIT GROUND

FIRST LEGION SNOWTROOPER

2 IMPERIAL • TROOPER 3

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

MILOS SLAVKOVIC © LFL © FFG 7 SOR • EN 43/70

2 UNIT GROUND

FIRST LEGION SNOWTROOPER

2 IMPERIAL • TROOPER 3

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

MILOS SLAVKOVIC © LFL © FFG 7 SOR • EN 43/70

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

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

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

2 UNIT GROUND

SNOWTROOPER LIEUTENANT

2 IMPERIAL • TROOPER 2

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

ERIK LY © LFL © FFG SOR • EN 227/252

2 UNIT GROUND

SNOWTROOPER LIEUTENANT

2 IMPERIAL • TROOPER 2

When Played: You may attack with a unit. If it's an **IMPERIAL** unit, it gets $\oplus 2/\ominus 0$ 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 $\pm 2/\pm 0$.

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 $\pm 2/\pm 0$.

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 $\pm 2/\pm 0$.

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 ZAVALA ©LFL ©FFG SOR • EN 119/252

5 UNIT GROUND

◆ RUKH
THRAWN'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 DITALETS ©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.

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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.

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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.

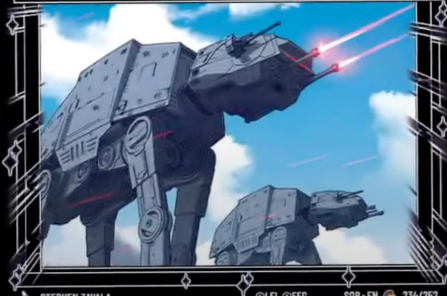
FRANCIS CANNELS © LFL © FFG SOR • EN 092/202

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.



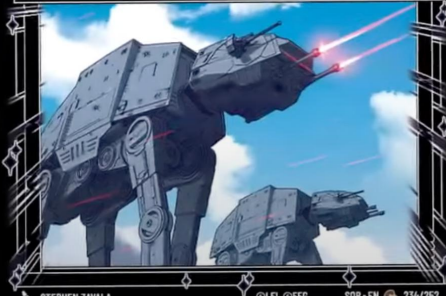
STEPHEN ZAVALA © LFL © FFG SOR • EN 234/252

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 © FFG 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 © FFG 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 © FFG 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.



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3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN © LFL © FFG 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 © FFG 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 © FFG 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 SKITALETIS ©LFL ©FFG SOR • EN 167/252

5 EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit $\heartsuit 2/\heartsuit 2$ 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 $\heartsuit 2/\heartsuit 2$ 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 $\heartsuit 1$ less to play. Deal 5 damage to a non-**VEHICLE** unit. That unit's controller draws a card.

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

2 EVENT

FORCE CHOKE

FORCE

If you control a **FORCE** unit, this event costs $\heartsuit 1$ less to play. Deal 5 damage to a non-**VEHICLE** unit. That unit's controller draws a card.

STEFANO LANDINI ©LFL ©FFG 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 $\heartsuit 2/\heartsuit 0$ 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.

◆ **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.

◆ **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.

◆ **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 ©FF6 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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