

LEADER UNIT GROUND

5 **ADMIRAL PIETT**
COMMANDING THE ARMADA

2 IMPERIAL • OFFICIAL 7

Each CAPITAL SHIP unit you play costs 2 less.

DAVID BUISAN

LEADER

ADMIRAL PIETT
COMMANDING THE ARMADA

Action [C]: Play a CAPITAL SHIP unit from your hand. It costs 3 less.

Epic Action: If you control 5 or more resources, deploy this leader. 2/7

LEADER IMPERIAL • OFFICIAL

DAVID BUISAN

BASE

COMMAND CENTER

DEATH STAR

30

STEPHEN ZANALA

SOR • EN 03/252

UNIT GROUND

3 **SUPERLASER TECHNICIAN**

2 IMPERIAL 1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI

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UNIT GROUND

3 **SUPERLASER TECHNICIAN**

2 IMPERIAL 1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI

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UNIT GROUND

3 **SUPERLASER TECHNICIAN**

2 IMPERIAL 1

When Defeated: You may put this unit into play as a resource and ready it.

DENIS MEDRI

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UNIT GROUND

2 **ADMIRAL PIETT**
CAPTAIN OF THE EXECUTOR

1 IMPERIAL • OFFICIAL 4

Each friendly non-leader unit that costs 6 or more gains **AMBUSH**. (After you play that unit, it may ready and attack an enemy unit.)

DENIS MEDRI

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UNIT GROUND

2 **ADMIRAL PIETT**
CAPTAIN OF THE EXECUTOR

1 IMPERIAL • OFFICIAL 4

Each friendly non-leader unit that costs 6 or more gains **AMBUSH**. (After you play that unit, it may ready and attack an enemy unit.)

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UNIT GROUND

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Each friendly non-leader unit that costs 6 or more gains **AMBUSH**. (After you play that unit, it may ready and attack an enemy unit.)

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UNIT GROUND

2 **COLONEL YULAREN**
ISB DIRECTOR



2 IMPERIAL • OFFICIAL 3

When you play a  unit (including this one): Heal 1 damage from your base.

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UNIT GROUND

2 **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

UNIT GROUND

2 **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

UNIT SPACE

9 **RELENTLESS**
KONSTANTINE'S FOLLY



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

The first event played by each opponent each round loses all abilities.

ROSS TAYLOR ©LFL ©FFG SOR • EN 069/252

UNIT SPACE

9 **RELENTLESS**
KONSTANTINE'S FOLLY



8 IMPERIAL • VEHICLE • CAPITAL SHIP 8

The first event played by each opponent each round loses all abilities.

ROSS TAYLOR ©LFL ©FFG SOR • EN 069/252

UNIT SPACE

6 **GLADIATOR STAR DESTROYER**



5 IMPERIAL • VEHICLE • CAPITAL SHIP 6

When Played: Give a unit **SENTINEL** for this phase. (Units in this arena can't attack your non-Sentinel units or your base.)

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 086/252

UNIT SPACE

6 **GLADIATOR STAR DESTROYER**



5 IMPERIAL • VEHICLE • CAPITAL SHIP 6

When Played: Give a unit **SENTINEL** for this phase. (Units in this arena can't attack your non-Sentinel units or your base.)

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 086/252

UNIT SPACE

10 **DEVASTATOR**
INESCAPABLE



10 IMPERIAL • VEHICLE • CAPITAL SHIP 10

SENTINEL

OVERWHELM

When Played: You may deal damage to a unit equal to the number of resources you control.

IGNACIO BAZAN LAZCANO ©LFL ©FFG SOR • EN 090/252

UNIT SPACE

10 **DEVASTATOR**
INESCAPABLE



10 IMPERIAL • VEHICLE • CAPITAL SHIP 10

SENTINEL

OVERWHELM

When Played: You may deal damage to a unit equal to the number of resources you control.

IGNACIO BAZAN LAZCANO ©LFL ©FFG SOR • EN 090/252

UNIT SPACE

10

DEVASTATOR
INESCAPABLE



10 IMPERIAL • VEHICLE • CAPITAL SHIP 10

SENTINEL

OVERWHELM

When Played: You may deal damage to a unit equal to the number of resources you control.

IGNACIO BAZAN LAZCANO © LFL © FFG SOR • EN 090/252

UNIT SPACE

3

OUTLAW CORONA



3 UNDERWORLD • VEHICLE • CAPITAL SHIP 5

BOUNTY – Put the top card of your deck into play as a resource. (When this unit is defeated or captured, your opponent collects its bounty.)

SEBASTIAN GUIDOBONO © LFL © FFG SHD • EN 116/262

UNIT SPACE

3

OUTLAW CORONA



3 UNDERWORLD • VEHICLE • CAPITAL SHIP 5

BOUNTY – Put the top card of your deck into play as a resource. (When this unit is defeated or captured, your opponent collects its bounty.)

SEBASTIAN GUIDOBONO © LFL © FFG SHD • EN 116/262

UNIT SPACE

3

OUTLAW CORONA



3 UNDERWORLD • VEHICLE • CAPITAL SHIP 5

BOUNTY – Put the top card of your deck into play as a resource. (When this unit is defeated or captured, your opponent collects its bounty.)

SEBASTIAN GUIDOBONO © LFL © FFG SHD • EN 116/262

UNIT SPACE

8

ARQUITENS ASSAULT CRUISER



7 VEHICLE • CAPITAL SHIP 8

AMBUSH

When this unit attacks and defeats a non-leader unit: Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/262

UNIT SPACE

8

ARQUITENS ASSAULT CRUISER



7 VEHICLE • CAPITAL SHIP 8

AMBUSH

When this unit attacks and defeats a non-leader unit: Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/262

UNIT SPACE

8

ARQUITENS ASSAULT CRUISER



7 VEHICLE • CAPITAL SHIP 8

AMBUSH

When this unit attacks and defeats a non-leader unit: Put the defeated unit into play as a resource under your control.

FRENCH CARLOMAGNO © LFL © FFG SHD • EN 122/262

UNIT SPACE

6

RESUPPLY CARRIER



4 IMPERIAL • VEHICLE • CAPITAL SHIP 5

When Played: You may put the top card of your deck into play as a resource.

FRANCOIS CANNELS © LFL © FFG JTL • EN 119/262

UNIT SPACE

6

RESUPPLY CARRIER



4 IMPERIAL • VEHICLE • CAPITAL SHIP 5

When Played: You may put the top card of your deck into play as a resource.

FRANCOIS CANNELS © LFL © FFG JTL • EN 119/262

6 UNIT SPACE

RESUPPLY CARRIER

4 IMPERIAL • VEHICLE • CAPITAL SHIP **5**

When Played: You may put the top card of your deck into play as a resource.

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9 UNIT SPACE

PROFUNDITY
WE FIGHT!

8 REBEL • VEHICLE • CAPITAL SHIP **9**

OVERWHELM

When Played/When Defeated: Choose a player. They discard a card from their hand. Then, if they have more cards in their hand than you, they discard a card from their hand.

SEBASTIAN GUIDOBONO © LFL © FF6 JTL • EN 154/282

9 UNIT SPACE

PROFUNDITY
WE FIGHT!

8 REBEL • VEHICLE • CAPITAL SHIP **9**

OVERWHELM

When Played/When Defeated: Choose a player. They discard a card from their hand. Then, if they have more cards in their hand than you, they discard a card from their hand.

SEBASTIAN GUIDOBONO © LFL © FF6 JTL • EN 154/282

9 UNIT SPACE

AVENGER
HUNTING STAR DESTROYER

8 IMPERIAL • VEHICLE • CAPITAL SHIP **8**

When Played/On Attack: An opponent chooses a non-leader unit they control. Defeat that unit.

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11 UNIT SPACE

ANNIHILATOR
TAGGE'S FLAGSHIP

12 IMPERIAL • VEHICLE • CAPITAL SHIP **12**

When Played/When Defeated: You may defeat an enemy unit. If you do, search its controller's deck and hand for each card with that unit's name and discard them. (They shuffle their deck.)

MARKO FIEDLER © LFL © FF6 JTL • EN 41/282

8 UNIT SPACE

REDEMPTION
MEDICAL FRIGATE

6 REBEL • VEHICLE • CAPITAL SHIP **9**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

When Played: Heal up to 8 total damage from any number of units and/or bases. Deal that much damage to this unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 052/252

8 UNIT SPACE

REDEMPTION
MEDICAL FRIGATE

6 REBEL • VEHICLE • CAPITAL SHIP **9**

SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

When Played: Heal up to 8 total damage from any number of units and/or bases. Deal that much damage to this unit.

CHRISTIAN PAPAZOGLAKIS © LFL © FF6 SOR • EN 052/252

3 EVENT

RESUPPLY
SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN © LFL © FF6 SOR • EN 128/252

3 EVENT

RESUPPLY
SUPPLY

Put this event into play as a resource.

ROBYNN FRAUHN © LFL © FF6 SOR • EN 128/252

3 EVENT

RESUPPLY

SUPPLY

Put this event into play as a resource.

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

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 ©LFL ©FFG SOR • EN 092/252

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 ©LFL ©FFG SOR • EN 092/252

4 EVENT

COMMAND

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.

MAXINE VEE ©LFL ©FFG SOR • EN 107/252

4 EVENT

COMMAND

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.

MAXINE VEE ©LFL ©FFG SOR • EN 107/252

4 EVENT

COMMAND

INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.

MAXINE VEE ©LFL ©FFG SOR • EN 107/252

7 EVENT

TURBOLASER SALVO

TACTIC

Choose an arena. A friendly space unit deals damage equal to its power to each enemy unit in that arena.

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7 EVENT

TURBOLASER SALVO

TACTIC

Choose an arena. A friendly space unit deals damage equal to its power to each enemy unit in that arena.

RENO ©LFL ©FFG JTL • EN 131/262

0 EVENT | **SALVAGE**
SUPPLY

Play a **VEHICLE** unit from your discard pile (*paying its cost*). Then, deal 1 damage to it.



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0 EVENT | **SALVAGE**
SUPPLY

Play a **VEHICLE** unit from your discard pile (*paying its cost*). Then, deal 1 damage to it.



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1 EVENT | **DOGFIGHT**
TACTIC

Attack with a unit, even if it's exhausted. That unit can't attack bases for this attack.



ARIQ MURTI | LFL © FF6 | JTL • EN | 123/282

1 EVENT | **DOGFIGHT**
TACTIC

Attack with a unit, even if it's exhausted. That unit can't attack bases for this attack.



ARIQ MURTI | LFL © FF6 | JTL • EN | 123/282

3 EVENT | **MERCILESS CONTEST**
TACTIC

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



JAMES DALY | LFL © FF6 | TWI • EN | 238/257

3 EVENT | **MERCILESS CONTEST**
TACTIC

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



JAMES DALY | LFL © FF6 | TWI • EN | 238/257

3 EVENT | **MERCILESS CONTEST**
TACTIC

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



JAMES DALY | LFL © FF6 | TWI • EN | 238/257

14 EVENT | **ENDLESS LEGIONS**
SUPPLY

Reveal any number of resources you control. Play each unit revealed this way for free (*one at a time*).



AMAD MIR | LFL © FF6 | SHD • EN | 108/282

14 EVENT | **ENDLESS LEGIONS**
SUPPLY

Reveal any number of resources you control. Play each unit revealed this way for free (*one at a time*).



AMAD MIR | LFL © FF6 | SHD • EN | 108/282

14

EVENT

ENDLESS LEGIONS

SUPPLY

Reveal any number of resources you control. Play each unit revealed this way for free (*one at a time*).



AMAD MIR



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