

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 1 less.

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

LEADER IMPERIAL • OFFICIAL

DAVID BUISAN

BASE

COMMAND CENTER

30

DEATH STAR

STEPHEN ZAMULA

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

UNIT GROUND

3

SUPERLASER TECHNICIAN

2 IMPERIAL 1

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

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UNIT GROUND

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SUPERLASER TECHNICIAN

2 IMPERIAL 1

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

DENIS MEDRI

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

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

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

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

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.

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9 UNIT SPACE

♦ 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 089/252

9 UNIT SPACE

♦ 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 089/252

6 UNIT SPACE

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

6 UNIT SPACE

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

10 UNIT SPACE

♦ 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 LAZZANO ©LFL ©FFG SOR • EN 090/252

10 UNIT SPACE

♦ 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 LAZZANO ©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



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VEHICLE • CAPITAL SHIP

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AMBUSH

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

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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.

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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.

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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 © FFG JTL • EN 154/262

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 © FFG JTL • EN 154/262

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 © FFG JTL • EN 41/262

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 © FFG 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 © FFG SOR • EN 052/252

3 EVENT

RESUPPLY
SUPPLY

Put this event into play as a resource.

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

3 EVENT

RESUPPLY
SUPPLY

Put this event into play as a resource.

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

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.

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

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.

RENO ©LFL ©FFG JTL • EN 131/262

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.

FRENCH CARLOMAGNO © LFL © FFG JTL • EN 121/262

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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1 EVENT

DOGFIGHT

TACTIC

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

ARIO MURTI © LFL © FFG JTL • EN 123/262

1 EVENT

DOGFIGHT

TACTIC

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

ARIO MURTI © LFL © FFG JTL • EN 123/262

3 EVENT

MERCILESS CONTEST

TACTIC

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

JAMES DALY © LFL © FFG TWI • EN 238/257

3 EVENT

MERCILESS CONTEST

TACTIC

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

JAMES DALY © LFL © FFG TWI • EN 238/257

3 EVENT

MERCILESS CONTEST

TACTIC

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

JAMES DALY © LFL © FFG 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 © FFG SHD • EN 109/262

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 © FFG SHD • EN 109/262

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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109/282