

4 UNIT GROUND

♦ **LIEUTENANT CHILDSSEN**
DEATH STAR PRISON WARDEN



2 IMPERIAL • OFFICIAL 2

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

When Played: Reveal up to 4 cards from your hand. For each card revealed this way, give an Experience token to this unit.

YVETTE CHUA ©LFL ©FFG SOR • EN 035/252

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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

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 172/262

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 172/262

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.

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 040/252

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HUNTING STAR DESTROYER



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FRANCOIS CANNELS ©LFL ©FFG SOR • EN 040/252

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

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 040/252

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

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SOR • EN

252/252

3

EVENT

MAKE AN OPENING

TACTIC

Give a unit $\frac{-2}{-2}$ for this phase. Heal 2 damage from your base.

KEVIN LIBRANDA

©LFL ©FFG

SOR • EN

078/252

3

EVENT

MAKE AN OPENING

TACTIC

Give a unit $\frac{-2}{-2}$ for this phase. Heal 2 damage from your base.

KEVIN LIBRANDA

©LFL ©FFG

SOR • EN

078/252

3

EVENT

MAKE AN OPENING

TACTIC

Give a unit $\frac{-2}{-2}$ for this phase. Heal 2 damage from your base.

KEVIN LIBRANDA

©LFL ©FFG

SOR • EN

078/252

3

EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.

ESLAM ABOSHADY

©LFL ©FFG

SOR • EN

041/252

3

EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.

ESLAM ABOSHADY

©LFL ©FFG

SOR • EN

041/252

3

EVENT

POWER OF THE DARK SIDE

INNATE

An opponent chooses a unit they control. Defeat that unit.

ESLAM ABOSHADY

©LFL ©FFG

SOR • EN

041/252

4

EVENT

FELL THE DRAGON

TACTIC

Defeat a non-leader unit with 5 or more power.

ARIQ MURTI

©LFL ©FFG

SHD • EN

076/252

4

EVENT

FELL THE DRAGON

TACTIC

Defeat a non-leader unit with 5 or more power.

ARIQ MURTI

©LFL ©FFG

SHD • EN

076/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.




ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

4 EVENT

TAKEDOWN

TACTIC

Defeat a unit with 5 or less remaining HP.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 077/252

4 EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 5 or less remaining HP.
- Give a Shield token to a unit.



CRISTINA LAVIÑA ©LFL ©FFG SOR • EN 058/252

4 EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 5 or less remaining HP.
- Give a Shield token to a unit.



CRISTINA LAVIÑA ©LFL ©FFG SOR • EN 058/252

4 EVENT

VIGILANCE

INNATE

Choose two, in any order:

- Discard 6 cards from an opponent's deck.
- Heal 5 damage from a base.
- Defeat a unit with 5 or less remaining HP.
- Give a Shield token to a unit.



CRISTINA LAVIÑA ©LFL ©FFG SOR • EN 058/252

6 EVENT

RIVAL'S FALL

TACTIC

Defeat a unit.



DAVID NASH ©LFL ©FFG SOR • EN 075/252

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.



LUANA ANATOLEVICH ©LFL ©FFG SOR • EN 043/252

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

3 EVENT
OPEN FIRE
TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FFG SOR • EN 172/252

3 EVENT
OPEN FIRE
TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FFG SOR • EN 172/252

3 EVENT
OPEN FIRE
TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FFG SOR • EN 172/252

4 EVENT
PILLAGE
TACTIC

Choose a player. They discard 2 cards from their hand.



DENIS MEDRI ©LFL ©FFG SHD • EN 101/262

4 EVENT
PILLAGE
TACTIC

Choose a player. They discard 2 cards from their hand.



DENIS MEDRI ©LFL ©FFG SHD • EN 101/262

4 EVENT
PILLAGE
TACTIC

Choose a player. They discard 2 cards from their hand.



DENIS MEDRI ©LFL ©FFG SHD • EN 101/262

1 UPGRADE

TOP TARGET



Attached unit gains: **"Bounty"** — Heal 4 damage from a unit or base. If this unit is unique, heal 6 damage instead." (When this unit is defeated or captured, its opponent collects its bounty.)

TOP TARGET
Bounty • Condition

AMELIE HUTT © LFL © FFG SHD • EN 071/252

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TOP TARGET



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TOP TARGET
Bounty • Condition

AMELIE HUTT © LFL © FFG SHD • EN 071/252

2 UPGRADE

ENTRENCHED



Attached unit can't attack bases.

ENTRENCHED
Condition

BORJA PINDADO © LFL © FFG SOR • EN 072/252

2 UPGRADE

ENTRENCHED



Attached unit can't attack bases.

ENTRENCHED
Condition

BORJA PINDADO © LFL © FFG SOR • EN 072/252

2 UPGRADE

ENTRENCHED



Attached unit can't attack bases.

ENTRENCHED
Condition

BORJA PINDADO © LFL © FFG SOR • EN 072/252

2 UPGRADE

DEATH MARK



Attached unit gains: **"Bounty"** — Draw 2 cards." (When this unit is defeated or captured, its opponent collects its bounty.)

DEATH MARK
Bounty • Condition

AITOR PRIETO © LFL © FFG SHD • EN 176/262

2 UPGRADE

DEATH MARK



Attached unit gains: **"Bounty"** — Draw 2 cards." (When this unit is defeated or captured, its opponent collects its bounty.)

DEATH MARK
Bounty • Condition

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DEATH MARK



Attached unit gains: **"Bounty"** — Draw 2 cards." (When this unit is defeated or captured, its opponent collects its bounty.)

DEATH MARK
Bounty • Condition

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