

SWU CHALLENGES

REACH OF THE DARK LORD

COMMAND CENTER

BASE

30

SWU CHALLENGES: REACH OF THE DARK LORD

STEPHEN ZAVLA

DEATH STAR

Deploy leader → play card from hand → attack.
Attack → play card from hand → deploy leader.

DEATH STAR STORMTROOPER

UNIT GROUND

1

3

1

IMPERIAL • TROOPER

55 BASE → LOWEST POWER

ARIO MURTI

SWU CHALLENGES: REACH OF THE DARK LORD

DEATH STAR STORMTROOPER

UNIT GROUND

1

3

1

IMPERIAL • TROOPER

55 BASE → LOWEST POWER

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SWU CHALLENGES: REACH OF THE DARK LORD

DEATH STAR STORMTROOPER

UNIT GROUND

1

3

1

IMPERIAL • TROOPER

55 BASE → LOWEST POWER

ARIO MURTI

SWU CHALLENGES: REACH OF THE DARK LORD

TIE/LN FIGHTER

UNIT SPACE

1

2

1

IMPERIAL • VEHICLE • FIGHTER

35 UNIT WITH SHIELD TOKEN → LOWEST REMAINING HP

FRENCH CARLOMAGNO

SWU CHALLENGES: REACH OF THE DARK LORD

TIE/LN FIGHTER

UNIT SPACE

1

2

1

IMPERIAL • VEHICLE • FIGHTER

35 UNIT WITH SHIELD TOKEN → LOWEST REMAINING HP

FRENCH CARLOMAGNO

SWU CHALLENGES: REACH OF THE DARK LORD

DARTH VADER

DARK LORD OF THE SITH

LEADER

5/8

FORCE • IMPERIAL • SITH

When you play a card:
Exhaust this leader. If you do,
deal 1 damage to each enemy
base and 1 damage to an
upgraded enemy unit → the
enemy unit with the lowest
remaining HP.

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

BORJA PINDADO

SWU CHALLENGES: REACH OF THE DARK LORD

DARTH VADER

DARK LORD OF THE SITH

LEADER UNIT GROUND

7

5

8

FORCE • IMPERIAL • SITH

On Attack: Deal 2 damage to an upgraded
enemy unit → the enemy unit with the lowest
remaining HP.

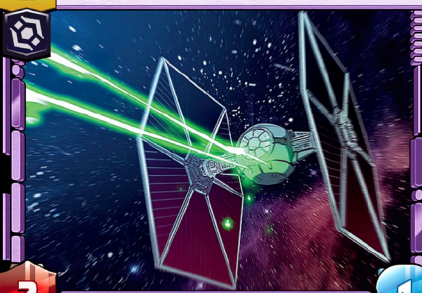
68 BASE → HIGHEST POWER

BORJA PINDADO

SWU CHALLENGES: REACH OF THE DARK LORD

1 UNIT SPACE

TIE/LN FIGHTER



2 IMPERIAL • VEHICLE • FIGHTER **1**

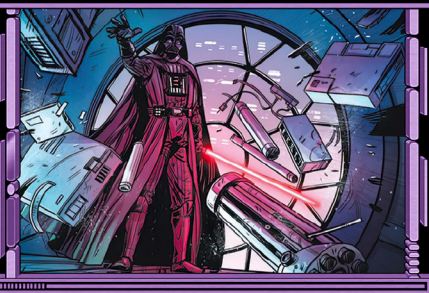
UNIT WITH SHIELD TOKEN → LOWEST REMAINING HP

FRENCH CARLOMAGNO SWU CHALLENGES: REACH OF THE DARK LORD

1 EVENT FORCE

FORCE THROW

An opponent discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage equal to the cost of the discarded card to the enemy unit with the highest power.

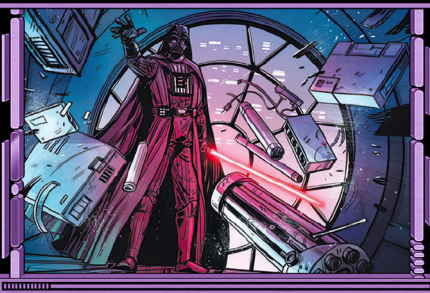


ELENA SKITAETS SWU CHALLENGES: REACH OF THE DARK LORD

1 EVENT FORCE

FORCE THROW

An opponent discards a card from their hand. Then, if you control a **FORCE** unit, you may deal damage equal to the cost of the discarded card to the enemy unit with the highest power.



ELENA SKITAETS SWU CHALLENGES: REACH OF THE DARK LORD

2 UNIT GROUND

SEASONED SHORETROOPER



2 IMPERIAL • TROOPER **3**

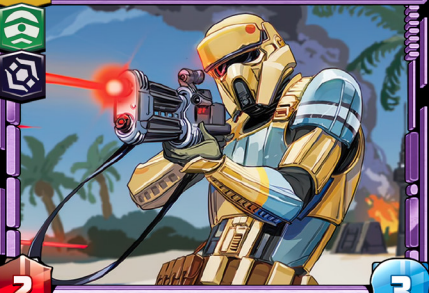
While you control 6 or more resources, this unit gets $\heartsuit 2/\clubsuit 0$.

43 RESTORE → LOWEST POWER

MILOS SLAVKOVIC SWU CHALLENGES: REACH OF THE DARK LORD

2 UNIT GROUND

SEASONED SHORETROOPER



2 IMPERIAL • TROOPER **3**

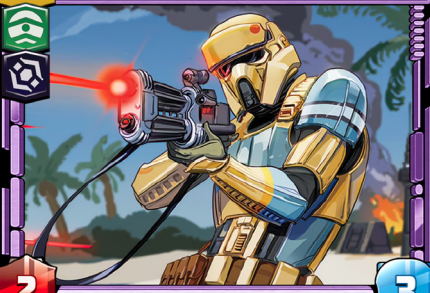
While you control 6 or more resources, this unit gets $\heartsuit 2/\clubsuit 0$.

43 RESTORE → LOWEST POWER

MILOS SLAVKOVIC SWU CHALLENGES: REACH OF THE DARK LORD

2 UNIT GROUND

SEASONED SHORETROOPER



2 IMPERIAL • TROOPER **3**

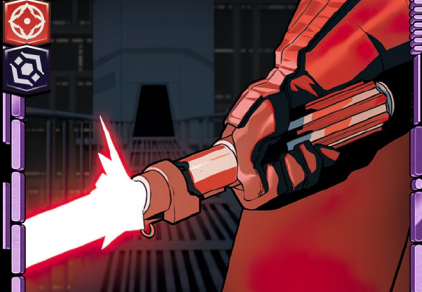
While you control 6 or more resources, this unit gets $\heartsuit 2/\clubsuit 0$.

43 RESTORE → LOWEST POWER

MILOS SLAVKOVIC SWU CHALLENGES: REACH OF THE DARK LORD

2 UPGRADE

♦ **VADER'S LIGHTSABER**



Attach to a friendly unit named Darth Vader → a friendly **FORCE** unit that isn't upgraded.

When Played: If attached unit is Darth Vader, deal 4 damage to the enemy ground unit with the highest remaining HP.

♦ **VADER'S LIGHTSABER** **+1**

ITEM • WEAPON • LIGHTSABER

ARTHUR HOUGNE SWU CHALLENGES: REACH OF THE DARK LORD

2 EVENT FORCE

FORCE CHOKE

Deal 5 damage to an enemy non-**VEHICLE** unit with **SENTINEL** → the enemy non-**VEHICLE** unit with the highest power. That unit's controller draws a card.



STEFANO LANDINI SWU CHALLENGES: REACH OF THE DARK LORD

2 EVENT FORCE

FORCE CHOKE

Deal 5 damage to an enemy non-**VEHICLE** unit with **SENTINEL** → the enemy non-**VEHICLE** unit with the highest power. That unit's controller draws a card.



STEFANO LANDINI SWU CHALLENGES: REACH OF THE DARK LORD

2 UNIT GROUND

SNOWTROOPER LIEUTENANT



2 IMPERIAL • TROOPER **2**

When Played: Attack with the ready unit with the highest power. If it's an **IMPERIAL** unit, it gets $\frac{2}{2}/\frac{0}{0}$ for this attack.

50 LOWEST REMAINING HP

ERIK LY SWU CHALLENGES: REACH OF THE DARK LORD

2 UNIT GROUND

SNOWTROOPER LIEUTENANT



2 IMPERIAL • TROOPER **2**

When Played: Attack with the ready unit with the highest power. If it's an **IMPERIAL** unit, it gets $\frac{2}{2}/\frac{0}{0}$ for this attack.

50 LOWEST REMAINING HP

ERIK LY SWU CHALLENGES: REACH OF THE DARK LORD

2 UNIT GROUND

SNOWTROOPER LIEUTENANT



2 IMPERIAL • TROOPER **2**

When Played: Attack with the ready unit with the highest power. If it's an **IMPERIAL** unit, it gets $\frac{2}{2}/\frac{0}{0}$ for this attack.

50 LOWEST REMAINING HP

ERIK LY SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

SUPERLASER TECHNICIAN



2 IMPERIAL **1**

When Defeated: Put this unit into play as a resource and ready it.

45 UNIT WITH SHIELD TOKEN → HIGHEST REMAINING HP

DENIS MEDRI SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

SUPERLASER TECHNICIAN



2 IMPERIAL **1**

When Defeated: Put this unit into play as a resource and ready it.

45 UNIT WITH SHIELD TOKEN → HIGHEST REMAINING HP

DENIS MEDRI SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

SUPERLASER TECHNICIAN



2 IMPERIAL **1**

When Defeated: Put this unit into play as a resource and ready it.

45 UNIT WITH SHIELD TOKEN → HIGHEST REMAINING HP

DENIS MEDRI SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

◆ FIFTH BROTHER
FEAR HUNTER



2 FORCE • IMPERIAL • INQUISITOR **4**

This unit gains **RAID 1** for each damage on him.

On Attack: Deal 1 damage to this unit and 1 damage to an enemy leader unit → the enemy ground unit with the highest power.

70 LEADER → BASE → HIGHEST POWER

ESLAM ABOSHADY SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

◆ FIFTH BROTHER
FEAR HUNTER



2 FORCE • IMPERIAL • INQUISITOR **4**

This unit gains **RAID 1** for each damage on him.

On Attack: Deal 1 damage to this unit and 1 damage to an enemy leader unit → the enemy ground unit with the highest power.

70 LEADER → BASE → HIGHEST POWER

ESLAM ABOSHADY SWU CHALLENGES: REACH OF THE DARK LORD

3 UPGRADE

FALLEN LIGHTSABER



Attach to a friendly **FORCE** unit that isn't upgraded → a friendly 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 SWU CHALLENGES: REACH OF THE DARK LORD

3 UPGRADE

FALLEN LIGHTSABER



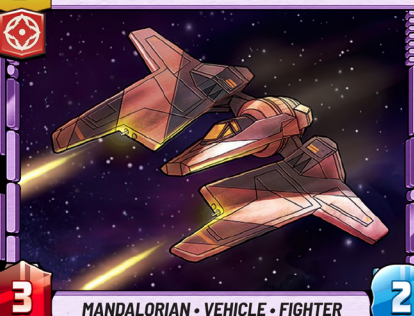
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"On Attack: Deal 1 damage to each ground unit the defending player controls."

+3 **FALLEN LIGHTSABER** **+3**
ITEM • WEAPON • LIGHTSABER

MILOŠ SLAVKOVIC SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT SPACE

DISABLING FANG FIGHTER



3 **MANDALORIAN • VEHICLE • FIGHTER** **2**

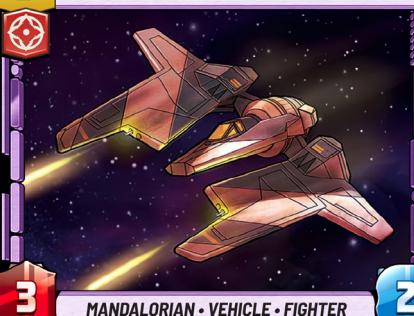
When Played: Defeat an upgrade on an enemy leader → a Shield token on an enemy unit → an upgrade on an enemy unit.

53 UPGRADED UNIT → LOWEST REMAINING HP

CHRISTIAN PAPAZOGLAKIS SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT SPACE

DISABLING FANG FIGHTER



3 **MANDALORIAN • VEHICLE • FIGHTER** **2**

When Played: Defeat an upgrade on an enemy leader → a Shield token on an enemy unit → an upgrade on an enemy unit.

53 UPGRADED UNIT → LOWEST REMAINING HP

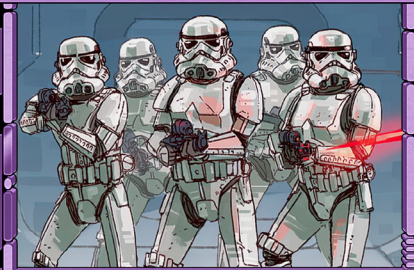
CHRISTIAN PAPAZOGLAKIS SWU CHALLENGES: REACH OF THE DARK LORD

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to an enemy unit with **SENTINEL** → the unit with the highest power among enemy units with **5** or less remaining HP and no Shield token → the enemy unit with the highest power.



FERNANDO CORREA SWU CHALLENGES: REACH OF THE DARK LORD

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to an enemy unit with **SENTINEL** → the unit with the highest power among enemy units with **5** or less remaining HP and no Shield token → the enemy unit with the highest power.



FERNANDO CORREA SWU CHALLENGES: REACH OF THE DARK LORD

3 EVENT

OPEN FIRE

TACTIC

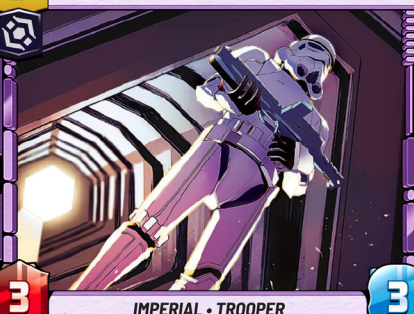
Deal 4 damage to an enemy unit with **SENTINEL** → the unit with the highest power among enemy units with **5** or less remaining HP and no Shield token → the enemy unit with the highest power.



FERNANDO CORREA SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

CELL BLOCK GUARD



3 **IMPERIAL • TROOPER** **3**

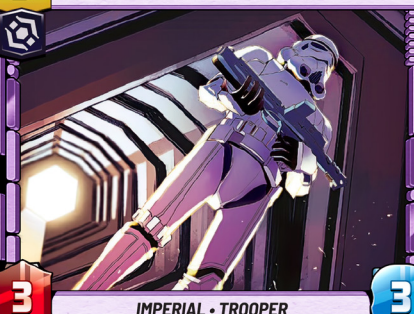
SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

5 BASE

FRENCH CARLOMAGNO SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

CELL BLOCK GUARD



3 **IMPERIAL • TROOPER** **3**

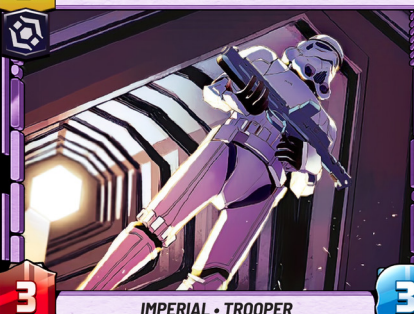
SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

5 BASE

FRENCH CARLOMAGNO SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

CELL BLOCK GUARD



3 **IMPERIAL • TROOPER** **3**

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

5 BASE

FRENCH CARLOMAGNO SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

◆ **GENERAL VEERS**
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL **3**

Other friendly **IMPERIAL** units get .

15 BASE → **REBEL**

STEVE MORRIS SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

◆ **GENERAL VEERS**
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL **3**

Other friendly **IMPERIAL** units get .

15 BASE → **REBEL**

STEVE MORRIS SWU CHALLENGES: REACH OF THE DARK LORD

3 UNIT GROUND

◆ **GENERAL VEERS**
BLIZZARD FORCE COMMANDER



3 IMPERIAL • OFFICIAL **3**

Other friendly **IMPERIAL** units get .

15 BASE → **REBEL**

STEVE MORRIS SWU CHALLENGES: REACH OF THE DARK LORD

4 UNIT SPACE

IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER **2**

When Played: Deal 3 damage to an enemy space unit with **SENTINEL** → the enemy space unit with the lowest remaining HP.

90 LOWEST REMAINING HP

FRANCOIS CANNELS SWU CHALLENGES: REACH OF THE DARK LORD

4 UNIT SPACE

IMPERIAL INTERCEPTOR



3 IMPERIAL • VEHICLE • FIGHTER **2**

When Played: Deal 3 damage to an enemy space unit with **SENTINEL** → the enemy space unit with the lowest remaining HP.

90 LOWEST REMAINING HP

FRANCOIS CANNELS SWU CHALLENGES: REACH OF THE DARK LORD

5 UNIT GROUND

◆ **AGENT KALLUS**
SEEKING THE REBELS



4 IMPERIAL • TROOPER **4**

AMBUSH (After you play this unit, he may ready and attack an enemy unit.)

When another unique unit is defeated: Draw a card (without looking at it).

22 **REBEL** → LOWEST POWER

OMERCAN CIRIT SWU CHALLENGES: REACH OF THE DARK LORD

5 UNIT GROUND

◆ **AGENT KALLUS**
SEEKING THE REBELS



4 IMPERIAL • TROOPER **4**

AMBUSH (After you play this unit, he may ready and attack an enemy unit.)

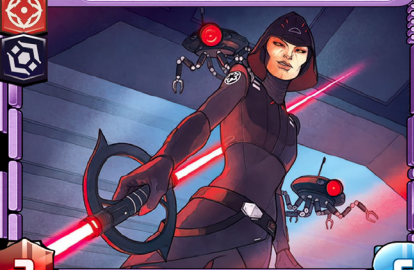
When another unique unit is defeated: Draw a card (without looking at it).

22 **REBEL** → LOWEST POWER

OMERCAN CIRIT SWU CHALLENGES: REACH OF THE DARK LORD

5 UNIT GROUND

◆ **SEVENTH SISTER**
IMPLACABLE INQUISITOR



3 **FORCE • IMPERIAL • INQUISITOR** **6**

SABOTEUR

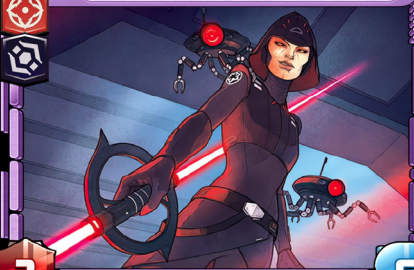
When this unit deals combat damage to an opponent's base: Deal 3 damage to the ground unit with the highest power controlled by that opponent.

75 **BASE** → HIGHEST POWER

LENKA ŠIMEČKOVÁ SWU CHALLENGES: REACH OF THE DARK LORD

5 UNIT GROUND

◆ **SEVENTH SISTER**
IMPLACABLE INQUISITOR



3 **FORCE • IMPERIAL • INQUISITOR** **6**

SABOTEUR

When this unit deals combat damage to an opponent's base: Deal 3 damage to the ground unit with the highest power controlled by that opponent.

75 **BASE** → HIGHEST POWER

LENKA ŠIMEČKOVÁ SWU CHALLENGES: REACH OF THE DARK LORD

5 UNIT GROUND

◆ **SEVENTH SISTER**
IMPLACABLE INQUISITOR



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SABOTEUR
When this unit deals combat damage to an opponent's base: Deal 3 damage to the ground unit with the highest power controlled by that opponent.

75 BASE → HIGHEST POWER

LENKA ŠIMEČKOVÁ SWU CHALLENGES: REACH OF THE DARK LORD

6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to each enemy base and 2 damage to the upgraded enemy unit with the highest power → the enemy unit with the lowest remaining HP.

40 BASE → HIGHEST POWER

CHRISTIAN PAPAZOGLAKIS SWU CHALLENGES: REACH OF THE DARK LORD

6 UNIT SPACE

RUTHLESS RAIDER



4 IMPERIAL • VEHICLE • CAPITAL SHIP **6**

When Played/When Defeated: Deal 2 damage to each enemy base and 2 damage to the upgraded enemy unit with the highest power → the enemy unit with the lowest remaining HP.

40 BASE → HIGHEST POWER

CHRISTIAN PAPAZOGLAKIS SWU CHALLENGES: REACH OF THE DARK LORD

7 UNIT GROUND

◆ **DARTH VADER**
COMMANDING THE FIRST LEGION



5 FORCE • IMPERIAL • SITH **7**

AMBUSH
When Played: Probe the top 10 cards of your deck for a unit that costs 5 or less and play it for free. (Put the other cards on the bottom of your deck in a random order.)

65 LEADER WITH NO SHIELD TOKEN → BASE → HIGHEST REMAINING HP

IVAN DEDOV SWU CHALLENGES: REACH OF THE DARK LORD

7 UNIT GROUND

◆ **DARTH VADER**
COMMANDING THE FIRST LEGION



5 FORCE • IMPERIAL • SITH **7**

AMBUSH
When Played: Probe the top 10 cards of your deck for a unit that costs 5 or less and play it for free. (Put the other cards on the bottom of your deck in a random order.)

65 LEADER WITH NO SHIELD TOKEN → BASE → HIGHEST REMAINING HP

IVAN DEDOV SWU CHALLENGES: REACH OF THE DARK LORD

7 UNIT GROUND

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AMBUSH
When Played: Probe the top 10 cards of your deck for a unit that costs 5 or less and play it for free. (Put the other cards on the bottom of your deck in a random order.)

65 LEADER WITH NO SHIELD TOKEN → BASE → HIGHEST REMAINING HP

IVAN DEDOV SWU CHALLENGES: REACH OF THE DARK LORD

8 UNIT GROUND

REINFORCEMENT WALKER



6 VEHICLE • WALKER **9**

When Played/On Attack: Reveal the top card of your deck. Opponent decides if you should place that card on bottom of your hand or discard it and heal 3 damage from your base.

38 SABOTEUR → BASE → HIGHEST POWER

STEPHEN ZAVALA SWU CHALLENGES: REACH OF THE DARK LORD

8 UNIT GROUND

REINFORCEMENT WALKER



6 VEHICLE • WALKER **9**

When Played/On Attack: Reveal the top card of your deck. Opponent decides if you should place that card on bottom of your hand or discard it and heal 3 damage from your base.

38 SABOTEUR → BASE → HIGHEST POWER

STEPHEN ZAVALA SWU CHALLENGES: REACH OF THE DARK LORD

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.

20 BASE → LOWEST POWER

ROSS TAYLOR SWU CHALLENGES: REACH OF THE DARK LORD