



4 UNIT GROUND

REGIONAL SYMPATHIZERS



3 REBEL 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

LIANA ANATOLEVICH © LFL © FFG SOR • EN 243/252

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3 UNIT GROUND

SUNDARI PEACEKEEPER



1 MANDALORIAN • TROOPER 5

RAID 2 (This unit gets +2/+0 while attacking.)
RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ERIK LY © LFL © FFG SHD • EN 086/202

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1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ROJANA KARPATYOSYI © LFL © FFG SHD • EN 025/202

1 UNIT GROUND

MOISTURE FARMER



0 FRINGE 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ROJANA KARPATYOSYI © LFL © FFG SHD • EN 025/202

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MOISTURE FARMER



0 FRINGE 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

ROJANA KARPATYOSYI © LFL © FFG SHD • EN 025/202

UNIT GROUND

3 VILLAGE PROTECTORS



2 FRINGE 2

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

SHIELDED (When you play this unit, give a Shield token to it.)

ARIO MURTI © LFL © FF6 SHD • EN 043/282

UNIT GROUND

3 VILLAGE PROTECTORS



2 FRINGE 2

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

SHIELDED (When you play this unit, give a Shield token to it.)

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UNIT GROUND

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2 FRINGE 2

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EINHEIT BODEN

3 ♦ ADMIRAL YULAREN
FLOTTENKOORDINATOR



1 REPUBLIK • AMTSTRÄGER 5

Wenn gespielt: Wähle **HARTNÄCKIG**, **WIEDERHERSTELLEN 1**, **WACHPOSTEN** oder **ABGESCHIRMT**. Solange diese Einheit im Spiel ist, erhält jede befreundete **FAHRZEUG**-Einheit das gewählte **SCHLÜSSELWORT**.

ARIO MURTI © LFL © FF6 JTL • DE 417/282

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UNIT GROUND

6 ♦ OBI-WAN KENOBI
FOLLOWING FATE



4 FORCE • JEDI 6

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

When Defeated: Give 2 Experience tokens to another friendly unit. If it's a **FORCE** unit, draw a card.

AMÉLIE HUTT © LFL © FF6 SOR • EN 048/252

UNIT GROUND

6 ♦ OBI-WAN KENOBI
FOLLOWING FATE



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AMÉLIE HUTT © LFL © FF6 SOR • EN 048/252

UNIT GROUND

3 ♦ YODA
OLD MASTER



2 FORCE • JEDI 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

When Defeated: Choose any number of players. They each draw a card.

ALEXANDRIA HUNTINGTON © LFL © FF6 SOR • EN 045/252

UNIT GROUND

3

YODA
OLD MASTER



2

FORCE • JEDI

4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

When Defeated: Choose any number of players. They each draw a card.

ALEXANDRIA HUNTINGTON ©LFL ©FFG SOR • EN 045/252

UNIT GROUND

3

YODA
OLD MASTER



2

FORCE • JEDI

4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

When Defeated: Choose any number of players. They each draw a card.

ALEXANDRIA HUNTINGTON ©LFL ©FFG SOR • EN 045/252

UNIT GROUND

1

BAIL ORGANA
REBEL COUNCILOR



1

REBEL • OFFICIAL

2

Action [↻]: Give an Experience token to another friendly unit.

MILOSLAVKOVIC ©LFL ©FFG SOR • EN 094/252

UNIT GROUND

1

BAIL ORGANA
REBEL COUNCILOR



1

REBEL • OFFICIAL

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Action [↻]: Give an Experience token to another friendly unit.

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Action [↻]: Give an Experience token to another friendly unit.

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UNIT SPACE

4

BRIGHT HOPE
THE LAST TRANSPORT



2

REBEL • VEHICLE • TRANSPORT

6

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

When Played: You may return a friendly non-leader ground unit to its owner's hand. If you do, draw a card.

RANDALL MACKEY ©LFL ©FFG SOR • EN 099/252

UNIT SPACE

4

BRIGHT HOPE
THE LAST TRANSPORT



2

REBEL • VEHICLE • TRANSPORT

6

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

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RANDALL MACKEY ©LFL ©FFG SOR • EN 099/252

UNIT SPACE

3

SABINE'S MASTERPIECE
CRAZY COLORFUL



3

REBEL • VEHICLE • FIGHTER • SPECTRE

3

On Attack: If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK ©LFL ©FFG JTL • EN 250/262

UNIT SPACE

3 ◆ **SABINE'S MASTERPIECE**
CRAZY COLORFUL



3 **REBEL • VEHICLE • FIGHTER • SPECTRE** 3

On Attack: If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK © LFL © FFG JTL • EN 250/262

UNIT SPACE

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3 **REBEL • VEHICLE • FIGHTER • SPECTRE** 3

On Attack: If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHOCK © LFL © FFG JTL • EN 250/262

UNIT SPACE

2 **RESTORED ARC-170**



2 **REBEL • VEHICLE • FIGHTER** 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

ARTHUR MOUGNE © LFL © FFG SOR • EN 044/252

UNIT SPACE

2 **RESTORED ARC-170**



2 **REBEL • VEHICLE • FIGHTER** 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

ARTHUR MOUGNE © LFL © FFG SOR • EN 044/252

UNIT SPACE

2 **RESTORED ARC-170**



2 **REBEL • VEHICLE • FIGHTER** 3

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)

ARTHUR MOUGNE © LFL © FFG SOR • EN 044/252

UNIT SPACE

3 ◆ **BLUE LEADER**
SCARIF AIR SUPPORT



3 **REBEL • VEHICLE • FIGHTER** 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay 2. If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA © LFL © FFG JTL • EN 90/202

UNIT SPACE

3 ◆ **BLUE LEADER**
SCARIF AIR SUPPORT



3 **REBEL • VEHICLE • FIGHTER** 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay 2. If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA © LFL © FFG JTL • EN 90/202

UNIT SPACE

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SCARIF AIR SUPPORT



3 **REBEL • VEHICLE • FIGHTER** 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay 2. If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA © LFL © FFG JTL • EN 90/202

UNIT SPACE

4 **ADEPT ARC-170**



3 **REPUBLIC • VEHICLE • FIGHTER** 4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

4

UNIT

SPACE

ADEPT ARC-170

3

REPUBLIC • VEHICLE • FIGHTER

4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

4

UNIT

SPACE

ADEPT ARC-170

3

REPUBLIC • VEHICLE • FIGHTER

4

RESTORE 2 (When this unit attacks, heal 2 damage from your base.)

2

EVENT

COVERING THE WING

TACTIC

Create an X-Wing token. You may give a Shield token to another unit.

ERIK FROBOM

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76/262

2

EVENT

COVERING THE WING

TACTIC

Create an X-Wing token. You may give a Shield token to another unit.

ERIK FROBOM

© LFL © FF6

JTL • EN

76/262

2

EVENT

COVERING THE WING

TACTIC

Create an X-Wing token. You may give a Shield token to another unit.

ERIK FROBOM

© LFL © FF6

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1

EVENT

REPAIR

SUPPLY

Heal 3 damage from a unit or base.

JOSHUA CARSON

© LFL © FF6

SOR • EN

074/252

1

EVENT

REPAIR

SUPPLY

Heal 3 damage from a unit or base.

JOSHUA CARSON

© LFL © FF6

SOR • EN

074/252

1

EVENT

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SUPPLY

Heal 3 damage from a unit or base.

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