

LEADER UNIT GROUND

5

◆ LEIA ORGANA
ALLIANCE GENERAL



3

REBEL • OFFICIAL

6

RAID 1 (This unit gets +1/+0 while attacking.)
When this unit completes an attack: You may attack with another REBEL unit.

SANDRA CILEWINSKA

LEADER

◆ LEIA ORGANA
ALLIANCE GENERAL

Action [C]: Attack with a REBEL unit. Then, you may attack with another REBEL unit.

Epic Action: If you control 5 or more resources, deploy this leader. 3/6



REBEL • OFFICIAL

SANDRA CILEWINSKA

CATACOMBS OF CADERA

30

JEDHA

THIEN EDLIN

UNIT GROUND

3

FLEET LIEUTENANT



3

REBEL • TROOPER

3

When Played: You may attack with a unit. If it's a REBEL unit, it gets +2/+0 for this attack.

HOAN NGUYEN

UNIT GROUND

3

FLEET LIEUTENANT



3

REBEL • TROOPER

3

When Played: You may attack with a unit. If it's a REBEL unit, it gets +2/+0 for this attack.

HOAN NGUYEN

UNIT GROUND

3

FLEET LIEUTENANT



3

REBEL • TROOPER

3

When Played: You may attack with a unit. If it's a REBEL unit, it gets +2/+0 for this attack.

HOAN NGUYEN

UNIT GROUND

2

◆ SABINE WREN
EXPLOSIVES ARTIST



2

MANDALORIAN • REBEL • SPECTRE

3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).
On Attack: You may deal 1 damage to the defender or to a base.

REBECCA FARROW

UNIT GROUND

2

◆ SABINE WREN
EXPLOSIVES ARTIST



2

MANDALORIAN • REBEL • SPECTRE

3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).
On Attack: You may deal 1 damage to the defender or to a base.

REBECCA FARROW

UNIT GROUND

2

◆ SABINE WREN
EXPLOSIVES ARTIST



2

MANDALORIAN • REBEL • SPECTRE

3

While there are at least 3 aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).
On Attack: You may deal 1 damage to the defender or to a base.

REBECCA FARROW

4 UNIT GROUND

◆ **GENERAL DODONNA**
MASSASSI GROUP COMMANDER

4 REBEL • OFFICIAL 4

Other friendly **REBEL** units get $\frac{+1}{-1}$.

STEVE MORRIS © LFL © FFG SOR • EN 242/252

4 UNIT GROUND

◆ **GENERAL DODONNA**
MASSASSI GROUP COMMANDER

4 REBEL • OFFICIAL 4

Other friendly **REBEL** units get $\frac{+1}{-1}$.

STEVE MORRIS © LFL © FFG SOR • EN 242/252

2 UNIT GROUND

BATTLEFIELD MARINE

3 REBEL • TROOPER 3

DAVID BUISAN © LFL © FFG SOR • EN 085/252

2 UNIT GROUND

◆ **MON MOTHMA**
VOICE OF THE REBELLION

1 REBEL • OFFICIAL 3

When Played: Search the top 5 cards of your deck for a **REBEL** card, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

ERIC HIBBELER © LFL © FFG SOR • EN 096/252

2 UNIT GROUND

◆ **MON MOTHMA**
VOICE OF THE REBELLION

1 REBEL • OFFICIAL 3

When Played: Search the top 5 cards of your deck for a **REBEL** card, reveal it, and draw it. (Put the other cards on the bottom of your deck in a random order.)

ERIC HIBBELER © LFL © FFG SOR • EN 096/252

6 UNIT GROUND

GUERRILLA ATTACK POD

4 REBEL • VEHICLE • WALKER 6

GRIT (This unit gets +1/+0 for each damage on it.)

When Played: If a base has 15 or more damage on it, ready this unit.

FRENCK CARLOMSANO © LFL © FFG SOR • EN 140/252

6 UNIT GROUND

◆ **GENERAL RIEEKAN**
DEFENSIVE STRATEGIST

5 REBEL • OFFICIAL 7

When Played/On Attack: Choose a friendly unit. If it has **SENTINEL**, give an Experience token to it. Otherwise, it gains **SENTINEL** for this phase.

TOMAS OLEKSAK © LFL © FFG SHD • EN 103/282

3 UNIT GROUND

◆ **CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE

3 REBEL 5

SMUGGLE [5] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)

When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 148/282

3 UNIT GROUND

◆ **CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE

3 REBEL 5

SMUGGLE [5] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)

When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 148/282

UNIT GROUND

3 **↖ CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE



3 **REBEL** 5

SMUGGLE [S] [C] [D] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)

When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN H8/262

UNIT GROUND

1 **↖ R2-D2**
ART00000000!



1 4

PILOTING [P] [D]

This upgrade can be played on a friendly **VEHICLE** unit with a **PILOT** on it.

Attached unit gains: "You may play or deploy 1 additional **PILOT** on this unit."

+1 **↖ R2-D2** +1

REBEL • DROID • PILOT

STEPHEN ZAWLA © LFL © FFG JTL • EN 245/262

UNIT GROUND

1 **↖ R2-D2**
ART00000000!



1 4

PILOTING [P] [D]

This upgrade can be played on a friendly **VEHICLE** unit with a **PILOT** on it.

Attached unit gains: "You may play or deploy 1 additional **PILOT** on this unit."

+1 **↖ R2-D2** +1

REBEL • DROID • PILOT

STEPHEN ZAWLA © LFL © FFG JTL • EN 245/262

UNIT GROUND

1 **↖ R2-D2**
ART00000000!



1 4

PILOTING [P] [D]

This upgrade can be played on a friendly **VEHICLE** unit with a **PILOT** on it.

Attached unit gains: "You may play or deploy 1 additional **PILOT** on this unit."

+1 **↖ R2-D2** +1

REBEL • DROID • PILOT

STEPHEN ZAWLA © LFL © FFG JTL • EN 245/262

UNIT GROUND

3 **↖ LEIA ORGANA**
PILOTS, TO YOUR STATIONS



3 4

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

When Played: You may attack with a **PILOT** unit or a unit with a **PILOT** on it. It gets $\frac{1}{1}$ / $\frac{1}{1}$ and gains **RESTORE 1** for this attack.

+1 **↖ LEIA ORGANA** +1

REBEL • OFFICIAL

NABETSE ZITRO © LFL © FFG JTL • EN 517/262

UNIT GROUND

3 **↖ LEIA ORGANA**
PILOTS, TO YOUR STATIONS



3 4

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

When Played: You may attack with a **PILOT** unit or a unit with a **PILOT** on it. It gets $\frac{1}{1}$ / $\frac{1}{1}$ and gains **RESTORE 1** for this attack.

+1 **↖ LEIA ORGANA** +1

REBEL • OFFICIAL

NABETSE ZITRO © LFL © FFG JTL • EN 517/262

UNIT GROUND

3 **↖ LEIA ORGANA**
PILOTS, TO YOUR STATIONS



3 4

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

When Played: You may attack with a **PILOT** unit or a unit with a **PILOT** on it. It gets $\frac{1}{1}$ / $\frac{1}{1}$ and gains **RESTORE 1** for this attack.

+1 **↖ LEIA ORGANA** +1

REBEL • OFFICIAL

NABETSE ZITRO © LFL © FFG JTL • EN 517/262

UNIT GROUND

3 **↖ BIGGS DARKLIGHTER**
THEY'LL NEVER STOP US



3 4

PILOTING [P] [S] [D] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

If attached unit is a **FIGHTER**, it gains **OVERWHELM**.

If attached unit is a **TRANSPORT**, it gets $\frac{0}{1}$ / $\frac{1}{1}$.

If attached unit is a **SPEEDER**, it gains **GRIT**.

+2 **↖ BIGGS DARKLIGHTER** +1

REBEL • PILOT

GABRIEL GOMEZ ALMENZAR © LFL © FFG JTL • EN 150/262

UNIT GROUND

2 **↖ LUKE SKYWALKER**
YOU STILL WITH ME?



3 2

PILOTING [P] [S] [D] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

If this upgrade would be defeated, you may instead move him to the ground arena as a unit and exhaust him.

+3 **↖ LUKE SKYWALKER** +2

FORCE • REBEL • PILOT

JOHNNY HORROW © LFL © FFG JTL • EN 94/262

UNIT GROUND

2

◆ LUKE SKYWALKER
YOU STILL WITH ME?

3 2

PILOTING [3] [3] [3] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
If this upgrade would be defeated, you may instead move him to the ground arena as a unit and exhaust him.

◆ LUKE SKYWALKER
FORCE • REBEL • PILOT

+3 +2

JOHNNY MORROW © LFL © FFG JTL • EN 94/262

UNIT GROUND

2

◆ LUKE SKYWALKER
YOU STILL WITH ME?

3 2

PILOTING [3] [3] [3] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
If this upgrade would be defeated, you may instead move him to the ground arena as a unit and exhaust him.

◆ LUKE SKYWALKER
FORCE • REBEL • PILOT

+3 +2

JOHNNY MORROW © LFL © FFG JTL • EN 94/262

UNIT GROUND

5

◆ CHEWBACCA
FAITHFUL FIRST MATE

5 6

This unit can't be defeated or returned to hand by enemy card abilities.

PILOTING [5] [5] [5] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

◆ CHEWBACCA
REBEL • WOOKIEE • PILOT

+3 +3

ATOR PRIETO © LFL © FFG JTL • EN 103/262

UNIT GROUND

5

◆ CHEWBACCA
FAITHFUL FIRST MATE

5 6

This unit can't be defeated or returned to hand by enemy card abilities.

PILOTING [5] [5] [5] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

◆ CHEWBACCA
REBEL • WOOKIEE • PILOT

+3 +3

ATOR PRIETO © LFL © FFG JTL • EN 103/262

UNIT GROUND

5

◆ CHEWBACCA
FAITHFUL FIRST MATE

5 6

This unit can't be defeated or returned to hand by enemy card abilities.

PILOTING [5] [5] [5] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

◆ CHEWBACCA
REBEL • WOOKIEE • PILOT

+3 +3

ATOR PRIETO © LFL © FFG JTL • EN 103/262

UNIT SPACE

2

GREEN SQUADRON A-WING

1 3

REBEL • VEHICLE • FIGHTER

RAID 2 (This unit gets +2/+0 while attacking.)

FRANCOIS CANNELS © LFL © FFG SOR • EN 14/252

UNIT SPACE

2

GREEN SQUADRON A-WING

1 3

REBEL • VEHICLE • FIGHTER

RAID 2 (This unit gets +2/+0 while attacking.)

FRANCOIS CANNELS © LFL © FFG SOR • EN 14/252

UNIT SPACE

2

GREEN SQUADRON A-WING

1 3

REBEL • VEHICLE • FIGHTER

RAID 2 (This unit gets +2/+0 while attacking.)

FRANCOIS CANNELS © LFL © FFG SOR • EN 14/252

UNIT SPACE

2

GREY SQUADRON Y-WING

1 3

REBEL • VEHICLE • FIGHTER

On Attack: An opponent chooses a unit or base they control. You may deal 2 damage to it.

FERNANDO CORREA © LFL © FFG SHD • EN 246/262

UNIT SPACE

2 GREY SQUADRON Y-WING

1 REBEL • VEHICLE • FIGHTER 3

On Attack: An opponent chooses a unit or base they control. You may deal 2 damage to it.

FERNANDO CORREA © LFL © FF6 SHD • EN 248/282

UNIT SPACE

2 GREY SQUADRON Y-WING

1 REBEL • VEHICLE • FIGHTER 3

On Attack: An opponent chooses a unit or base they control. You may deal 2 damage to it.

FERNANDO CORREA © LFL © FF6 SHD • EN 248/282

UNIT SPACE

4 **Red Leader**
FORM UP

3 REBEL • VEHICLE • FIGHTER 4

This unit costs **1** less to play for each friendly **PILOT** unit and upgrade.

When a PILOT upgrade attaches to this unit: Create an X-Wing token.

RENO © LFL © FF6 JTL • EN 101/282

UNIT SPACE

2 RED SQUADRON Y-WING

1 REBEL • VEHICLE • FIGHTER 3

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

ROBERT BONCHUNE © LFL © FF6 JTL • EN 149/282

UNIT SPACE

2 RED SQUADRON Y-WING

1 REBEL • VEHICLE • FIGHTER 3

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

ROBERT BONCHUNE © LFL © FF6 JTL • EN 149/282

UNIT SPACE

2 RED SQUADRON Y-WING

1 REBEL • VEHICLE • FIGHTER 3

On Attack: Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

ROBERT BONCHUNE © LFL © FF6 JTL • EN 149/282

UNIT SPACE

3 **Red Five**
RUNNING THE TRENCH

3 REBEL • VEHICLE • FIGHTER 4

On Attack: You may deal 2 damage to a damaged unit.

AMAD MIR © LFL © FF6 JTL • EN 151/282

UNIT SPACE

2 PHOENIX SQUADRON A-WING

3 REBEL • VEHICLE • FIGHTER 2

FRANCOIS CANNELS © LFL © FF6 JTL • EN 95/282

UNIT SPACE

2 PHOENIX SQUADRON A-WING

3 REBEL • VEHICLE • FIGHTER 2

FRANCOIS CANNELS © LFL © FF6 JTL • EN 95/282

2 UNIT SPACE

PHOENIX SQUADRON A-WING



3 REBEL • VEHICLE • FIGHTER **2**

FRANCOIS CANNELS © LFL © FF6 JTL • EN 95/202

3 UNIT SPACE

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 © FF6 JTL • EN 96/202

1 EVENT

TANDEM ASSAULT
TACTIC

Attack with a space unit. If you do, attack with a ground unit, and that ground unit gets **2/0** for this attack.



EJ DELA CRUZ © LFL © FF6 JTL • EN 124/202

1 EVENT

TANDEM ASSAULT
TACTIC

Attack with a space unit. If you do, attack with a ground unit, and that ground unit gets **2/0** for this attack.



EJ DELA CRUZ © LFL © FF6 JTL • EN 124/202

1 EVENT

TANDEM ASSAULT
TACTIC

Attack with a space unit. If you do, attack with a ground unit, and that ground unit gets **2/0** for this attack.



EJ DELA CRUZ © LFL © FF6 JTL • EN 124/202

1 EVENT

REBEL ASSAULT
REBEL • TACTIC

Attack with a **REBEL** unit. It gets **1/0** for this attack.
Then, attack with another **REBEL** unit. It gets **1/0** for this attack.



FRENCH CARLOMAGNO © LFL © FF6 SOR • EN 103/252

1 EVENT

REBEL ASSAULT
REBEL • TACTIC

Attack with a **REBEL** unit. It gets **1/0** for this attack.
Then, attack with another **REBEL** unit. It gets **1/0** for this attack.



FRENCH CARLOMAGNO © LFL © FF6 SOR • EN 103/252

1 EVENT

REBEL ASSAULT
REBEL • TACTIC

Attack with a **REBEL** unit. It gets **1/0** for this attack.
Then, attack with another **REBEL** unit. It gets **1/0** for this attack.



FRENCH CARLOMAGNO © LFL © FF6 SOR • EN 103/252