

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 CHLEWINSKA

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.

REBEL • OFFICIAL

SANDRA CHLEWINSKA

CATACOMBS OF CADERA

BASE

30

JEDHA  
TILER 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  $\alpha 2/\alpha 0$  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  $\alpha 2/\alpha 0$  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  $\alpha 2/\alpha 0$  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 095/252

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.

FRENCH CARLOPAGNO ©LFL ©FFG SOR • EN 142/252

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 OLEKSIAK ©LFL ©FFG SHD • EN 103/262

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 148/262

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 148/262

3 UNIT GROUND

◆ **CASSIAN ANDOR**  
REBELIONS 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 146/282

1 UNIT GROUND

◆ **R2-D2**  
ART00000000!



1 4

**PILOTING** [0] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

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."

◆ **R2-D2** 1

REBEL • DROID • PILOT

STEPHEN ZAWALA LFL FFG JTL-EN 245/282

1 UNIT GROUND

◆ **R2-D2**  
ART00000000!



1 4

**PILOTING** [0] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

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."

◆ **R2-D2** 1

REBEL • DROID • PILOT

STEPHEN ZAWALA LFL FFG JTL-EN 245/282

1 UNIT GROUND

◆ **R2-D2**  
ART00000000!



1 4

**PILOTING** [0] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

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."

◆ **R2-D2** 1

REBEL • DROID • PILOT

STEPHEN ZAWALA LFL FFG JTL-EN 245/282

3 UNIT GROUND

◆ **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  $\frac{1}{1}$  and gains **RESTORE 1** for this attack.

NABETSE ZITRO LFL FFG JTL-EN 87/282

3 UNIT GROUND

◆ **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  $\frac{1}{1}$  and gains **RESTORE 1** for this attack.

NABETSE ZITRO LFL FFG JTL-EN 87/282

3 UNIT GROUND

◆ **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  $\frac{1}{1}$  and gains **RESTORE 1** for this attack.

NABETSE ZITRO LFL FFG JTL-EN 87/282

3 UNIT GROUND

◆ **BIGGS DARKLIGHTER**  
THEY'LL NEVER STOP US



3 4

**PILOTING** [1] (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  $\frac{0}{1}$ .

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

◆ **BIGGS DARKLIGHTER** 2

REBEL • PILOT

GABRIEL GOMEZ ALMENAR LFL FFG JTL-EN 150/282

2 UNIT GROUND

◆ **LUKE SKYWALKER**  
YOU STILL WITH ME?



3 2

**PILOTING** [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** 3

FORCE • REBEL • PILOT

JOHNNY MORROW LFL FFG JTL-EN 94/282

UNIT GROUND

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

3 2

**PILOTING** [B][S][M] (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 MORROW © LFL © FFG JTL • EN 94/262

UNIT GROUND

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

3 2

**PILOTING** [B][S][M] (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 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** [B][S][M] (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."

3 **CHEWBACCA** +3  
REBEL • WOOKIEE • PILOT

ANTOR 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** [B][S][M] (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."

3 **CHEWBACCA** +3  
REBEL • WOOKIEE • PILOT

ANTOR 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** [B][S][M] (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."

3 **CHEWBACCA** +3  
REBEL • WOOKIEE • PILOT

ANTOR 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 141/262

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 141/262

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 141/262

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 © 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 © FFG SHD • EN 246/262

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 © FFG JTL • EN 101/262

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 © FFG JTL • EN 149/262

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 © FFG JTL • EN 149/262

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 © FFG JTL • EN 149/262

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 © FFG JTL • EN 151/262

UNIT SPACE

2

PHOENIX SQUADRON A-WING

3

REBEL • VEHICLE • FIGHTER

2

FRANCOIS CANNELS © LFL © FFG JTL • EN 95/262

UNIT SPACE

2

PHOENIX SQUADRON A-WING

3

REBEL • VEHICLE • FIGHTER

2

FRANCOIS CANNELS © LFL © FFG JTL • EN 95/262

**2** UNIT SPACE

**PHOENIX SQUADRON A-WING**

**3** REBEL • VEHICLE • FIGHTER **2**

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

**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 © FFG JTL • EN 96/282

**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 © FFG JTL • EN 124/282

**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 © FFG JTL • EN 124/282

**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 © FFG JTL • EN 124/282

**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 © FFG 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 © FFG 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 © FFG SOR • EN 103/252