

4 LEADER UNIT GROUND

◆ **SABINE WREN**
GALVANIZED REVOLUTIONARY



2 MANDALORIAN • REBEL • SPECTRE **5**

On Attack: Deal 1 damage to each enemy base.

ESLAH ABOSHADY

◆ **SABINE WREN**
GALVANIZED REVOLUTIONARY

Action [↻]: Deal 1 damage to each base.

Epic Action: If you control 4 or more resources, deploy this leader. **2/5**



MANDALORIAN • REBEL • SPECTRE

LEADER

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CHOPPER BASE

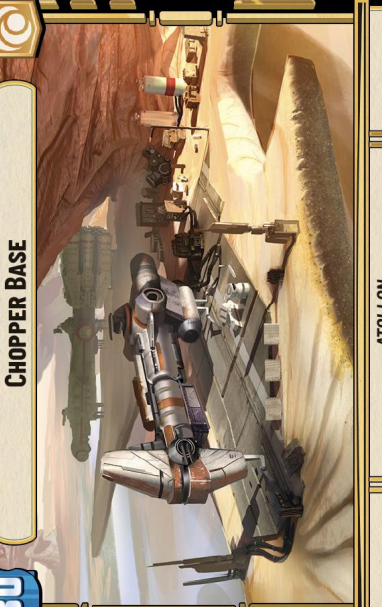
30

BASE

ATOLLON

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TYLER EDLIN



2 UNIT SPACE

GREEN SQUADRON A-WING



1 REBEL • VEHICLE • FIGHTER **3**

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

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2 UNIT SPACE

GREEN SQUADRON A-WING



1 REBEL • VEHICLE • FIGHTER **3**

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

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2 UNIT SPACE

GREEN SQUADRON A-WING



1 REBEL • VEHICLE • FIGHTER **3**

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

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2 UNIT GROUND

◆ **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.

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2 UNIT GROUND

◆ **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.

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2 UNIT GROUND

◆ **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.

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UNIT SPACE

3 ♦ **RED THREE**
UNSTOPPABLE



2 3


REBEL • VEHICLE • FIGHTER

RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

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UNIT SPACE

3 ♦ **RED THREE**
UNSTOPPABLE



2 3


REBEL • VEHICLE • FIGHTER

RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

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UNIT SPACE

3 ♦ **RED THREE**
UNSTOPPABLE



2 3

REBEL • VEHICLE • FIGHTER

RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

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UNIT GROUND

4 ♦ **K-2SO**
CASSIAN'S COUNTERPART



4 4

REBEL • DROID

OVERWHELM
When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

UNIT GROUND

4 ♦ **K-2SO**
CASSIAN'S COUNTERPART



4 4

REBEL • DROID

OVERWHELM
When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 145/252

UNIT GROUND

4 ♦ **K-2SO**
CASSIAN'S COUNTERPART



4 4

REBEL • DROID

OVERWHELM
When Defeated: For each opponent, choose one: either deal 3 damage to that player's base, or that player discards a card from their hand.

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UNIT GROUND

1 ♦ **BENTHIC "TWO TUBES"**
PARTISAN LIEUTENANT



2 2

REBEL • TROOPER

On Attack: Another friendly  unit gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

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UNIT GROUND

1 ♦ **BENTHIC "TWO TUBES"**
PARTISAN LIEUTENANT



2 2

REBEL • TROOPER

On Attack: Another friendly  unit gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

OMERCAN CIRIT ©LFL ©FFG SOR • EN 156/252

UNIT GROUND

1 ♦ **BENTHIC "TWO TUBES"**
PARTISAN LIEUTENANT



2 2

REBEL • TROOPER

On Attack: Another friendly  unit gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

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2 UNIT GROUND

PARTISAN INSURGENT



1 REBEL • TROOPER 4

While you control another  unit, this unit gains **RAID 2**. (It gets +2/+0 while attacking.)

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2 UNIT GROUND

PARTISAN INSURGENT



1 REBEL • TROOPER 4

While you control another  unit, this unit gains **RAID 2**. (It gets +2/+0 while attacking.)

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2 UNIT GROUND

PARTISAN INSURGENT



1 REBEL • TROOPER 4

While you control another  unit, this unit gains **RAID 2**. (It gets +2/+0 while attacking.)

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2 UNIT GROUND

LEIA ORGANA

DEFIANT PRINCESS



2 REBEL • OFFICIAL 2

When Played: Either ready a resource or exhaust a unit.

ROBYNN FRAUHN ©LFL ©FFG SOR • EN 189/252

2 UNIT GROUND

LEIA ORGANA

DEFIANT PRINCESS



2 REBEL • OFFICIAL 2

When Played: Either ready a resource or exhaust a unit.

ROBYNN FRAUHN ©LFL ©FFG SOR • EN 189/252

2 UNIT GROUND

LEIA ORGANA

DEFIANT PRINCESS



2 REBEL • OFFICIAL 2

When Played: Either ready a resource or exhaust a unit.

ROBYNN FRAUHN ©LFL ©FFG SOR • EN 189/252

2 UNIT SPACE

VANGUARD ACE



1 NEW REPUBLIC • VEHICLE • FIGHTER 1

When Played: For each other card you played this phase, give an Experience token to this unit.

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2 UNIT SPACE

VANGUARD ACE



1 NEW REPUBLIC • VEHICLE • FIGHTER 1

When Played: For each other card you played this phase, give an Experience token to this unit.

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2 UNIT SPACE

VANGUARD ACE



1 NEW REPUBLIC • VEHICLE • FIGHTER 1

When Played: For each other card you played this phase, give an Experience token to this unit.

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UNIT

GROUND

3

◆ EZRA BRIDGER

RESOURCEFUL TROUBLEMAKER

3

FORCE • REBEL • SPECTRE

4

When this unit completes an attack: Look at the top card of your deck. You may play it, discard it, or leave it on top of your deck.

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UNIT

GROUND

3

◆ EZRA BRIDGER

RESOURCEFUL TROUBLEMAKER

3

FORCE • REBEL • SPECTRE

4

When this unit completes an attack: Look at the top card of your deck. You may play it, discard it, or leave it on top of your deck.

JOSHUA CARSON

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UNIT

GROUND

3

◆ EZRA BRIDGER

RESOURCEFUL TROUBLEMAKER

3

FORCE • REBEL • SPECTRE

4

When this unit completes an attack: Look at the top card of your deck. You may play it, discard it, or leave it on top of your deck.

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UNIT

SPACE

2

OUTER RIM HEADHUNTER

1

FRINGE • VEHICLE • FIGHTER

3

RAID 1 (This unit gets +1/+0 while attacking.)

On Attack: If you control a leader unit, you may exhaust a non-leader unit.

CHRISTIAN PAPAZOGLAKIS

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UNIT

SPACE

2

OUTER RIM HEADHUNTER

1

FRINGE • VEHICLE • FIGHTER

3

RAID 1 (This unit gets +1/+0 while attacking.)

On Attack: If you control a leader unit, you may exhaust a non-leader unit.

CHRISTIAN PAPAZOGLAKIS

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UNIT

SPACE

2

OUTER RIM HEADHUNTER

1

FRINGE • VEHICLE • FIGHTER

3

RAID 1 (This unit gets +1/+0 while attacking.)

On Attack: If you control a leader unit, you may exhaust a non-leader unit.

CHRISTIAN PAPAZOGLAKIS

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UPGRADE

1

SNAPSHOT REFLEXES

When Played: You may attack with attached unit.

+1

SNAPSHOT REFLEXES

LEARNED

+1

AMELIE HUTT

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UPGRADE

1

SNAPSHOT REFLEXES

When Played: You may attack with attached unit.

+1

SNAPSHOT REFLEXES

LEARNED

+1

AMELIE HUTT

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UPGRADE

1

SNAPSHOT REFLEXES

When Played: You may attack with attached unit.

+1

SNAPSHOT REFLEXES

LEARNED

+1

AMELIE HUTT

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1

EVENT

SHOOT FIRST

TRICK

Attack with a unit. It gets $\text{1}/\text{0}$ for this attack and deals its combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

ARIQ HURTI

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1

EVENT

SHOOT FIRST

TRICK

Attack with a unit. It gets $\text{1}/\text{0}$ for this attack and deals its combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

ARIQ HURTI

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1

EVENT

SHOOT FIRST

TRICK

Attack with a unit. It gets $\text{1}/\text{0}$ for this attack and deals its combat damage before the defender. (If the defender is defeated, it deals no combat damage.)

ARIQ HURTI

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2

UNIT

SPACE

ALLIANCE X-WING

2

REBEL • VEHICLE • FIGHTER

3

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2

UNIT

SPACE

ALLIANCE X-WING

2

REBEL • VEHICLE • FIGHTER

3

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2

UNIT

SPACE

ALLIANCE X-WING

2

REBEL • VEHICLE • FIGHTER

3

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3

UNIT

GROUND

FLEET LIEUTENANT

3

REBEL • TROOPER

3

When Played: You may attack with a unit. If it's a **REBEL** unit, it gets $\text{2}/\text{0}$ for this attack.

HOAN NGUYEN

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3

UNIT

GROUND

FLEET LIEUTENANT

3

REBEL • TROOPER

3

When Played: You may attack with a unit. If it's a **REBEL** unit, it gets $\text{2}/\text{0}$ for this attack.

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3

UNIT

GROUND

FLEET LIEUTENANT

3

REBEL • TROOPER

3

When Played: You may attack with a unit. If it's a **REBEL** unit, it gets $\text{2}/\text{0}$ for this attack.

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3

UNIT

SPACE

WING LEADER

2

REBEL • VEHICLE • FIGHTER

1

When Played: Give 2 Experience tokens to another friendly **REBEL** unit.

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3

UNIT

SPACE

WING LEADER

2

REBEL • VEHICLE • FIGHTER

1

When Played: Give 2 Experience tokens to another friendly **REBEL** unit.

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3

UNIT

SPACE

WING LEADER

2

REBEL • VEHICLE • FIGHTER

1

When Played: Give 2 Experience tokens to another friendly **REBEL** unit.

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4

UNIT

GROUND

◆GENERAL DODONNA

MASSASSI GROUP COMMANDER

4

REBEL • OFFICIAL

4

Other friendly **REBEL** units get .

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4

UNIT

GROUND

◆GENERAL DODONNA

MASSASSI GROUP COMMANDER

4

REBEL • OFFICIAL

4

Other friendly **REBEL** units get .

STEVE MORRIS

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4

UNIT

GROUND

◆GENERAL DODONNA

MASSASSI GROUP COMMANDER

4

REBEL • OFFICIAL

4

Other friendly **REBEL** units get .

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3

EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

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3

EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.

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