

6 LEADER UNIT GROUND

◆ **HERA SYNDULLA**
SPECTRE TWO

4 REBEL • TWI'LEK • SPECTRE **6**

Ignore the aspect penalty on **SPECTRE** cards you play.

On Attack: You may give an Experience token to another unique unit.

SANDRA CHLEWINSKA

◆ **HERA SYNDULLA**
SPECTRE TWO

Ignore the aspect penalty on **SPECTRE** cards you play.

Epic Action: If you control 6 or more resources, deploy this leader. **4/6**

LEADER

REBEL • TWI'LEK • SPECTRE

SANDRA CHLEWINSKA

25 BASE

ENERGY CONVERSION LAB

Epic Action: Play a unit that costs 5 or less from your hand. Give it **AMBUSH** for this phase.

EADU

ADRIEN BRIDOT

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

◆ **MON MOTHMA**
VOICE OF THE REBELLION

REBEL • OFFICIAL

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

◆ **MON MOTHMA**
VOICE OF THE REBELLION

REBEL • OFFICIAL

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

3 UNIT GROUND

◆ **ADMIRAL ACKBAR**
BRILLIANT STRATEGIST

1 REBEL • OFFICIAL **4**

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

When Played: You may deal damage to a unit equal to the number of units you control in its arena.

LUKE HARRINGTON

◆ **ADMIRAL ACKBAR**
BRILLIANT STRATEGIST

REBEL • OFFICIAL

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

When Played: You may deal damage to a unit equal to the number of units you control in its arena.

LUKE HARRINGTON

◆ **ADMIRAL ACKBAR**
BRILLIANT STRATEGIST

REBEL • OFFICIAL

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

When Played: You may deal damage to a unit equal to the number of units you control in its arena.

LUKE HARRINGTON

3 UNIT GROUND

ECHO BASE DEFENDER

4 REBEL • TROOPER 3

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

THOMAS WIEVEGG ©LFL ©FFG SOR • EN 099/252

3 UNIT GROUND

ECHO BASE DEFENDER

4 REBEL • TROOPER 3

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

THOMAS WIEVEGG ©LFL ©FFG SOR • EN 099/252

3 UNIT GROUND

ECHO BASE DEFENDER

4 REBEL • TROOPER 3

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

THOMAS WIEVEGG ©LFL ©FFG SOR • EN 099/252

4 UNIT SPACE

◆ 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

4 UNIT SPACE

◆ 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

4 UNIT SPACE

◆ BRIGHT HOPE

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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

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets cost/cost for this attack.

Then, attack with another **REBEL** unit. It gets cost/cost for this attack.

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

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets cost/cost for this attack.

Then, attack with another **REBEL** unit. It gets cost/cost for this attack.

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

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets cost/cost for this attack.

Then, attack with another **REBEL** unit. It gets cost/cost for this attack.

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4 EVENT **COMMAND**
INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.



MAXINE VEE ©LFL ©FFG SOR • EN 107/252

4 EVENT **COMMAND**
INNATE

Choose two, in any order:

- Give 2 Experience tokens to a unit.
- A friendly unit deals damage equal to its power to a non-unique enemy unit.
- Put this event into play as a resource.
- Return a unit from your discard pile to your hand.



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3 EVENT **RESUPPLY**
SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN ©LFL ©FFG SOR • EN 126/252

3 EVENT **RESUPPLY**
SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN ©LFL ©FFG SOR • EN 126/252

3 EVENT **RESUPPLY**
SUPPLY

Put this event into play as a resource.



ROBYNN FRAUHN ©LFL ©FFG SOR • EN 126/252

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 $\frac{2}{1/0}$ for this attack.

HOAN NGUYEN ©LFL ©FFG SOR • EN 240/252

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 $\frac{2}{1/0}$ for this attack.

HOAN NGUYEN ©LFL ©FFG SOR • EN 240/252

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 $\frac{2}{1/0}$ for this attack.

HOAN NGUYEN ©LFL ©FFG SOR • EN 240/252

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

◆ **KANAN JARRUS**
REVEALED JEDI

4 FORCE • JEDI • REBEL • SPECTRE 5

On Attack: You may discard 1 card from the defending player's deck for each friendly **SPECTRE** unit. Heal 1 damage from your base for each different aspect among the discarded cards.

SANDRA CHLEWIŃSKA ©LFL ©FFG SOR • EN 047/252

4 UNIT GROUND

◆ **KANAN JARRUS**
REVEALED JEDI

4 FORCE • JEDI • REBEL • SPECTRE 5

On Attack: You may discard 1 card from the defending player's deck for each friendly **SPECTRE** unit. Heal 1 damage from your base for each different aspect among the discarded cards.

SANDRA CHLEWIŃSKA ©LFL ©FFG SOR • EN 047/252

4 UNIT GROUND

◆ **KANAN JARRUS**
REVEALED JEDI

4 FORCE • JEDI • REBEL • SPECTRE 5

On Attack: You may discard 1 card from the defending player's deck for each friendly **SPECTRE** unit. Heal 1 damage from your base for each different aspect among the discarded cards.

SANDRA CHLEWIŃSKA ©LFL ©FFG SOR • EN 047/252

6 UNIT SPACE

◆ **THE GHOST**
SPECTRE HOME BASE

5 REBEL • VEHICLE • TRANSPORT • SPECTRE 5

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

When Played/On Attack: You may give a Shield token to another **SPECTRE** unit.

FERNANDO CORREA ©LFL ©FFG SOR • EN 050/252

6 UNIT SPACE

◆ **THE GHOST**
SPECTRE HOME BASE

5 REBEL • VEHICLE • TRANSPORT • SPECTRE 5

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

When Played/On Attack: You may give a Shield token to another **SPECTRE** unit.

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6 UNIT SPACE

◆ **THE GHOST**
SPECTRE HOME BASE

5 REBEL • VEHICLE • TRANSPORT • SPECTRE 5

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

When Played/On Attack: You may give a Shield token to another **SPECTRE** unit.

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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.

REBECCA FARROW ©LFL ©FFG SOR • EN 142/252

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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5 UNIT GROUND

◆ **ZEB ORRELIOS**
HEADSTRONG WARRIOR



5 **REBEL • SPECTRE** **5**

When this unit completes an attack:
If the defender was defeated, you may deal 4 damage to a ground unit.

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5 UNIT GROUND

◆ **ZEB ORRELIOS**
HEADSTRONG WARRIOR



5 **REBEL • SPECTRE** **5**

When this unit completes an attack:
If the defender was defeated, you may deal 4 damage to a ground unit.

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5 UNIT GROUND

◆ **ZEB ORRELIOS**
HEADSTRONG WARRIOR



5 **REBEL • SPECTRE** **5**

When this unit completes an attack:
If the defender was defeated, you may deal 4 damage to a ground unit.

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2 EVENT

KARABAST
SPECTRE

A friendly unit deals damage to an enemy unit equal to the amount of damage on the friendly unit plus 1.



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2 EVENT

KARABAST
SPECTRE

A friendly unit deals damage to an enemy unit equal to the amount of damage on the friendly unit plus 1.



FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 152/252

2 EVENT

KARABAST
SPECTRE

A friendly unit deals damage to an enemy unit equal to the amount of damage on the friendly unit plus 1.



FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 152/252

1 UNIT GROUND

◆ **CHOPPER**
METAL MENACE



1 **REBEL • DROID • SPECTRE** **3**

While you control another **SPECTRE** unit, this unit gains **RAID 1**.

On Attack: Discard a card from the defending player's deck. If it's an event, exhaust a resource that player controls.

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 188/252

UNIT GROUND

1 **CHOPPER**
METAL MENACE



1 3

REBEL • DROID • SPECTRE

While you control another **SPECTRE** unit, this unit gains **RAID 1**.

On Attack: Discard a card from the defending player's deck. If it's an event, exhaust a resource that player controls.

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 188/252

UNIT GROUND

1 **CHOPPER**
METAL MENACE



1 3

REBEL • DROID • SPECTRE

While you control another **SPECTRE** unit, this unit gains **RAID 1**.

On Attack: Discard a card from the defending player's deck. If it's an event, exhaust a resource that player controls.

ARTHUR MOUGNE ©LFL ©FFG SOR • EN 188/252

UNIT GROUND

3 **EZRA BRIDGER**
RESOURCEFUL TROUBLEMAKER



3 4

FORCE • REBEL • SPECTRE

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 ©LFL ©FFG SOR • EN 192/252

UNIT GROUND

3 **EZRA BRIDGER**
RESOURCEFUL TROUBLEMAKER



3 4

FORCE • REBEL • SPECTRE

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 ©LFL ©FFG SOR • EN 192/252

UNIT GROUND

3 **EZRA BRIDGER**
RESOURCEFUL TROUBLEMAKER



3 4

FORCE • REBEL • SPECTRE

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 **ALLIANCE X-WING**



2 3

REBEL • VEHICLE • FIGHTER

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 237/252

UNIT SPACE

2 **ALLIANCE X-WING**



2 3

REBEL • VEHICLE • FIGHTER

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 237/252

UNIT SPACE

2 **ALLIANCE X-WING**



2 3

REBEL • VEHICLE • FIGHTER

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 237/252