





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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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

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.

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1 UNIT GROUND

◆ **CHOPPER**
METAL MENACE

1 REBEL • DROID • SPECTRE **3**

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

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3 UNIT GROUND

◆ **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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3 UNIT GROUND

◆ 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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3 UNIT GROUND

◆ 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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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.

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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.

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THE LAST TRANSPORT



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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.

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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.

FRENCH CARLOMAGNO ©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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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

5

REBEL • VEHICLE • TRANSPORT • SPECTRE

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

5

REBEL • VEHICLE • TRANSPORT • SPECTRE

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

SPACE

ALLIANCE X-WING



2

3

REBEL • VEHICLE • FIGHTER

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2

UNIT

SPACE

ALLIANCE X-WING



2

3

REBEL • VEHICLE • FIGHTER

FRANCOIS CANNELS

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2

UNIT

SPACE

ALLIANCE X-WING



2

3

REBEL • VEHICLE • FIGHTER

FRANCOIS CANNELS

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1

EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.

Then, attack with another **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.



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1

EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.

Then, attack with another **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.



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1

EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.

Then, attack with another **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ 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

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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.



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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.



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3 EVENT **RESUPPLY**
SUPPLY

Put this event into play as a resource.



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3 EVENT **RESUPPLY**
SUPPLY

Put this event into play as a resource.



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3 EVENT **RESUPPLY**
SUPPLY

Put this event into play as a resource.



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

7 EVENT **U-WING REINFORCEMENT**
SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost 7 or less and play each of them for free. (Put the other cards on the bottom of your deck in a random order.)



AMAD MIR ©LFL ©FFG SOR • EN 104/252

7 EVENT **U-WING REINFORCEMENT**
SUPPLY

Search the top 10 cards of your deck for up to 3 units with combined cost 7 or less and play each of them for free. (Put the other cards on the bottom of your deck in a random order.)



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2 EVENT **SPARK OF REBELLION**
SPECTRE

Look at an opponent's hand and discard a card from it.



KEVIN LIBRANDA ©LFL ©FFG SOR • EN 200/252