

**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

BASE

**25** **ENERGY CONVERSION LAB**

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

EADU

AMIRAN ORGID

**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

**3** UNIT GROUND

◆ **ADMIRAL ACKBAR**  
BRILLIANT STRATEGIST

**1** REBEL • OFFICIAL **4**

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

LUKE HARRINGTON

**8** UNIT SPACE

◆ **HOME ONE**  
ALLIANCE FLAGSHIP

**7** REBEL • VEHICLE • CAPITAL SHIP **7**

**RESTORE 2**

Each other friendly unit gains **RESTORE 1**.

**When Played:** Play a unit from your discard pile. It costs 3 less.

AMÉLIE HUTT

**8** UNIT SPACE

◆ **HOME ONE**  
ALLIANCE FLAGSHIP

**7** REBEL • VEHICLE • CAPITAL SHIP **7**

**RESTORE 2**

Each other friendly unit gains **RESTORE 1**.

**When Played:** Play a unit from your discard pile. It costs 3 less.

AMÉLIE HUTT

**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



**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

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- 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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**5** UNIT **GROUND**  
♦ **AGENT KALLUS**  
SEEKING THE REBELS



**4** IMPERIAL • TROOPER **4**

**AMBUSH** (After you play this unit, he may ready and attack an enemy unit.)

**When another unique unit is defeated:** You may draw a card. Use this ability only once each round.

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**5** UNIT **GROUND**  
♦ **AGENT KALLUS**  
SEEKING THE REBELS



**4** IMPERIAL • TROOPER **4**

**AMBUSH** (After you play this unit, he may ready and attack an enemy unit.)

**When another unique unit is defeated:** You may draw a card. Use this ability only once each round.

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**5** UNIT **GROUND**  
♦ **AGENT KALLUS**  
SEEKING THE REBELS



**4** IMPERIAL • TROOPER **4**

**AMBUSH** (After you play this unit, he may ready and attack an enemy unit.)

**When another unique unit is defeated:** You may draw a card. Use this ability only once each round.

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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.

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**4** UNIT **GROUND**  
♦ **KANAN JARRUS**  
REVEALED JEDI



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SANDRA CHLEWINSKA ©LFL ©FFG SOR-EN 047/252

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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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**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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**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

**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

**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

**2** UNIT GROUND

◆ **C-3PO**  
PROTOCOL DROID



**1** REBEL • DROID **4**

**When Played/On Attack:** Choose a number, then look at the top card of your deck. If its cost is the chosen number, you may reveal and draw it. (Otherwise, leave it on top of your deck.)

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2 UNIT GROUND

♦C-3PO  
PROTOCOL DROID



1 4

REBEL • DROID

**When Played/On Attack:** Choose a number, then look at the top card of your deck. If its cost is the chosen number, you may reveal and draw it. (Otherwise, leave it on top of your deck.)

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2 UNIT GROUND

♦C-3PO  
PROTOCOL DROID



1 4

REBEL • DROID

**When Played/On Attack:** Choose a number, then look at the top card of your deck. If its cost is the chosen number, you may reveal and draw it. (Otherwise, leave it on top of your deck.)

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1 UNIT GROUND

♦R2-D2  
IGNORING PROTOCOL



1 4

REBEL • DROID

**When Played/On Attack:** Look at the top card of your deck. You may put it on the bottom of your deck. (Otherwise, leave it on top of your deck.)

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1 UNIT GROUND

♦R2-D2  
IGNORING PROTOCOL



1 4

REBEL • DROID

**When Played/On Attack:** Look at the top card of your deck. You may put it on the bottom of your deck. (Otherwise, leave it on top of your deck.)

AITOR PRIETO ©LFL ©FFG 7 SOR-EN 04/70

1 UNIT GROUND

♦R2-D2  
IGNORING PROTOCOL



1 4

REBEL • DROID

**When Played/On Attack:** Look at the top card of your deck. You may put it on the bottom of your deck. (Otherwise, leave it on top of your deck.)

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3 UNIT GROUND

FLEET LIEUTENANT



3 3

REBEL • TROOPER

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

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3 UNIT GROUND

FLEET LIEUTENANT



3 3

REBEL • TROOPER

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

HOAN NGUYEN ©LFL ©FFG 7 SOR-EN 240/252

3 UNIT GROUND

FLEET LIEUTENANT



3 3

REBEL • TROOPER

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

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3 UNIT SPACE

WING LEADER



2 1

REBEL • VEHICLE • FIGHTER

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

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UNIT SPACE

3

WING LEADER



2

REBEL • VEHICLE • FIGHTER

1

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

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UNIT SPACE

3

WING LEADER



2

REBEL • VEHICLE • FIGHTER

1

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

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UNIT SPACE

2

ALLIANCE X-WING



2

REBEL • VEHICLE • FIGHTER

3

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

UNIT SPACE

2

ALLIANCE X-WING



2

REBEL • VEHICLE • FIGHTER

3

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

UNIT SPACE

2

ALLIANCE X-WING



2

REBEL • VEHICLE • FIGHTER

3

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UNIT GROUND

4

◆GENERAL DODONNA  
MASSASSI GROUP COMMANDER



4

REBEL • OFFICIAL

Other friendly **REBEL** units get  $\frac{1}{2}$  damage.

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

UNIT GROUND

4

◆GENERAL DODONNA  
MASSASSI GROUP COMMANDER



4

REBEL • OFFICIAL

Other friendly **REBEL** units get  $\frac{1}{2}$  damage.

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UNIT GROUND

2

REBEL PATHFINDER



2

REBEL • TROOPER

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

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UNIT GROUND

2

REBEL PATHFINDER



2

REBEL • TROOPER

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

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2

UNIT

GROUND

REBEL PATHFINDER

2

REBEL • TROOPER

3

**SABOTEUR** (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

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5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit  $\pm 2/\pm 2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

FRANCOIS CANNELS

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5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit  $\pm 2/\pm 2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

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5

EVENT

OVERWHELMING BARRAGE

TACTIC

Give a friendly unit  $\pm 2/\pm 2$  for this phase. Then, it deals damage equal to its power divided as you choose among any number of other units.

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3

UNIT

GROUND

HOMESTEAD MILITIA

3

FRINGE • TROOPER

4

While you control 6 or more resources, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

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3

UNIT

GROUND

HOMESTEAD MILITIA

3

FRINGE • TROOPER

4

While you control 6 or more resources, this unit gains **SENTINEL**. (Units in this arena can't attack your non-Sentinel units or your base.)

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3

UNIT

SPACE

CONSORTIUM STARVIPER

3

FRINGE • VEHICLE • FIGHTER

3

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS

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3

UNIT

SPACE

CONSORTIUM STARVIPER

3

FRINGE • VEHICLE • FIGHTER

3

While you have the initiative, this unit gains **RESTORE 2**. (When this unit attacks, heal 2 damage from your base.)

CHRISTIAN PAPAZOGLAKIS

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