

6 LEADER UNIT GROUND

◆ **CASSIAN ANDOR**
DEDICATED TO THE REBELLION



4 REBEL **6**

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

When you deal damage to an enemy base:
You may draw a card. Use this ability only once each round.

MICKAEL BALLOU

◆ **CASSIAN ANDOR**
DEDICATED TO THE REBELLION

Action [1]: If you've dealt 3 or more damage to an enemy base this phase, draw a card. **4/6**

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



LEADER REBEL

MICKAEL BALLOU

30 BASE

KESTRO CITY



WARDOS

STEPHEN ZAVILA

4 UNIT SPACE

STRAFFING GUNSHIP



3 UNDERWORLD • VEHICLE • FIGHTER **4**

This unit can attack units in the ground arena.
While this unit is attacking a ground unit, the defender gets $\frac{-2}{-0}$.

AMAD MIR

4 UNIT SPACE

STRAFFING GUNSHIP



3 UNDERWORLD • VEHICLE • FIGHTER **4**

This unit can attack units in the ground arena.
While this unit is attacking a ground unit, the defender gets $\frac{-2}{-0}$.

AMAD MIR

4 UNIT SPACE

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3 UNDERWORLD • VEHICLE • FIGHTER **4**

This unit can attack units in the ground arena.
While this unit is attacking a ground unit, the defender gets $\frac{-2}{-0}$.

AMAD MIR

1 EVENT

REBEL ASSAULT
REBEL • TACTIC

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



FRENCH CARLOMAGNO

1 EVENT

REBEL ASSAULT
REBEL • TACTIC

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FRENCH CARLOMAGNO

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REBEL • TACTIC

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



FRENCH CARLOMAGNO

2 UNIT GROUND

GUARDIAN OF THE WHILLS

2 FORCE • FRINGE 2

The first upgrade you play on this unit each round costs 1 less.

ALEXANDRIA HUNTINGTON ©LFL ©FFG SOR • EN 061/252

2 UNIT GROUND

GUARDIAN OF THE WHILLS

2 FORCE • FRINGE 2

The first upgrade you play on this unit each round costs 1 less.

ALEXANDRIA HUNTINGTON ©LFL ©FFG SOR • EN 061/252

2 UNIT GROUND

GUARDIAN OF THE WHILLS

2 FORCE • FRINGE 2

The first upgrade you play on this unit each round costs 1 less.

ALEXANDRIA HUNTINGTON ©LFL ©FFG SOR • EN 061/252

7 EVENT

I HAD NO CHOICE

TRICK

Choose up to 2 non-leader units. An opponent chooses 1 of those units. Return that unit to its owner's hand and put the other on the bottom of its owner's deck.

ARIO MURTI ©LFL ©FFG SOR • EN 187/252

7 EVENT

I HAD NO CHOICE

TRICK

Choose up to 2 non-leader units. An opponent chooses 1 of those units. Return that unit to its owner's hand and put the other on the bottom of its owner's deck.

ARIO MURTI ©LFL ©FFG SOR • EN 187/252

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ARIO MURTI ©LFL ©FFG SOR • EN 187/252

5 UNIT GROUND

♦ GENERAL KRELL
HEARTLESS TACTICIAN

5 FORCE • JEDI • REPUBLIC 4

Each other friendly unit gains:
"When Defeated: You may draw a card."

LUKE HARRINGTON ©LFL ©FFG SOR • EN 105/252

5 UNIT GROUND

♦ GENERAL KRELL
HEARTLESS TACTICIAN

5 FORCE • JEDI • REPUBLIC 4

Each other friendly unit gains:
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LUKE HARRINGTON ©LFL ©FFG SOR • EN 105/252

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LUKE HARRINGTON ©LFL ©FFG SOR • EN 105/252

2 EVENT

THE EMPEROR'S LEGION

IMPERIAL • SUPPLY

Return each unit in your discard pile that was defeated this phase to your hand.



ESLAM ABOSHADY ©LFL ©FFG SOR • EN 091/252

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IMPERIAL • SUPPLY

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ESLAM ABOSHADY ©LFL ©FFG SOR • EN 091/252

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IMPERIAL • SUPPLY

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ESLAM ABOSHADY ©LFL ©FFG SOR • EN 091/252

4 UNIT

GROUND

♦ **SAW GERRERA**

EXTREMIST



5 REBEL **4**

As an additional cost for each opponent to play an event, they must deal 2 damage to their base.

DAVID BUISAN ©LFL ©FFG SOR • EN 153/252

4 UNIT

GROUND

♦ **SAW GERRERA**

EXTREMIST



5 REBEL **4**

As an additional cost for each opponent to play an event, they must deal 2 damage to their base.

DAVID BUISAN ©LFL ©FFG SOR • EN 153/252

4 UNIT

GROUND

♦ **SAW GERRERA**

EXTREMIST



5 REBEL **4**

As an additional cost for each opponent to play an event, they must deal 2 damage to their base.


DAVID BUISAN ©LFL ©FFG SOR • EN 153/252

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.

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

6 UNIT

SPACE

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

UNIT GROUND

3 SWOOP RACER



FRINGE **3**

4

ANDRE MEALHA ©LFL ©FFG SOR-EN 210/252

UNIT GROUND

3 SWOOP RACER



FRINGE **3**

4

ANDRE MEALHA ©LFL ©FFG SOR-EN 210/252

UNIT GROUND

3 SWOOP RACER



FRINGE **3**

4

ANDRE MEALHA ©LFL ©FFG SOR-EN 210/252

UNIT SPACE

5 CORELLIAN FREIGHTER



VEHICLE • TRANSPORT **4**

4

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

FRANCOIS CANNELS ©LFL ©FFG SOR-EN 250/252

UNIT SPACE

5 CORELLIAN FREIGHTER



VEHICLE • TRANSPORT **4**

4

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

FRANCOIS CANNELS ©LFL ©FFG SOR-EN 250/252

UNIT SPACE

5 CORELLIAN FREIGHTER



VEHICLE • TRANSPORT **4**

4

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

FRANCOIS CANNELS ©LFL ©FFG SOR-EN 250/252

EVENT SUPPLY

7 U-WING REINFORCEMENT

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

EVENT SUPPLY

7 U-WING REINFORCEMENT

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

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7 U-WING REINFORCEMENT

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

UNIT GROUND

6 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 CARLOSINO ©LFL ©FFG SOR-EN 148/252

UNIT GROUND

6 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 CARLOSINO ©LFL ©FFG SOR-EN 148/252

UNIT GROUND

6 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 CARLOSINO ©LFL ©FFG SOR-EN 148/252

EVENT

5 SMOKE AND CINDERS

DISASTER

Each player discards all but 2 cards (of their choice) from their hand.

STEFANO LANDINI ©LFL ©FFG SOR-EN 174/252

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5 SMOKE AND CINDERS

DISASTER

Each player discards all but 2 cards (of their choice) from their hand.

STEFANO LANDINI ©LFL ©FFG SOR-EN 174/252

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STEFANO LANDINI ©LFL ©FFG SOR-EN 174/252

UNIT GROUND

2 UNDERWORLD THUG

2 UNDERWORLD **3**

FELIPE GONCALVES ©LFL ©FFG SOR-EN 247/252

UNIT GROUND

2 UNDERWORLD THUG

2 UNDERWORLD **3**

FELIPE GONCALVES ©LFL ©FFG SOR-EN 247/252

UNIT GROUND

2 UNDERWORLD THUG

2 UNDERWORLD **3**

FELIPE GONCALVES ©LFL ©FFG SOR-EN 247/252

1 EVENT
RESTOCK
SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



JOSHUA CARSON ©LFL ©FFG SOR-EN 252/252

1 EVENT
RESTOCK
SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



JOSHUA CARSON ©LFL ©FFG SOR-EN 252/252

1 EVENT
RESTOCK
SUPPLY

Choose up to 4 cards in a discard pile. Put them on the bottom of their owner's deck in a random order.



JOSHUA CARSON ©LFL ©FFG SOR-EN 252/252

4 UNIT GROUND
FRONTIER AT-RT



3 VEHICLE - WALKER **5**

While you control another **VEHICLE** unit, this unit gains **AMBUSH**. (After you play this unit, it may ready and attack an enemy unit.)

THOMAS WIEVEGG ©LFL ©FFG SOR-EN 248/252

4 UNIT GROUND
FRONTIER AT-RT



3 VEHICLE - WALKER **5**

While you control another **VEHICLE** unit, this unit gains **AMBUSH**. (After you play this unit, it may ready and attack an enemy unit.)

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FRONTIER AT-RT



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While you control another **VEHICLE** unit, this unit gains **AMBUSH**. (After you play this unit, it may ready and attack an enemy unit.)

THOMAS WIEVEGG ©LFL ©FFG SOR-EN 248/252

1 EVENT
FORCE LIGHTNING
FORCE

Choose a unit. It loses all abilities for this phase. Then, if you control a **FORCE** unit, pay any number of resources and deal 2 damage to the chosen unit for each resource paid this way.



ESLAM ABOSHADY ©LFL ©FFG SOR-EN 138/252

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FORCE LIGHTNING
FORCE

Choose a unit. It loses all abilities for this phase. Then, if you control a **FORCE** unit, pay any number of resources and deal 2 damage to the chosen unit for each resource paid this way.



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FORCE

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ESLAM ABOSHADY ©LFL ©FFG SOR-EN 138/252

5 UNIT GROUND

◆ GIDEON HASK
RUTHLESS LOYALIST



5 IMPERIAL • TROOPER **5**

When an enemy unit is defeated: Give an Experience token to a friendly unit.

AMELIE MUTT ©LFL ©FFG SOR-EN 036/252

5 UNIT GROUND

◆ GIDEON HASK
RUTHLESS LOYALIST



5 IMPERIAL • TROOPER **5**

When an enemy unit is defeated: Give an Experience token to a friendly unit.

AMELIE MUTT ©LFL ©FFG SOR-EN 036/252

5 UNIT GROUND

◆ GIDEON HASK
RUTHLESS LOYALIST



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When an enemy unit is defeated: Give an Experience token to a friendly unit.

AMELIE MUTT ©LFL ©FFG SOR-EN 036/252

8 EVENT

SUPERLASER BLAST
DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH ©LFL ©FFG SOR-EN 043/252

8 EVENT

SUPERLASER BLAST
DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH ©LFL ©FFG SOR-EN 043/252

8 EVENT

SUPERLASER BLAST
DISASTER • TACTIC

Defeat all units.



LIANA ANATOLEVICH ©LFL ©FFG SOR-EN 043/252

2 EVENT

SNEAK ATTACK
TRICK

Play a unit from your hand. It costs **3** less and enters play ready. At the start of the regroup phase, defeat it.



FRENCH CARLOMAGNO ©LFL ©FFG SOR-EN 278/252

2 EVENT

SNEAK ATTACK
TRICK

Play a unit from your hand. It costs **3** less and enters play ready. At the start of the regroup phase, defeat it.



FRENCH CARLOMAGNO ©LFL ©FFG SOR-EN 278/252

2 EVENT

SNEAK ATTACK
TRICK

Play a unit from your hand. It costs **3** less and enters play ready. At the start of the regroup phase, defeat it.



FRENCH CARLOMAGNO ©LFL ©FFG SOR-EN 278/252

2 UNIT GROUND

◆ **BIB FORTUNA**
JABBA'S MAJORDOMO

1 UNDERWORLD - TWI'LEK 3

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

Action [↻]: Play an event from your hand. It costs 1 less.

STEVE MORRIS ©LFL ©FFG SOR-EN 177/252

2 UNIT GROUND

◆ **BIB FORTUNA**
JABBA'S MAJORDOMO

1 UNDERWORLD - TWI'LEK 3

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Action [↻]: Play an event from your hand. It costs 1 less.

STEVE MORRIS ©LFL ©FFG SOR-EN 177/252

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

Action [↻]: Play an event from your hand. It costs 1 less.

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6 EVENT

FORCED SURRENDER

PLAN

Draw 2 cards. Each opponent whose base you've damaged this phase discards 2 cards from their hand.

ARJO MURTI ©LFL ©FFG SOR-EN 175/252

6 EVENT

FORCED SURRENDER

PLAN

Draw 2 cards. Each opponent whose base you've damaged this phase discards 2 cards from their hand.

ARJO MURTI ©LFL ©FFG SOR-EN 175/252

6 EVENT

FORCED SURRENDER

PLAN

Draw 2 cards. Each opponent whose base you've damaged this phase discards 2 cards from their hand.

ARJO MURTI ©LFL ©FFG SOR-EN 175/252

5 EVENT

BOMBING RUN

TACTIC

Choose an arena (ground or space). Deal 3 damage to each unit in that arena.

KYLE PETCHOCK ©LFL ©FFG SOR-EN 173/252

5 EVENT

BOMBING RUN

TACTIC

Choose an arena (ground or space). Deal 3 damage to each unit in that arena.

KYLE PETCHOCK ©LFL ©FFG SOR-EN 173/252

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