

LEADER UNIT GROUND

5

POE DAMERON  
I CAN FLY ANYTHING

4 6

Action [1]: Attach this upgrade to a friendly VEHICLE unit without a PILOT on it. Use this ability only once each round.

POE DAMERON  
RESISTANCE • PILOT

+2 +1

RENAUD SCHEIDT

LEADER

POE DAMERON  
I CAN FLY ANYTHING

Action [1]: Flip this leader and attach him as an upgrade to a friendly VEHICLE unit without a PILOT on it.

Epic Action: If you control 5 or more resources, deploy this leader (as a unit).

RESISTANCE • PILOT

RENAUD SCHEIDT

BASE

ENERGY CONVERSION LAB

25

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

EADU

AMRIN CIRIO

SOR-EN 027/52

UNIT GROUND

3

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

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UNIT GROUND

3

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

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UNIT GROUND

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FLEET LIEUTENANT

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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

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UNIT GROUND

2

SABINE WREN  
EXPLOSIVES ARTIST

2 3

MANDALORIAN • REBEL • SPECTRE

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

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UNIT GROUND

2

SABINE WREN  
EXPLOSIVES ARTIST

2 3

MANDALORIAN • REBEL • SPECTRE

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

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UNIT GROUND

2

BATTLEFIELD MARINE

3 3

REBEL • TROOPER

DAVID BUISAN

©LFL ©FFG SOR-EN 085/252

**2** UNIT GROUND

**BATTLEFIELD MARINE**



**3** REBEL • TROOPER **3**

DAVID BUISAN © LFL © FFG SOR • EN 085/282

**6** UNIT GROUND

♦ **WRECKER**  
BOOM!



**7** FRINGE • CLONE **6**

**OVERWHELM**  
**When Played:** You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD • EN 154/282

**6** UNIT GROUND

♦ **WRECKER**  
BOOM!



**7** FRINGE • CLONE **6**

**OVERWHELM**  
**When Played:** You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD • EN 154/282

**6** UNIT GROUND

♦ **WRECKER**  
BOOM!



**7** FRINGE • CLONE **6**

**OVERWHELM**  
**When Played:** You may defeat a friendly resource. If you do, deal 5 damage to a ground unit.

STEFANO LANDINI © LFL © FFG SHD • EN 154/282

**5** UNIT GROUND

♦ **POE DAMERON**  
QUICK TO IMPROVISE



**6** RESISTANCE **6**

**On Attack:** Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

AMELIE HUTT © LFL © FFG SHD • EN 153/282

**5** UNIT GROUND

♦ **POE DAMERON**  
QUICK TO IMPROVISE



**6** RESISTANCE **6**

**On Attack:** Discard up to 3 cards from your hand. For each card discarded this way, choose a different option:

- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

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**3** UNIT GROUND

♦ **CASSIAN ANDOR**  
REBELLIONS ARE BUILT ON HOPE



**3** REBEL **5**

**SMUGGLE** [5] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)  
**When played using SMUGGLE:** Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 148/282

**3** UNIT GROUND

♦ **CASSIAN ANDOR**  
REBELLIONS ARE BUILT ON HOPE



**3** REBEL **5**

**SMUGGLE** [5] (If this card is a resource, you may play him for his smuggle cost. Replace it with the top card of your deck.)  
**When played using SMUGGLE:** Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 148/282

**5** UNIT GROUND

♦ **CHEWBACCA**  
FAITHFUL FIRST MATE



**5** **6**

This unit can't be defeated or returned to hand by enemy card abilities.

**PILOTING** [5] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)  
Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

**+3** **3**

♦ **CHEWBACCA**  
REBEL • WOOKIEE • PILOT

AITOR PRIETO © LFL © FFG JTL • EN 103/282

5 UNIT GROUND

◆CHEWBACCA  
FAITHFUL FIRST MATE

5 6

This unit can't be defeated or returned to hand by enemy card abilities.

**PILOTING** [👤🚗👤] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)  
Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

◆CHEWBACCA +3

REBEL • WOOKIEE • PILOT

ATOR PRIETO LFL • FF6 JTL • EN 103/202

5 UNIT GROUND

◆CHEWBACCA  
FAITHFUL FIRST MATE

5 6

This unit can't be defeated or returned to hand by enemy card abilities.

**PILOTING** [👤🚗👤] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)  
Attached unit gains: "This unit can't be defeated or returned to hand by enemy card abilities."

◆CHEWBACCA +3

REBEL • WOOKIEE • PILOT

ATOR PRIETO LFL • FF6 JTL • EN 103/202

1 UNIT GROUND

◆NIEN NUNB  
LOYAL CO-PILOT

1 2

This unit gets  $\frac{1}{1}$  for each other friendly PILOT unit and upgrade.

**PILOTING** [👤🚗👤]

Attached unit gets  $\frac{1}{1}$  for each other friendly PILOT unit and upgrade.

◆NIEN NUNB +2

REBEL • PILOT

MARC ESCAICH LFL • FF6 JTL • EN 93/202

1 UNIT GROUND

◆NIEN NUNB  
LOYAL CO-PILOT

1 2

This unit gets  $\frac{1}{1}$  for each other friendly PILOT unit and upgrade.

**PILOTING** [👤🚗👤]

Attached unit gets  $\frac{1}{1}$  for each other friendly PILOT unit and upgrade.

◆NIEN NUNB +2

REBEL • PILOT

MARC ESCAICH LFL • FF6 JTL • EN 93/202

1 UNIT GROUND

◆R2-D2  
ART00000000!

1 4

**PILOTING** [👤🚗]

This upgrade can be played on a friendly VEHICLE unit with a PILOT on it.  
Attached unit gains: "You may play or deploy 1 additional PILOT on this unit."

◆R2-D2 +1

REBEL • DROID • PILOT

STEPHEN ZAWLA LFL • FF6 JTL • EN 240/202

1 UNIT GROUND

◆R2-D2  
ART00000000!

1 4

**PILOTING** [👤🚗]

This upgrade can be played on a friendly VEHICLE unit with a PILOT on it.  
Attached unit gains: "You may play or deploy 1 additional PILOT on this unit."

◆R2-D2 +1

REBEL • DROID • PILOT

STEPHEN ZAWLA LFL • FF6 JTL • EN 240/202

1 UNIT GROUND

◆R2-D2  
ART00000000!

1 4

**PILOTING** [👤🚗]

This upgrade can be played on a friendly VEHICLE unit with a PILOT on it.  
Attached unit gains: "You may play or deploy 1 additional PILOT on this unit."

◆R2-D2 +1

REBEL • DROID • PILOT

STEPHEN ZAWLA LFL • FF6 JTL • EN 240/202

3 UNIT GROUND

◆BIGGS DARKLIGHTER  
THEY'LL NEVER STOP US

3 4

**PILOTING** [👤🚗👤] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)  
If attached unit is a FIGHTER, it gains **OVERWHELM**.  
If attached unit is a TRANSPORT, it gets  $\frac{0}{1}$ .  
If attached unit is a SPEEDER, it gains **GRIT**.

◆BIGGS DARKLIGHTER +1

REBEL • PILOT

GABRIEL GOMEZ ALMENZAR LFL • FF6 JTL • EN 150/202

3 UNIT GROUND

◆BIGGS DARKLIGHTER  
THEY'LL NEVER STOP US

3 4

**PILOTING** [👤🚗👤] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)  
If attached unit is a FIGHTER, it gains **OVERWHELM**.  
If attached unit is a TRANSPORT, it gets  $\frac{0}{1}$ .  
If attached unit is a SPEEDER, it gains **GRIT**.

◆BIGGS DARKLIGHTER +1

REBEL • PILOT

GABRIEL GOMEZ ALMENZAR LFL • FF6 JTL • EN 150/202

**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 241/252

**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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**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.)

FRANCOIS CANNELS ©LFL ©FFG SOR • EN 141/252

**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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**3** UNIT SPACE

**♦ RED THREE**  
UNSTOPPABLE




**2** REBEL • VEHICLE • FIGHTER **3**

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


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**3** UNIT SPACE

**♦ RED THREE**  
UNSTOPPABLE




**2** REBEL • VEHICLE • FIGHTER **3**

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


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**3** UNIT SPACE

**♦ RED THREE**  
UNSTOPPABLE



**2** REBEL • VEHICLE • FIGHTER **3**

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

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UNIT SPACE

3 **MILLENNIUM FALCON**  
GET OUT AND PUSH

3 **REBEL • VEHICLE • TRANSPORT** 4

You may play or deploy 1 additional **PILOT** on this unit.  
This unit gets  $\frac{1}{1}$  for each **PILOT** on it.

ROBERT BONCHUNE © LFL © FFG JTL • EN 248/282

UNIT SPACE

3 **MILLENNIUM FALCON**  
GET OUT AND PUSH

3 **REBEL • VEHICLE • TRANSPORT** 4

You may play or deploy 1 additional **PILOT** on this unit.  
This unit gets  $\frac{1}{1}$  for each **PILOT** on it.

ROBERT BONCHUNE © LFL © FFG JTL • EN 248/282

UNIT SPACE

3 **MILLENNIUM FALCON**  
GET OUT AND PUSH

3 **REBEL • VEHICLE • TRANSPORT** 4

You may play or deploy 1 additional **PILOT** on this unit.  
This unit gets  $\frac{1}{1}$  for each **PILOT** on it.

ROBERT BONCHUNE © LFL © FFG JTL • EN 248/282

UNIT SPACE

2 **RED SQUADRON Y-WING**

1 **REBEL • VEHICLE • FIGHTER** 3

**On Attack:** Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

ROBERT BONCHUNE © LFL © FFG JTL • EN 149/282

UNIT SPACE

2 **RED SQUADRON Y-WING**

1 **REBEL • VEHICLE • FIGHTER** 3

**On Attack:** Deal 3 indirect damage to the defending player. (They assign 3 unpreventable damage among their base and units.)

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UNIT SPACE

2 **BLACK ONE**  
STRAIGHT AT THEM

2 **RESISTANCE • VEHICLE • FIGHTER** 3

While this unit is upgraded, it gets  $\frac{1}{1}$ .

**On Attack:** If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

ANELIE HUTT © LFL © FFG JTL • EN 147/282

UNIT SPACE

2 **BLACK ONE**  
STRAIGHT AT THEM

2 **RESISTANCE • VEHICLE • FIGHTER** 3

While this unit is upgraded, it gets  $\frac{1}{1}$ .

**On Attack:** If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

ANELIE HUTT © LFL © FFG JTL • EN 147/282

UNIT SPACE

2 **BLACK ONE**  
STRAIGHT AT THEM

2 **RESISTANCE • VEHICLE • FIGHTER** 3

While this unit is upgraded, it gets  $\frac{1}{1}$ .

**On Attack:** If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

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UNIT SPACE

2 **PHOENIX SQUADRON A-WING**

3 **REBEL • VEHICLE • FIGHTER** 2

**On Attack:** If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

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**2** UNIT SPACE

**PHOENIX SQUADRON A-WING**

**3** REBEL • VEHICLE • FIGHTER **2**

FRANCOIS CANNELS © LFL © FF6 JTL • EN 95/282

**3** EVENT

**FOR A CAUSE I BELIEVE IN**

INNATE

Reveal the top 4 cards of your deck. For each card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.

ERIC HIBBELER © LFL © FF6 SOR • EN 152/252

**3** EVENT

**FOR A CAUSE I BELIEVE IN**

INNATE

Reveal the top 4 cards of your deck. For each card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.

ERIC HIBBELER © LFL © FF6 SOR • EN 152/252

**3** EVENT

**FOR A CAUSE I BELIEVE IN**

INNATE

Reveal the top 4 cards of your deck. For each card revealed this way, deal 1 damage to an enemy base. You may discard any of the revealed cards and put the rest back on top of your deck in any order.

ERIC HIBBELER © LFL © FF6 SOR • EN 152/252

**1** EVENT

**REBEL ASSAULT**

REBEL • TACTIC

Attack with a **REBEL** unit. It gets /1/1 for this attack. Then, attack with another **REBEL** unit. It gets /1/1 for this attack.

FRENCH CARLOMAGNO © LFL © FF6 SOR • EN 103/252

**1** EVENT

**REBEL ASSAULT**

REBEL • TACTIC

Attack with a **REBEL** unit. It gets /1/1 for this attack. Then, attack with another **REBEL** unit. It gets /1/1 for this attack.

FRENCH CARLOMAGNO © LFL © FF6 SOR • EN 103/252

**2** EVENT

**EJECT**

GAMBIT

Detach a **PILOT** upgrade, move it to the ground arena as a unit, and exhaust it. Draw a card.

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**2** EVENT

**EJECT**

GAMBIT

Detach a **PILOT** upgrade, move it to the ground arena as a unit, and exhaust it. Draw a card.

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