

5 LEADER UNIT GROUND

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.

+2 **POE DAMERON**
RESISTANCE • PILOT **+1**

RENAUD SCHIEDT

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). **5** **5** **5** **5** **5**

LEADER

RESISTANCE • PILOT

RENAUD SCHIEDT

ENERGY CONVERSION LAB

25

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

EADU

ADRIEN BRIDOT

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

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

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

2 UNIT GROUND

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

2 UNIT GROUND

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

2 UNIT GROUND

BATTLEFIELD MARINE

3 **3**

REBEL • TROOPER

DAVID BUSAN

UNIT GROUND

2

BATTLEFIELD MARINE



3

REBEL • TROOPER

3

DAVID BUISAN © LFL © FFG SHD • EN 095/252

UNIT GROUND

6

♦ **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 154/262

UNIT GROUND

6

♦ **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 154/262

UNIT GROUND

6

♦ **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 154/262

UNIT GROUND

5

♦ **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.

AMÉLIE HUTT © LFL © FFG SHD • EN 153/262

UNIT GROUND

5

♦ **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.

AMÉLIE HUTT © LFL © FFG SHD • EN 153/262

UNIT GROUND

3

♦ **CASSIAN ANDOR**

REBELLIONS ARE BUILT ON HOPE



3

REBEL

5

SMUGGLE [5] [5] [5] [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 146/262

UNIT GROUND

3

♦ **CASSIAN ANDOR**

REBELLIONS ARE BUILT ON HOPE



3

REBEL

5

SMUGGLE [5] [5] [5] [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.

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UNIT GROUND

5

♦ **CHEWBACCA**

FAITHFUL FIRST MATE



5

6

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

PILOTING [5] [5] [5] [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."

♦ **CHEWBACCA**

REBEL • WOOKIEE • PILOT

+3

ATOR PRIETO © LFL © FFG JTL • EN 103/262

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

AITOR PRIETO © LFL © FFG 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

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1 UNIT GROUND

◆NIEN NUNB
LOYAL CO-PILOT

1 2

This unit gets \mathcal{V}/\mathcal{C} for each other friendly PILOT unit and upgrade.

PILOTING [1 🚗 🛩️]

Attached unit gets \mathcal{V}/\mathcal{C} for each other friendly PILOT unit and upgrade.

◆NIEN NUNB +2
REBEL • PILOT

MARC ESCACIX © LFL © FFG JTL • EN 93/202

1 UNIT GROUND

◆NIEN NUNB
LOYAL CO-PILOT

1 2

This unit gets \mathcal{V}/\mathcal{C} for each other friendly PILOT unit and upgrade.

PILOTING [1 🚗 🛩️]

Attached unit gets \mathcal{V}/\mathcal{C} for each other friendly PILOT unit and upgrade.

◆NIEN NUNB +2
REBEL • PILOT

MARC ESCACIX © LFL © FFG JTL • EN 93/202

1 UNIT GROUND

◆R2-D2
ART00000000!

1 4

PILOTING [0 🚗 🛩️]

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 ZWALA © LFL © FFG JTL • EN 245/202

1 UNIT GROUND

◆R2-D2
ART00000000!

1 4

PILOTING [0 🚗 🛩️]

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 ZWALA © LFL © FFG JTL • EN 245/202

1 UNIT GROUND

◆R2-D2
ART00000000!

1 4

PILOTING [0 🚗 🛩️]

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 ZWALA © LFL © FFG JTL • EN 245/202

3 UNIT GROUND

◆BIGGS DARKLIGHTER
THEY'LL NEVER STOP US

3 4

PILOTING [1 🚗 🛩️] (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 \mathcal{C}/\mathcal{V} .
If attached unit is a SPEEDER, it gains **GRIT**.

◆BIGGS DARKLIGHTER +2
REBEL • PILOT

GABRIEL GOMEZ ALMENZAR © LFL © FFG JTL • EN 150/202

3 UNIT GROUND

◆BIGGS DARKLIGHTER
THEY'LL NEVER STOP US

3 4

PILOTING [1 🚗 🛩️] (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 \mathcal{C}/\mathcal{V} .
If attached unit is a SPEEDER, it gains **GRIT**.

◆BIGGS DARKLIGHTER +2
REBEL • PILOT

GABRIEL GOMEZ ALMENZAR © LFL © FFG 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.)

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.)

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.)

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

3 UNIT SPACE

♦ RED THREE

UNSTOPPABLE



2 REBEL • VEHICLE • FIGHTER 3

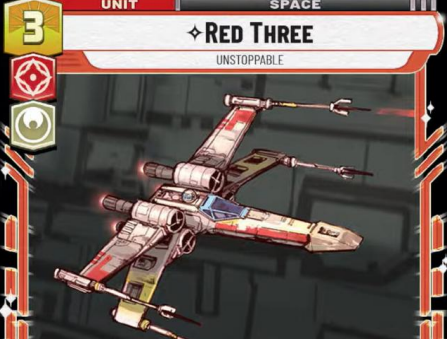
RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

FERNANDO CORREA ©LFL ©FFG SOR • EN 144/252


3 UNIT SPACE

♦ RED THREE

UNSTOPPABLE



2 REBEL • VEHICLE • FIGHTER 3

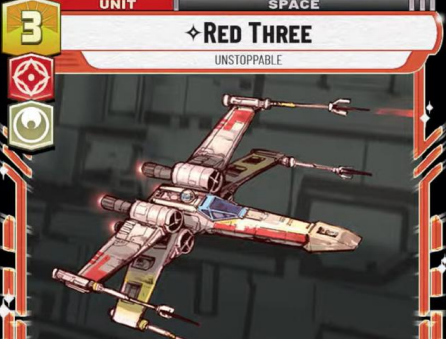
RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

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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.

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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 246/262

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.

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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 **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.

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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.

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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.

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UNIT SPACE

2 **PHOENIX SQUADRON A-WING**

3 **REBEL • VEHICLE • FIGHTER** 2

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2 UNIT SPACE

PHOENIX SQUADRON A-WING

3 REBEL • VEHICLE • FIGHTER **2**

FRANCOIS CANNELS © LFL © FFG 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 © FFG 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 © FFG 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 © FFG SOR • EN 152/252

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

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

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

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

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

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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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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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