



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 MOUNE

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188/252

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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.

REBECCA FARROW

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2

UNIT

GROUND

◆

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EXPLOSIVES ARTIST

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GROUND

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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.

AITOR PRIETO

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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.

AITOR PRIETO

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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.

AITOR PRIETO

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[illegible]

4

UNIT

GROUND

✦ SABINE WREN

YOU CAN COUNT ON ME

4

4

FRINGE • Mandalorian • Spectre

While this unit is exhausted, she can't be attacked (*unless she gains Sentinel*).

**On Attack:** You may discard a card from your deck. If it doesn't share an aspect with your base, deal 2 damage to a ground unit.

DAVID BUISAN

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TW • EN 105/257

A Star Wars LCG card for the Battlefield Marine. The card features a green border with a yellow top section containing the number '2' and the word 'UNIT'. The bottom section is blue with the number '3'. The central illustration shows a Rebel Trooper, a Tusken warrior, running through a desert landscape while firing a blaster. The card is titled 'BATTLEFIELD MARINE' and 'REBEL • TROOPER'. The bottom left corner credits 'DAVID BUISSAN' and the bottom right corner shows '©LFL ©FFG' and 'SOR • EN 085/252'.

UNIT GROUND

4 ♦ **ECHO**  
RESTORED



4 FRINGE • CLONE 4

**RESTORE 2**  
**When Played:** You may discard a card from your hand. Give 2 Experience tokens to a unit in play with the same name as the discarded card.

AMAD MIR © LFL © FF6 SHD • EN 099/262

UNIT GROUND

4 ♦ **ECHO**  
RESTORED



4 FRINGE • CLONE 4

**RESTORE 2**  
**When Played:** You may discard a card from your hand. Give 2 Experience tokens to a unit in play with the same name as the discarded card.

AMAD MIR © LFL © FF6 SHD • EN 099/262

UNIT GROUND

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AMAD MIR © LFL © FF6 SHD • EN 099/262

UNIT SPACE

5 ♦ **THE GHOST**  
HEART OF THE FAMILY



5 REBEL • VEHICLE • TRANSPORT • SPECTRE 6

Each other friendly **SPECTRE** unit gains this unit's **KEYWORDS**.  
While this unit is upgraded, it gains **SENTINEL**.

DAVID BUISAN © LFL © FF6 JTL • EN 53/262

UNIT SPACE

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HEART OF THE FAMILY



5 REBEL • VEHICLE • TRANSPORT • SPECTRE 6

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DAVID BUISAN © LFL © FF6 JTL • EN 53/262

UNIT SPACE

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HEART OF THE FAMILY



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UNIT SPACE

3 ♦ **PHANTOM II**  
MODIFIED TO DOCK



3 REBEL • VEHICLE • TRANSPORT • SPECTRE 3

**GRIT**  
**Action [1]:** If this card is a unit, attach it as an upgrade to The Ghost. (It's no longer a unit. Defeat all upgrades on it and remove all damage from it.) Attached unit gets **DEFENSE** and gains **GRIT**.

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UNIT SPACE

3 ♦ **PHANTOM II**  
MODIFIED TO DOCK



3 REBEL • VEHICLE • TRANSPORT • SPECTRE 3

**GRIT**  
**Action [1]:** If this card is a unit, attach it as an upgrade to The Ghost. (It's no longer a unit. Defeat all upgrades on it and remove all damage from it.) Attached unit gets **DEFENSE** and gains **GRIT**.

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MODIFIED TO DOCK



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**GRIT**  
**Action [1]:** If this card is a unit, attach it as an upgrade to The Ghost. (It's no longer a unit. Defeat all upgrades on it and remove all damage from it.) Attached unit gets **DEFENSE** and gains **GRIT**.

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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** REBEL • VEHICLE • TRANSPORT • SPECTRE **5**

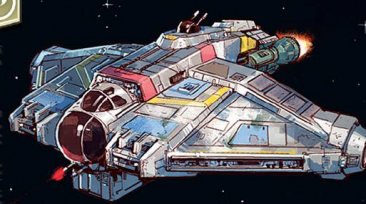
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**6** UNIT SPACE

◆ **THE GHOST**  
SPECTRE HOME BASE



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**3** UNIT SPACE

◆ **SABINE'S MASTERPIECE**  
CRAZY COLORFUL



**3** REBEL • VEHICLE • FIGHTER • SPECTRE **3**

**On Attack:** If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHICK ©LFL ©FFG JTL • EN 250/262

**3** UNIT SPACE

◆ **SABINE'S MASTERPIECE**  
CRAZY COLORFUL



**3** REBEL • VEHICLE • FIGHTER • SPECTRE **3**

**On Attack:** If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHICK ©LFL ©FFG JTL • EN 250/262

**3** UNIT SPACE

◆ **SABINE'S MASTERPIECE**  
CRAZY COLORFUL



**3** REBEL • VEHICLE • FIGHTER • SPECTRE **3**

**On Attack:** If you control a:

- unit, heal 2 damage from a base.
- unit, give an Experience token to a unit.
- unit, deal 1 damage to a unit or a base.
- unit, exhaust or ready a resource.

KYLE PETCHICK ©LFL ©FFG JTL • EN 250/262

**2** EVENT

**KARABAST**  
SPECTRE

A friendly unit deals damage to an enemy unit equal to the amount of damage on the friendly unit plus 1.



FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 150/252

**2** EVENT

**KARABAST**  
SPECTRE

A friendly unit deals damage to an enemy unit equal to the amount of damage on the friendly unit plus 1.



FRENCH CARLOMAGNO ©LFL ©FFG SOR • EN 150/252

**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

**3** EVENT

**STRIKE TRUE**

TACTIC

A friendly unit deals damage equal to its power to an enemy unit.



AUDREY HOTTE ©LFL ©FFG SOR • EN 127/252

**3** EVENT

**STRIKE TRUE**

TACTIC

A friendly unit deals damage equal to its power to an enemy unit.



AUDREY HOTTE ©LFL ©FFG SOR • EN 127/252

**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 MUIR ©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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**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** UPGRADE

**INSPIRING MENTOR**

Attach to a non-VEHICLE unit.  
Attached unit gains, "On Attack/When Defeated: Give an Experience token to another friendly unit."

**INSPIRING MENTOR**

INNATE

+1



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**2** UPGRADE

**INSPIRING MENTOR**

Attach to a non-VEHICLE unit.  
Attached unit gains, "On Attack/When Defeated: Give an Experience token to another friendly unit."

**INSPIRING MENTOR**

INNATE

+1



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