

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.

♦ **POE DAMERON**
RESISTANCE • PILOT

+2 +1

RENAUD SCHEIDT

♦ **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).




LEADER

RESISTANCE • PILOT

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ECHO BASE



30

HOTH

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STEPHEN ZAMULA

3 UNIT GROUND

♦ **ADMIRAL ACKBAR**
BRILLIANT STRATEGIST



1 **4**

REBEL • OFFICIAL

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 © LFL © FF6 SOR-EN 09/7/252

3 UNIT GROUND

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BRILLIANT STRATEGIST



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LUKE HARRINGTON © LFL © FF6 SOR-EN 09/7/252

5 UNIT GROUND

♦ **WEDGE ANTILLES**
STAR OF THE REBELLION



5 **5**

REBEL

Each friendly **VEHICLE** unit gets **1/1** and gains **AMBUSH**. (After you play that unit, it may ready and attack an enemy unit.)

AMÉLIE HUTT © LFL © FF6 SOR-EN 100/252

5 UNIT GROUND

♦ **WEDGE ANTILLES**
STAR OF THE REBELLION



5 **5**

REBEL

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STAR OF THE REBELLION



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AMÉLIE HUTT © LFL © FF6 SOR-EN 100/252

UNIT

GROUND

2

◆LUKE SKYWALKER

YOU STILL WITH ME?

3

2

PILOTING [3][3][3] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
 If this upgrade would be defeated, you may instead move him to the ground arena as a unit and exhaust him.

◆LUKE SKYWALKER

FORCE • REBEL • PILOT

+3

+2

JOHNNY MORROW

© LFL • FFG

JTL • EN

94/262

UNIT

GROUND

2

◆LUKE SKYWALKER

YOU STILL WITH ME?

3

2

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FORCE • REBEL • PILOT

+3

+2

JOHNNY MORROW

© LFL • FFG

JTL • EN

94/262

UNIT

GROUND

3

◆BIGGS DARKLIGHTER

THEY'LL NEVER STOP US

3

4

PILOTING [1][1][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 **00/01**.
 If attached unit is a **SPEEDER**, it gains **GRIT**.

◆BIGGS DARKLIGHTER

REBEL • PILOT

+2

+1

GABRIEL GÓMEZ ALMENZAR

© LFL • FFG

JTL • EN

150/262

UNIT

GROUND

3

◆BIGGS DARKLIGHTER

THEY'LL NEVER STOP US

3

4

PILOTING [1][1][1] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
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◆BIGGS DARKLIGHTER

REBEL • PILOT

+2

+1

GABRIEL GÓMEZ ALMENZAR

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JTL • EN

150/262

UNIT

GROUND

3

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◆BIGGS DARKLIGHTER

REBEL • PILOT

+2

+1

GABRIEL GÓMEZ ALMENZAR

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JTL • EN

150/262

UNIT

GROUND

2

◆FRISK

VANGUARD LOUDMOUTH

3

2

PILOTING [2][2][2] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
When played as an upgrade: You may defeat an upgrade that costs 2 or less.

◆FRISK

NEW REPUBLIC • PILOT

+2

+2

AITOR PRIETO

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JTL • EN

148/262

UNIT

GROUND

2

◆FRISK

VANGUARD LOUDMOUTH

3

2

PILOTING [2][2][2] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
When played as an upgrade: You may defeat an upgrade that costs 2 or less.

◆FRISK

NEW REPUBLIC • PILOT

+2

+2

AITOR PRIETO

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UNIT

GROUND

2

◆FRISK

VANGUARD LOUDMOUTH

3

2

PILOTING [2][2][2] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)
When played as an upgrade: You may defeat an upgrade that costs 2 or less.

◆FRISK

NEW REPUBLIC • PILOT

+2

+2

AITOR PRIETO

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148/262

UNIT GROUND

3 ♦ **CAPTAIN TARKIN**
FULL FORWARD ASSAULT



2 REPUBLIC • OFFICIAL 5

Each friendly **VEHICLE** unit gets $\frac{1}{2}$ and gains **OVERWHELM**. (When attacking an enemy unit, deal excess damage to the opponent's base.)

AFIF KHALED LFL • FF6 JTL • EN 181/262

UNIT GROUND

3 ♦ **CAPTAIN TARKIN**
FULL FORWARD ASSAULT



2 REPUBLIC • OFFICIAL 5

Each friendly **VEHICLE** unit gets $\frac{1}{2}$ and gains **OVERWHELM**. (When attacking an enemy unit, deal excess damage to the opponent's base.)

AFIF KHALED LFL • FF6 JTL • EN 181/262

UNIT GROUND

3 ♦ **CAPTAIN TARKIN**
FULL FORWARD ASSAULT



2 REPUBLIC • OFFICIAL 5

Each friendly **VEHICLE** unit gets $\frac{1}{2}$ and gains **OVERWHELM**. (When attacking an enemy unit, deal excess damage to the opponent's base.)

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UNIT GROUND

1 ♦ **R2-D2**
ART000000000!



1 4

PILOTING [0 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."

+1 ♦ **R2-D2** +1
REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FF6 JTL • EN 245/292

UNIT GROUND

1 ♦ **R2-D2**
ART000000000!



1 4

PILOTING [0 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."

+1 ♦ **R2-D2** +1
REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FF6 JTL • EN 245/292

UNIT GROUND

1 ♦ **R2-D2**
ART000000000!



1 4

PILOTING [0 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."

+1 ♦ **R2-D2** +1
REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FF6 JTL • EN 245/292

UNIT GROUND

1 ♦ **BAIL ORGANA**
REBEL COUNCILOR



1 2

REBEL • OFFICIAL

Action [↻]: Give an Experience token to another friendly unit.

MILOSLAVKOVIC LFL • FF6 SOR • EN 094/252

UNIT GROUND

1 ♦ **BAIL ORGANA**
REBEL COUNCILOR



1 2

REBEL • OFFICIAL

Action [↻]: Give an Experience token to another friendly unit.

MILOSLAVKOVIC LFL • FF6 SOR • EN 094/252

UNIT SPACE

2 **SWARMING VULTURE DROID**



2

SEPARATIST • DROID • VEHICLE • FIGHTER

A deck can have up to 15 copies of this card.

This unit gets $\frac{1}{2}$ for each other friendly Swarming Vulture Droid.

FERNANDO CORREA LFL • FF6 JTL • EN 258/262

2

UNIT

SPACE

2

SWARMING VULTURE DROID

2

SEPARATIST • DROID • VEHICLE • FIGHTER

2

A deck can have up to 15 copies of this card.

This unit gets for each other friendly Swarming Vulture Droid.

FERNANDO CORREA

© LFL © FF6

JTL • EN

258/282

2

UNIT

SPACE

2

SWARMING VULTURE DROID

2

SEPARATIST • DROID • VEHICLE • FIGHTER

2

A deck can have up to 15 copies of this card.

This unit gets for each other friendly Swarming Vulture Droid.

FERNANDO CORREA

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JTL • EN

258/282

2

UNIT

SPACE

2

SWARMING VULTURE DROID

2

SEPARATIST • DROID • VEHICLE • FIGHTER

2

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FERNANDO CORREA

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JTL • EN

258/282

2

UNIT

SPACE

2

SWARMING VULTURE DROID

2

SEPARATIST • DROID • VEHICLE • FIGHTER

2

A deck can have up to 15 copies of this card.

This unit gets for each other friendly Swarming Vulture Droid.

FERNANDO CORREA

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2

UNIT

SPACE

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UNIT

SPACE

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UNIT

SPACE

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SEPARATIST • DROID • VEHICLE • FIGHTER

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JTL • EN

258/282

UNIT

SPACE

2

SWARMING VULTURE DROID



2

SEPARATIST • DROID • VEHICLE • FIGHTER

2

A deck can have up to 15 copies of this card.
This unit gets ♣1/♠0 for each other friendly Swarming Vulture Droid.

FERNANDO CORREA LFL © FF6 JTL • EN 258/282

UNIT

SPACE

2

SWARMING VULTURE DROID



2

SEPARATIST • DROID • VEHICLE • FIGHTER

2

A deck can have up to 15 copies of this card.
This unit gets ♣1/♠0 for each other friendly Swarming Vulture Droid.

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UNIT

SPACE

2

SWARMING VULTURE DROID



2

SEPARATIST • DROID • VEHICLE • FIGHTER

2

A deck can have up to 15 copies of this card.
This unit gets ♣1/♠0 for each other friendly Swarming Vulture Droid.

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UNIT

SPACE

2

SWARMING VULTURE DROID



2

SEPARATIST • DROID • VEHICLE • FIGHTER

2

A deck can have up to 15 copies of this card.
This unit gets ♣1/♠0 for each other friendly Swarming Vulture Droid.

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UNIT

SPACE

2

SWARMING VULTURE DROID



2

SEPARATIST • DROID • VEHICLE • FIGHTER

2

A deck can have up to 15 copies of this card.
This unit gets ♣1/♠0 for each other friendly Swarming Vulture Droid.

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UNIT

SPACE

3

DISABLING FANG FIGHTER



3

MANDALORIAN • VEHICLE • FIGHTER

2

When Played: You may defeat an upgrade.

CHRISTIAN PAPAZOGLAKIS LFL © FF6 SOR • EN 162/252

UNIT

SPACE

3

DISABLING FANG FIGHTER



3

MANDALORIAN • VEHICLE • FIGHTER

2

When Played: You may defeat an upgrade.

CHRISTIAN PAPAZOGLAKIS LFL © FF6 SOR • EN 162/252

UNIT

SPACE

3

DISABLING FANG FIGHTER



3

MANDALORIAN • VEHICLE • FIGHTER

2

When Played: You may defeat an upgrade.

CHRISTIAN PAPAZOGLAKIS LFL © FF6 SOR • EN 162/252

UNIT

SPACE

2

♠BLACK ONE

STRAIGHT AT THEM



2

RESISTANCE • VEHICLE • FIGHTER

3

While this unit is upgraded, it gets ♣1/♠0 .
On Attack: If you control Poe Dameron (as a unit, upgrade, or leader), you may deal 1 damage to a unit.

ANELIE HUTT LFL © FF6 JTL • EN 147/282

UNIT

SPACE

2

BLACK ONE

STRAIGHT AT THEM

2

RESISTANCE • VEHICLE • FIGHTER

3

While this unit is upgraded, it gets $\frac{1}{2}$ $\frac{1}{2}$.

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

AMELIE HUTT

© LFL © FF6

JTL • EN

147/282

UNIT

SPACE

2

BLACK ONE

STRAIGHT AT THEM

2

RESISTANCE • VEHICLE • FIGHTER

3

While this unit is upgraded, it gets $\frac{1}{2}$ $\frac{1}{2}$.

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

AMELIE HUTT

© LFL © FF6

JTL • EN

147/282

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

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JTL • EN

148/282

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

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JTL • EN

148/282

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

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148/282

EVENT

2

KEEP FIGHTING

TACTIC

Ready a unit with $\frac{1}{2}$ or less power.

ESLAM ABOSHADY

© LFL © FF6

SOR • EN

169/252

EVENT

2

KEEP FIGHTING

TACTIC

Ready a unit with $\frac{1}{2}$ or less power.

ESLAM ABOSHADY

© LFL © FF6

SOR • EN

169/252

EVENT

2

KEEP FIGHTING

TACTIC

Ready a unit with $\frac{1}{2}$ or less power.

ESLAM ABOSHADY

© LFL © FF6

SOR • EN

169/252