

5 LEADER UNIT GROUND

↔ **WEDGE ANTILLES**
LEADER OF RED SQUADRON



3 **6**

Attached unit is a leader unit. It gains:
"On Attack: The next **PILOT** card you play this phase costs **1** less. (This includes Piloting costs.)"

↔ **WEDGE ANTILLES**
REBEL • PILOT **+4**

DAVID BUISAN

↔ **WEDGE ANTILLES**
LEADER OF RED SQUADRON

LEADER

Action [↻]: Play a card from your hand using **PILOTING**. It costs **1** less.

Epic Action: If you control 5 or more resources, choose one:
• Deploy this leader.
• Deploy this leader as an upgrade on a friendly **VEHICLE** unit without a **PILOT** on it. **E/G (E/C)**



REBEL • PILOT

DAVID BUISAN

BASE

MASSASSI TEMPLE



30

YAVIN 4

RODIN ESPIN

2 UNIT GROUND

↔ **LUKE SKYWALKER**
YOU STILL WITH ME?



3 **2**

PILOTING [↻] (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 **+2**

JOHNNY MORROW

2 UNIT GROUND

↔ **LUKE SKYWALKER**
YOU STILL WITH ME?



3 **2**

PILOTING [↻] (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 **+2**

JOHNNY MORROW

2 UNIT GROUND

DETERMINED RECRUIT



3 **1**

PILOTING [↻] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

DETERMINED RECRUIT
RESISTANCE • PILOT **+1**

OMERCAN CIRIT

2 UNIT GROUND

DETERMINED RECRUIT



3 **1**

PILOTING [↻] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

DETERMINED RECRUIT
RESISTANCE • PILOT **+1**

OMERCAN CIRIT

2 UNIT GROUND

DETERMINED RECRUIT



3 **1**

PILOTING [↻] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

DETERMINED RECRUIT
RESISTANCE • PILOT **+1**

OMERCAN CIRIT

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 **0/0/1**.
If attached unit is a **SPEEDER**, it gains **GRIT**.

↔ **BIGGS DARKLIGHTER**
REBEL • PILOT **+1**

GABRIEL GOMEZ ALMENZAR

3 UNIT GROUND

◆ **BIGGS DARKLIGHTER**
THEY'LL NEVER STOP US

3 4

PILOTING [2] [3] [4] (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 $\ominus 1/\ominus 1$.
If attached unit is a **SPEEDER**, it gains **GRIT**.

◆ **BIGGS DARKLIGHTER** +1
REBEL • PILOT

GABRIEL GOMEZ ALMENZAR LFL • FFG JTL • EN 150/262

2 UNIT GROUND

◆ **FRISK**
VANGUARD LOUDMOUTH

3 2

PILOTING [2] [3] [4] (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** +2
NEW REPUBLIC • PILOT

AITOR PRIETO LFL • FFG JTL • EN 148/262

2 UNIT GROUND

◆ **FRISK**
VANGUARD LOUDMOUTH

3 2

PILOTING [2] [3] [4] (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** +2
NEW REPUBLIC • PILOT

AITOR PRIETO LFL • FFG JTL • EN 148/262

3 UNIT GROUND

◆ **LEIA ORGANA**
PILOTS, TO YOUR STATIONS

3 4

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)
When Played: You may attack with a **PILOT** unit or a unit with a **PILOT** on it. It gets $\ominus 1/\ominus 1$ and gains **RESTORE 1** for this attack.

◆ **LEIA ORGANA**
REBEL • OFFICIAL

NABETSE ZITRO LFL • FFG JTL • EN 93/262

3 UNIT GROUND

◆ **LEIA ORGANA**
PILOTS, TO YOUR STATIONS

3 4

RESTORE 1 (When this unit attacks, heal 1 damage from your base.)
When Played: You may attack with a **PILOT** unit or a unit with a **PILOT** on it. It gets $\ominus 1/\ominus 1$ and gains **RESTORE 1** for this attack.

◆ **LEIA ORGANA**
REBEL • OFFICIAL

NABETSE ZITRO LFL • FFG JTL • EN 93/262

1 UNIT GROUND

◆ **NIEN NUNB**
LOYAL CO-PILOT

1 2

This unit gets $\ominus 1/\ominus 1$ for each other friendly **PILOT** unit and upgrade.
PILOTING [1] [2] [3]
Attached unit gets $\ominus 1/\ominus 1$ for each other friendly **PILOT** unit and upgrade.

◆ **NIEN NUNB** +2
REBEL • PILOT

MARC ESCACHX LFL • FFG JTL • EN 93/262

1 UNIT GROUND

◆ **NIEN NUNB**
LOYAL CO-PILOT

1 2

This unit gets $\ominus 1/\ominus 1$ for each other friendly **PILOT** unit and upgrade.
PILOTING [1] [2] [3]
Attached unit gets $\ominus 1/\ominus 1$ for each other friendly **PILOT** unit and upgrade.

◆ **NIEN NUNB** +2
REBEL • PILOT

MARC ESCACHX LFL • FFG JTL • EN 93/262

5 UNIT GROUND

◆ **GENERAL DRAVEN**
DOING WHAT MUST BE DONE

2 5

When Played/On Attack: Create an X-Wing token.

◆ **GENERAL DRAVEN**
REBEL • OFFICIAL

JOHNNY MORROW LFL • FFG JTL • EN 117/262

5 UNIT GROUND

◆ **GENERAL DRAVEN**
DOING WHAT MUST BE DONE

2 5

When Played/On Attack: Create an X-Wing token.

◆ **GENERAL DRAVEN**
REBEL • OFFICIAL

JOHNNY MORROW LFL • FFG JTL • EN 117/262

UNIT GROUND

2

◆ JYN ERSO
STARDUST

3

REBEL

2

While an enemy unit has been defeated this phase, this unit gets $\text{⚔}1/\text{⚔}0$ and gains **SABOTEUR**.

ROBYNN FRAUHN © LFL © FFG TWI-EN 143/257

UNIT GROUND

2

◆ JYN ERSO
STARDUST

3

REBEL

2

While an enemy unit has been defeated this phase, this unit gets $\text{⚔}1/\text{⚔}0$ and gains **SABOTEUR**.

ROBYNN FRAUHN © LFL © FFG TWI-EN 143/257

UNIT GROUND

3

FLEET LIEUTENANT

3

REBEL • TROOPER

3

When Played: You may attack with a unit. If it's a **REBEL** unit, it gets $\text{⚔}2/\text{⚔}0$ for this attack.

HOAN NGUYEN © LFL © FFG SOR-EN 240/252

UNIT GROUND

3

FLEET LIEUTENANT

3

REBEL • TROOPER

3

When Played: You may attack with a unit. If it's a **REBEL** unit, it gets $\text{⚔}2/\text{⚔}0$ for this attack.

HOAN NGUYEN © LFL © FFG SOR-EN 240/252

UNIT GROUND

3

FLEET LIEUTENANT

3

REBEL • TROOPER

3

When Played: You may attack with a unit. If it's a **REBEL** unit, it gets $\text{⚔}2/\text{⚔}0$ for this attack.

HOAN NGUYEN © LFL © FFG SOR-EN 240/252

UNIT GROUND

4

◆ GENERAL DODONNA
MASSASSI GROUP COMMANDER

4

REBEL • OFFICIAL

4

Other friendly **REBEL** units get $\text{⚔}1/\text{⚔}1$.

STEVE MORRIS © LFL © FFG SOR-EN 242/252

UNIT GROUND

4

◆ GENERAL DODONNA
MASSASSI GROUP COMMANDER

4

REBEL • OFFICIAL

4

Other friendly **REBEL** units get $\text{⚔}1/\text{⚔}1$.

STEVE MORRIS © LFL © FFG SOR-EN 242/252

UNIT GROUND

3

ECHO BASE DEFENDER

4

REBEL • TROOPER

3

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

THOMAS WIEVEGG © LFL © FFG SOR-EN 098/252

UNIT GROUND

3

ECHO BASE DEFENDER

4

REBEL • TROOPER

3

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

THOMAS WIEVEGG © LFL © FFG SOR-EN 098/252

UNIT GROUND

3 ECHO BASE DEFENDER

4 REBEL • TROOPER 3

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

THOMAS WIEVEG ©LFL ©FFG SOR • EN 098/252

UNIT GROUND

6 ROGUE SQUADRON SKIRMISHER

4 REBEL • VEHICLE • SPEEDER 6

AMBUSH (After you play this unit, it may ready and attack an enemy unit.)

When Played: Return a unit that costs 2 or less from your discard pile to your hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 101/252

UNIT GROUND

6 ROGUE SQUADRON SKIRMISHER

4 REBEL • VEHICLE • SPEEDER 6

AMBUSH (After you play this unit, it may ready and attack an enemy unit.)

When Played: Return a unit that costs 2 or less from your discard pile to your hand.

ROSS TAYLOR ©LFL ©FFG SOR • EN 101/252

UNIT GROUND

1 BENTHIC "TWO TUBES"

PARTISAN LIEUTENANT

2 REBEL • TROOPER 2

On Attack: Another friendly unit gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

OMERCAN CIRIT ©LFL ©FFG SOR • EN 156/252

UNIT GROUND

1 BENTHIC "TWO TUBES"

PARTISAN LIEUTENANT

2 REBEL • TROOPER 2

On Attack: Another friendly unit gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

OMERCAN CIRIT ©LFL ©FFG SOR • EN 156/252

UNIT GROUND

2 PARTISAN INSURGENT

1 REBEL • TROOPER 4

While you control another unit, this unit gains **RAID 2**. (It gets +2/+0 while attacking.)

JOSHUA CARSON ©LFL ©FFG SOR • EN 159/252

UNIT GROUND

2 PARTISAN INSURGENT

1 REBEL • TROOPER 4

While you control another unit, this unit gains **RAID 2**. (It gets +2/+0 while attacking.)

JOSHUA CARSON ©LFL ©FFG SOR • EN 159/252

UNIT GROUND

2 PARTISAN INSURGENT

1 REBEL • TROOPER 4

While you control another unit, this unit gains **RAID 2**. (It gets +2/+0 while attacking.)

JOSHUA CARSON ©LFL ©FFG SOR • EN 159/252

UNIT SPACE

3 BLUE LEADER

SCARIF AIR SUPPORT

3 REBEL • VEHICLE • FIGHTER 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay 3. If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MCILINA ©LFL ©FFG JTL • EN 56/252

UNIT SPACE

3 **BLUE LEADER**
SCARIF AIR SUPPORT

3 **REBEL • VEHICLE • FIGHTER** 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay 2. If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA LFL © FF6 JTL • EN 56/252

UNIT SPACE

3 **BLUE LEADER**
SCARIF AIR SUPPORT

3 **REBEL • VEHICLE • FIGHTER** 3

AMBUSH (When you play this unit, it may attack an enemy unit.)

When Played: You may pay 2. If you do, move this unit to the ground arena and give 2 Experience tokens to it. (It's a ground unit.)

SHANE MOLINA LFL © FF6 JTL • EN 56/252

UNIT SPACE

4 **RED LEADER**
FORM UP

3 **REBEL • VEHICLE • FIGHTER** 4

This unit costs 1 less to play for each friendly PILOT unit and upgrade.

When a PILOT upgrade attaches to this unit: Create an X-Wing token.

RENO LFL © FF6 JTL • EN 101/252

UNIT SPACE

4 **RED LEADER**
FORM UP

3 **REBEL • VEHICLE • FIGHTER** 4

This unit costs 1 less to play for each friendly PILOT unit and upgrade.

When a PILOT upgrade attaches to this unit: Create an X-Wing token.

RENO LFL © FF6 JTL • EN 101/252

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 © FF6 JTL • EN 149/252

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 © FF6 JTL • EN 149/252

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 © FF6 JTL • EN 149/252

UNIT SPACE

3 **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 © FF6 SOR • EN 144/252

UNIT SPACE

3 **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 © FF6 SOR • EN 144/252

2 EVENT

PREPARE FOR TAKEOFF

PLAN

Search the top 8 cards of your deck for up to 2 **VEHICLE** units, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)



ARIO MURTI ©LFL ©FF6 SOR • EN 125/252

2 EVENT

PREPARE FOR TAKEOFF

PLAN

Search the top 8 cards of your deck for up to 2 **VEHICLE** units, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)



ARIO MURTI ©LFL ©FF6 SOR • EN 125/252

2 EVENT

PREPARE FOR TAKEOFF

PLAN

Search the top 8 cards of your deck for up to 2 **VEHICLE** units, reveal them, and draw them. (Put the other cards on the bottom of your deck in a random order.)



ARIO MURTI ©LFL ©FF6 SOR • EN 125/252

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FF6 SOR • EN 172/252

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FF6 SOR • EN 172/252

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FF6 SOR • EN 172/252

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets $\heartsuit 1/\heartsuit 0$ for this attack.
Then, attack with another **REBEL** unit. It gets $\heartsuit 1/\heartsuit 0$ for this attack.



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

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets $\heartsuit 1/\heartsuit 0$ for this attack.
Then, attack with another **REBEL** unit. It gets $\heartsuit 1/\heartsuit 0$ for this attack.



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

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets $\heartsuit 1/\heartsuit 0$ for this attack.
Then, attack with another **REBEL** unit. It gets $\heartsuit 1/\heartsuit 0$ for this attack.



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

