

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** **+4**
REBEL • PILOT

DAVID BUISAN

◆ **WEDGE ANTILLES**
LEADER OF RED SQUADRON

Action [C]: 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.

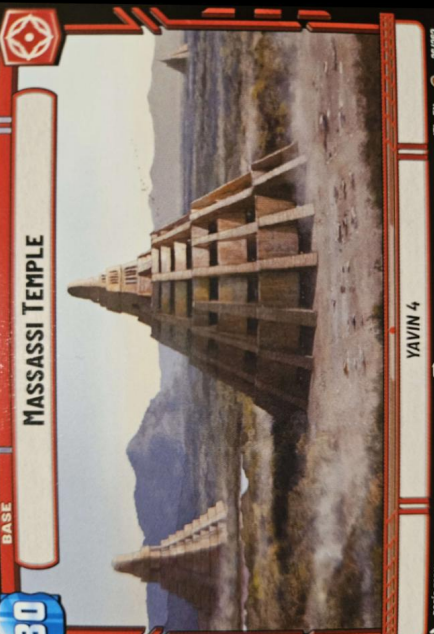


LEADER REBEL • PILOT

DAVID BUISAN

30 BASE

MASSASSI TEMPLE



YAVIN 4

DAVID BUISAN

2 UNIT GROUND

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



3 **2**

PILOTING [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** **+2**
FORCE • REBEL • PILOT

JOHNNY MORROW

2 UNIT GROUND

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



3 **2**

PILOTING [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** **+2**
FORCE • REBEL • PILOT

JOHNNY MORROW

2 UNIT GROUND

DETERMINED RECRUIT



3 **1**

PILOTING [2] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

DETERMINED RECRUIT **+1**
RESISTANCE • PILOT

OMERCAN CIRIT

2 UNIT GROUND

DETERMINED RECRUIT



3 **1**

PILOTING [2] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

DETERMINED RECRUIT **+1**
RESISTANCE • PILOT

OMERCAN CIRIT

2 UNIT GROUND

DETERMINED RECRUIT



3 **1**

PILOTING [2] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

DETERMINED RECRUIT **+1**
RESISTANCE • PILOT

OMERCAN CIRIT

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

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

GABRIEL GOMEZ ALMENZAR

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 $\frac{1}{0}/\frac{1}{0}$.
If attached unit is a **SPEEDER**, it gains **GRIT**.

◆BIGGS DARKLIGHTER
REBEL • PILOT +1

GABRIEL GOMEZ ALHENZAR

2 UNIT GROUND

◆FRISK
VANGUARD LOUDMOUTH



3 2

PILOTING [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

ATOR PRIETO

2 UNIT GROUND

◆FRISK
VANGUARD LOUDMOUTH



3 2

PILOTING [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

ATOR PRIETO

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 $\frac{1}{0}/\frac{1}{0}$ and gains **RESTORE 1** for this attack.

◆LEIA ORGANA
REBEL • OFFICIAL

NABETSE ZITRO

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 $\frac{1}{0}/\frac{1}{0}$ and gains **RESTORE 1** for this attack.

◆LEIA ORGANA
REBEL • OFFICIAL

NABETSE ZITRO

1 UNIT GROUND

◆NIEN NUNB
LOYAL CO-PILOT



1 2

This unit gets $\frac{1}{0}/\frac{1}{0}$ for each other friendly **PILOT** unit and upgrade.
PILOTING [1] Attached unit gets $\frac{1}{0}/\frac{1}{0}$ for each other friendly **PILOT** unit and upgrade.

◆NIEN NUNB
REBEL • PILOT +2

MARC ESCACHX

1 UNIT GROUND

◆NIEN NUNB
LOYAL CO-PILOT



1 2

This unit gets $\frac{1}{0}/\frac{1}{0}$ for each other friendly **PILOT** unit and upgrade.
PILOTING [1] Attached unit gets $\frac{1}{0}/\frac{1}{0}$ for each other friendly **PILOT** unit and upgrade.

◆NIEN NUNB
REBEL • PILOT +2

MARC ESCACHX

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

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

2 UNIT GROUND

◆ JYN ERSO
STARBUCK

3 REBEL 2

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

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

2 UNIT GROUND

◆ JYN ERSO
STARBUCK

3 REBEL 2

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

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

3 UNIT GROUND

FLEET LIEUTENANT

3 REBEL • TROOPER 3

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

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

3 UNIT GROUND

FLEET LIEUTENANT

3 REBEL • TROOPER 3

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

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

3 UNIT GROUND

FLEET LIEUTENANT

3 REBEL • TROOPER 3

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

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

4 UNIT GROUND

◆ GENERAL DODONNA
MASSASSI GROUP COMMANDER

4 REBEL • OFFICIAL 4

Other friendly **REBEL** units get $\frac{1}{1}$.

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

4 UNIT GROUND

◆ GENERAL DODONNA
MASSASSI GROUP COMMANDER

4 REBEL • OFFICIAL 4

Other friendly **REBEL** units get $\frac{1}{1}$.

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

3 UNIT GROUND

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

3 UNIT GROUND

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

3 UNIT GROUND

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

6 UNIT GROUND

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

6 UNIT GROUND

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

1 UNIT GROUND

♦ 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

1 UNIT GROUND

♦ 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

2 UNIT GROUND

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

2 UNIT GROUND

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

2 UNIT GROUND

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

3 UNIT SPACE

♦ 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.)

SHAME MOLINA ©LFL/FFG JTL • EN 66/252

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 © FFG JTL • EN 86/282

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 © FFG JTL • EN 86/282

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 © FFG JTL • EN 101/282

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 © FFG JTL • EN 101/282

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 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 © LFL © FFG 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 © LFL © FFG JTL • EN 148/282

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 © FFG SOR • EN 144/282

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 © FFG SOR • EN 144/282

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 ©FFG 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 ©FFG 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 ©FFG SOR-EN 125/252

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FFG SOR-EN 172/252

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FFG SOR-EN 172/252

3 EVENT

OPEN FIRE

TACTIC

Deal 4 damage to a unit.



FERNANDO CORREA ©LFL ©FFG SOR-EN 172/252

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.

Then, attack with another **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.



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

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.

Then, attack with another **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.



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

1 EVENT

REBEL ASSAULT

REBEL • TACTIC

Attack with a **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.

Then, attack with another **REBEL** unit. It gets $\frac{1}{1}/\frac{0}{0}$ for this attack.



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

