

5 LEADER UNIT GROUND

◆ **HAN SOLO**
WORTH THE RISK

3 UNDERWORLD **6**

Action: Play a unit from your hand. It costs **1** less. Deal 2 damage to it.

AMELIE HUTT

◆ **HAN SOLO**
WORTH THE RISK

Action [C]: Play a unit from your hand. It costs **1** less. Deal 2 damage to it.

Epic Action: If you control 5 or more resources, deploy this leader. **B/C**

LEADER UNDERWORLD

AMELIE HUTT

25 BASE

ENERGY CONVERSION LAB

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

EADU

ADRIEN GIBRO

1 UNIT GROUND

SOLDIER OF THE 501ST

1 REPUBLIC • CLONE • TROOPER **3**

RAID 1 (This unit gets +1/+0 while attacking.)

KYLE PETCHOCK

1 UNIT GROUND

SOLDIER OF THE 501ST

1 REPUBLIC • CLONE • TROOPER **3**

RAID 1 (This unit gets +1/+0 while attacking.)

KYLE PETCHOCK

6 UNIT GROUND

GUERRILLA ATTACK POD

4 REBEL • VEHICLE • WALKER **6**

GRIT (This unit gets +1/+0 for each damage on it.)

When Played: If a base has 15 or more damage on it, ready this unit.

FRENCH CARLOPACINO

6 UNIT GROUND

GUERRILLA ATTACK POD

4 REBEL • VEHICLE • WALKER **6**

GRIT (This unit gets +1/+0 for each damage on it.)

When Played: If a base has 15 or more damage on it, ready this unit.

FRENCH CARLOPACINO

6 UNIT GROUND

◆ **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

6 UNIT GROUND

◆ **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

5 UNIT GROUND

◆ **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.

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5 UNIT GROUND

◆ **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.
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QUICK TO IMPROVISE



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- Deal 2 damage to a unit or base.
- Defeat an upgrade.
- An opponent discards a card from their hand.

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3 UNIT GROUND

◆ **CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE



3 REBEL 5

SMUGGLE [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

3 UNIT GROUND

◆ **CASSIAN ANDOR**
REBELLIONS ARE BUILT ON HOPE



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SANDRA CHLEWINSKA © LFL © FFG SHD • EN 146/262

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When played using SMUGGLE: Ready this unit.

SANDRA CHLEWINSKA © LFL © FFG SHD • EN 146/262

1 UNIT GROUND

◆ **MAZ KANATA**
PIRATE QUEEN



1 UNDERWORLD 1

When you play another unit: Give an Experience token to this unit.

MARC ESCACHX © LFL © FFG SHD • EN 096/262

1 UNIT GROUND

◆ **MAZ KANATA**
PIRATE QUEEN



1 UNDERWORLD 1

When you play another unit: Give an Experience token to this unit.

MARC ESCACHX © LFL © FFG SHD • EN 096/262

1 UNIT GROUND

◆ **MAZ KANATA**
PIRATE QUEEN



1 UNDERWORLD 1

When you play another unit: Give an Experience token to this unit.

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UNIT GROUND

3 **◆ SNAP WEXLEY**
RESISTANCE RECON FLIER

2 5

When played as a unit/On Attack: The next **RESISTANCE** card you play this phase costs 1 less.

PILOTING [2] [3] [4] [5]

When played as an upgrade: Search the top 5 cards of your deck for a **RESISTANCE** card, reveal it, and draw it.

+2 **◆ SNAP WEXLEY** +2
RESISTANCE • PILOT

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UNIT GROUND

3 **◆ SNAP WEXLEY**
RESISTANCE RECON FLIER

2 5

When played as a unit/On Attack: The next **RESISTANCE** card you play this phase costs 1 less.

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When played as an upgrade: Search the top 5 cards of your deck for a **RESISTANCE** card, reveal it, and draw it.

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ARIO MURTI © LFL © FFG JTL • EN 98/262

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RESISTANCE • PILOT

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UNIT GROUND

4 **◆ POE DAMERON**
ONE HELL OF A PILOT

3 3

When played as a unit: Create an X-Wing token. You may attach this unit as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it.

PILOTING [2] [3] [4] [5] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

+2 **◆ POE DAMERON** +3
RESISTANCE • PILOT

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UNIT GROUND

4 **◆ POE DAMERON**
ONE HELL OF A PILOT

3 3

When played as a unit: Create an X-Wing token. You may attach this unit as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it.

PILOTING [2] [3] [4] [5] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

+2 **◆ POE DAMERON** +3
RESISTANCE • PILOT

AMELIE HUTT © LFL © FFG JTL • EN 102/26

UNIT GROUND

4 **◆ POE DAMERON**
ONE HELL OF A PILOT

3 3

When played as a unit: Create an X-Wing token. You may attach this unit as an upgrade to a friendly **VEHICLE** unit without a **PILOT** on it.

PILOTING [2] [3] [4] [5] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

+2 **◆ POE DAMERON** +3
RESISTANCE • PILOT

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UNIT GROUND

1 **◆ BB-8**
HAPPY BEEPS

1 4

PILOTING [1] [2] [3] [4] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may pay 2. If you do, ready a **RESISTANCE** unit.

+1 **◆ BB-8** +2
RESISTANCE • DROID • PILOT

ARTHUR MOUGNE © LFL © FFG JTL • EN 145/262

UNIT GROUND

1 **◆ BB-8**
HAPPY BEEPS

1 4

PILOTING [1] [2] [3] [4] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may pay 2. If you do, ready a **RESISTANCE** unit.

+1 **◆ BB-8** +2
RESISTANCE • DROID • PILOT

ARTHUR MOUGNE © LFL © FFG JTL • EN 145/262

UNIT GROUND

1 **◆ BB-8**
HAPPY BEEPS

1 4

PILOTING [1] [2] [3] [4] (You may play this as an upgrade on a friendly Vehicle without a Pilot.)

When played as an upgrade: You may pay 2. If you do, ready a **RESISTANCE** unit.

+1 **◆ BB-8** +2
RESISTANCE • DROID • PILOT

ARTHUR MOUGNE © LFL © FFG JTL • EN 145/262

1 UNIT GROUND

◆R2-D2
ART00000000!



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."

◆R2-D2 +1

REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FFG JTL • EN 245/282

1 UNIT GROUND

◆R2-D2
ART00000000!



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."

◆R2-D2 +1

REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FFG JTL • EN 245/282

1 UNIT GROUND

◆R2-D2
ART00000000!



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."

◆R2-D2 +1

REBEL • DROID • PILOT

STEPHEN ZAWALA LFL • FFG JTL • EN 245/282

1 UNIT GROUND

◆NIEN NUNB
LOYAL CO-PILOT



1 2

This unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

PILOTING [1 0 0]

Attached unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

◆NIEN NUNB +2

REBEL • PILOT

MARC ESCACHX LFL • FFG JTL • EN 93/282

1 UNIT GROUND

◆NIEN NUNB
LOYAL CO-PILOT



1 2

This unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

PILOTING [1 0 0]

Attached unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

◆NIEN NUNB +2

REBEL • PILOT

MARC ESCACHX LFL • FFG JTL • EN 93/282

1 UNIT GROUND

◆NIEN NUNB
LOYAL CO-PILOT



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PILOTING [1 0 0]

Attached unit gets $\frac{1}{1}$ for each other friendly **PILOT** unit and upgrade.

◆NIEN NUNB +2

REBEL • PILOT

MARC ESCACHX LFL • FFG JTL • EN 93/282

2 UNIT SPACE

◆BLACK ONE
STRAIGHT AT THEM



2 3

RESISTANCE • VEHICLE • FIGHTER

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.

AMELIE HUTT LFL • FFG JTL • EN 147/282

2 UNIT SPACE

◆BLACK ONE
STRAIGHT AT THEM



2 3

RESISTANCE • VEHICLE • FIGHTER

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.

AMELIE HUTT LFL • FFG JTL • EN 147/282

2 UNIT SPACE

◆BLACK ONE
STRAIGHT AT THEM



2 3

RESISTANCE • VEHICLE • FIGHTER

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.

AMELIE HUTT LFL • FFG JTL • EN 147/282

1 UNIT SPACE

CRACKSHOT V-WING

2 REPUBLIC • VEHICLE • FIGHTER 2

When Played: If you control no other **FIGHTER** units, deal 1 damage to this unit.

THOMAS WIEGEG © LFL © FFG JTL • EN 158/262

1 UNIT SPACE

CRACKSHOT V-WING

2 REPUBLIC • VEHICLE • FIGHTER 2

When Played: If you control no other **FIGHTER** units, deal 1 damage to this unit.

THOMAS WIEGEG © LFL © FFG JTL • EN 158/262

1 UNIT SPACE

CRACKSHOT V-WING

2 REPUBLIC • VEHICLE • FIGHTER 2

When Played: If you control no other **FIGHTER** units, deal 1 damage to this unit.

THOMAS WIEGEG © LFL © FFG JTL • EN 158/262

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**.

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**.

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

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 PETCHOCK © 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 PETCHOCK © LFL © FFG JTL • EN 250/262

4 UNIT SPACE

♦ RED LEADER

FORM UP

3 REBEL • VEHICLE • FIGHTER 4

This unit costs 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 101/252

4 UNIT SPACE

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 101/262

4 UNIT SPACE

RED LEADER
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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.

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1 EVENT

TRENCH RUN
GAMBIT

Attack with a FIGHTER unit. For this attack, it gets 4/4 and gains:
"On Attack: Discard 2 cards from the defending player's deck. Deal unpreventable damage equal to the difference in the discarded cards' costs to this unit."

IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 156/262

1 EVENT

TRENCH RUN
GAMBIT

Attack with a FIGHTER unit. For this attack, it gets 4/4 and gains:
"On Attack: Discard 2 cards from the defending player's deck. Deal unpreventable damage equal to the difference in the discarded cards' costs to this unit."

IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 156/262

1 EVENT

TRENCH RUN
GAMBIT

Attack with a FIGHTER unit. For this attack, it gets 4/4 and gains:
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IGNACIO BAZAN LAZZANO © LFL © FFG JTL • EN 156/262

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

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INNATE

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