

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

LEADER

◆ **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.



REBEL • PILOT

JTL • EN 8782
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DAVID BUISAN

30 **BASE**

CATACOMBS OF CADERA



JEDHA
© LFL • FF6
TILIER EDLIN
SRR • EN 026/252

6 UNIT GROUND

WAR JUGGERNAUT



3 **7**

REPUBLIC • VEHICLE • TANK

This unit gets 1 for each damaged unit.
When Played: Deal 1 damage to each of any number of units.

IAKE PARKER
© LFL • FF6
JTL • EN 170/262

6 UNIT GROUND

WAR JUGGERNAUT



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IAKE PARKER
© LFL • FF6
JTL • EN 170/262

4 UNIT GROUND

AT-DP OCCUPIER



3 **4**

IMPERIAL • VEHICLE • WALKER

This unit costs 1 less to play for each damaged ground unit.
OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

4 UNIT GROUND

AT-DP OCCUPIER



3 **4**

IMPERIAL • VEHICLE • WALKER

This unit costs 1 less to play for each damaged ground unit.
OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

4 UNIT GROUND

AT-DP OCCUPIER



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IMPERIAL • VEHICLE • WALKER

This unit costs 1 less to play for each damaged ground unit.
OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)



3 UNIT GROUND

♦ **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.)

ATIF KHALED LFL • FFG JTL • EN 161/262

3 UNIT GROUND

♦ **CAPTAIN TARKIN**
FULL FORWARD ASSAULT



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

ATIF KHALED LFL • FFG JTL • EN 161/262

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ATIF KHALED LFL • FFG JTL • EN 161/262

3 UNIT GROUND

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



3 REBEL • OFFICIAL 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 $\frac{1}{2}$ and gains **RESTORE 1** for this attack.

NABETSE ZITRO LFL • FFG JTL • EN 97/262

3 UNIT GROUND

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



3 REBEL • OFFICIAL 4

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When Played: You may attack with a **PILOT** unit or a unit with a **PILOT** on it. It gets $\frac{1}{2}$ and gains **RESTORE 1** for this attack.

NABETSE ZITRO LFL • FFG JTL • EN 97/262

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NABETSE ZITRO LFL • FFG JTL • EN 97/262

1 UNIT GROUND

♦ **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 • FFG JTL • EN 245/262

1 UNIT GROUND

♦ **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 • FFG JTL • EN 245/262

1 UNIT GROUND

♦ **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 • FFG JTL • EN 245/262

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] [1] [1]

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

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

PILOTING [1] [1] [1]

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

+1 ◆NIEN NUNB +2
REBEL • PILOT

MARC ESCACHX LFL © FFG JTL • EN 93/262

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LOYAL CO-PILOT



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PILOTING [1] [1] [1]

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

+1 ◆NIEN NUNB +2
REBEL • PILOT

MARC ESCACHX LFL © FFG JTL • EN 93/262

3 UNIT SPACE

◆BLUE LEADER
SCARIF AIR SUPPORT



3 3

REBEL • VEHICLE • FIGHTER

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 96/262

3 UNIT SPACE

◆BLUE LEADER
SCARIF AIR SUPPORT



3 3

REBEL • VEHICLE • FIGHTER

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 96/262

4 UNIT SPACE

RESISTANCE BLUE SQUADRON



3 4

RESISTANCE • VEHICLE • FIGHTER

When Played: You may deal damage to a unit equal to the number of friendly space units.

AMAD MIR LFL © FFG JTL • EN 102/262

4 UNIT SPACE

RESISTANCE BLUE SQUADRON



3 4

RESISTANCE • VEHICLE • FIGHTER

When Played: You may deal damage to a unit equal to the number of friendly space units.

AMAD MIR LFL © FFG JTL • EN 102/262

2 UNIT SPACE

RESISTANCE X-WING



2 2

RESISTANCE • VEHICLE • FIGHTER

While this unit has a **PILOT** on it, it gets $\frac{1}{1}$.

AARON DHANDA LFL © FFG JTL • EN 247/262

2 UNIT SPACE

RESISTANCE X-WING



2 2

RESISTANCE • VEHICLE • FIGHTER

While this unit has a **PILOT** on it, it gets $\frac{1}{1}$.

AARON DHANDA LFL © FFG JTL • EN 247/262

2 UNIT SPACE

♦ **BLACK ONE**
STRAIGHT AT THEM



2 RESISTANCE • VEHICLE • FIGHTER **3**

While this unit is upgraded, it gets $\frac{1}{1}$ $\frac{0}{0}$.

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 147/262

2 UNIT SPACE

♦ **BLACK ONE**
STRAIGHT AT THEM



2 RESISTANCE • VEHICLE • FIGHTER **3**

While this unit is upgraded, it gets $\frac{1}{1}$ $\frac{0}{0}$.

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 147/262

2 UNIT SPACE

♦ **BLACK ONE**
STRAIGHT AT THEM



2 RESISTANCE • VEHICLE • FIGHTER **3**

While this unit is upgraded, it gets $\frac{1}{1}$ $\frac{0}{0}$.

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 147/262

3 UNIT SPACE

♦ **RED FIVE**
RUNNING THE TRENCH



3 REBEL • VEHICLE • FIGHTER **4**

On Attack: You may deal 2 damage to a damaged unit.

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3 UNIT SPACE

♦ **RED FIVE**
RUNNING THE TRENCH



3 REBEL • VEHICLE • FIGHTER **4**

On Attack: You may deal 2 damage to a damaged unit.

AMAD MIR © LFL © FFG JTL • EN 151/262

5 UNIT SPACE

TACTICAL HEAVY BOMBER



3 RESISTANCE • VEHICLE • TRANSPORT **5**

On Attack: Deal indirect damage equal to this unit's power to the defending player. If a base is damaged this way, draw a card. (That player assigns that much unpreventable damage among their base and units.)

AMAD MIR © LFL © FFG JTL • EN 152/262

5 UNIT SPACE

TACTICAL HEAVY BOMBER



3 RESISTANCE • VEHICLE • TRANSPORT **5**

On Attack: Deal indirect damage equal to this unit's power to the defending player. If a base is damaged this way, draw a card. (That player assigns that much unpreventable damage among their base and units.)

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2 UNIT SPACE

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 148/262

2 UNIT SPACE

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 148/262

The image shows a game card for the Red Squadron Y-Wing. The card has a yellow and red border. At the top, it says "UNIT" and "SPACE". The title "RED SQUADRON Y-WING" is in a red banner. The card features an illustration of a Y-Wing fighter in space, firing red laser beams at a large, dark, spherical planet. The card has a "2" in a yellow circle in the top left and a "1" in a red circle in the bottom left. The text "REBEL • VEHICLE • FIGHTER" is in a red banner. The card has a "3" in a blue circle in the bottom right. The "On Attack" text is in a white box. The card is signed "ROBERT BONCHUNE" and has the LFL logo. The bottom right corner has the text "© LFL © FFG JTL • EN 149/262".

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 101/282

A detailed image of a Millennium Falcon game card. The card is rectangular with a white border. At the top, it has two tabs: 'UNIT' on the left and 'SPACE' on the right. The title 'MILLENNIUM FALCON' is prominently displayed in the center, with a small icon to its left. Below the title, the text 'GET OUT AND PUSH' is written. The main illustration shows the Millennium Falcon in space, surrounded by asteroids and other smaller spacecraft. On the left side, there are two circular icons: a red one with the number '3' and a blue one with the number '4'. At the bottom, there is a large text box containing the card's abilities: 'You may play or deploy 1 additional PILOT on this unit.' and 'This unit gets 1/1 for each PILOT on it.' The bottom of the card features the name 'ROBERT BOMCHINE', a small icon, and the text '© LFL © FFB JTL • EN 346/282'.

UNIT SPACE

3

◆ **MILLENNIUM FALCON**

GET OUT AND PUSH

3

REBEL • VEHICLE • TRANSPORT

4

You may play or deploy 1 additional **PILOT** on this unit.

This unit gets 1/1 for each **PILOT** on it.

ROBERT BOMCHINE

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1

EVENT

THEY HATE THAT SHIP

INNATE

An opponent creates 2 TIE Fighter tokens and readies them. Then, play a **VEHICLE** unit from your hand. It costs **3** less.

RENO

JTL • EN 155/282

1

EVENT

THEY HATE THAT SHIP

INNATE

An opponent creates 2 TIE Fighter tokens and readies them. Then, play a **VEHICLE** unit from your hand. It costs **3** less.

RENO

JTL • EN

155/262

1

EVENT

THEY HATE THAT SHIP

INNATE

An opponent creates 2 TIE Fighter tokens and readies them. Then, play a **VEHICLE** unit from your hand. It costs less.

RENO

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155/262

2

EVENT

AIR SUPERIORITY

TACTIC

If you control more space units than an opponent, deal 4 damage to a ground unit that opponent controls.

WILL RETOURNEY

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175/262

2

EVENT

AIR SUPERIORITY

TACTIC

If you control more space units than an opponent, deal 4 damage to a ground unit that opponent controls.

WILL RETOURNEY

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