

Admiral Ackbar



●	1	2	3	4	5
6	7	8	9	10	11
12	13	●			

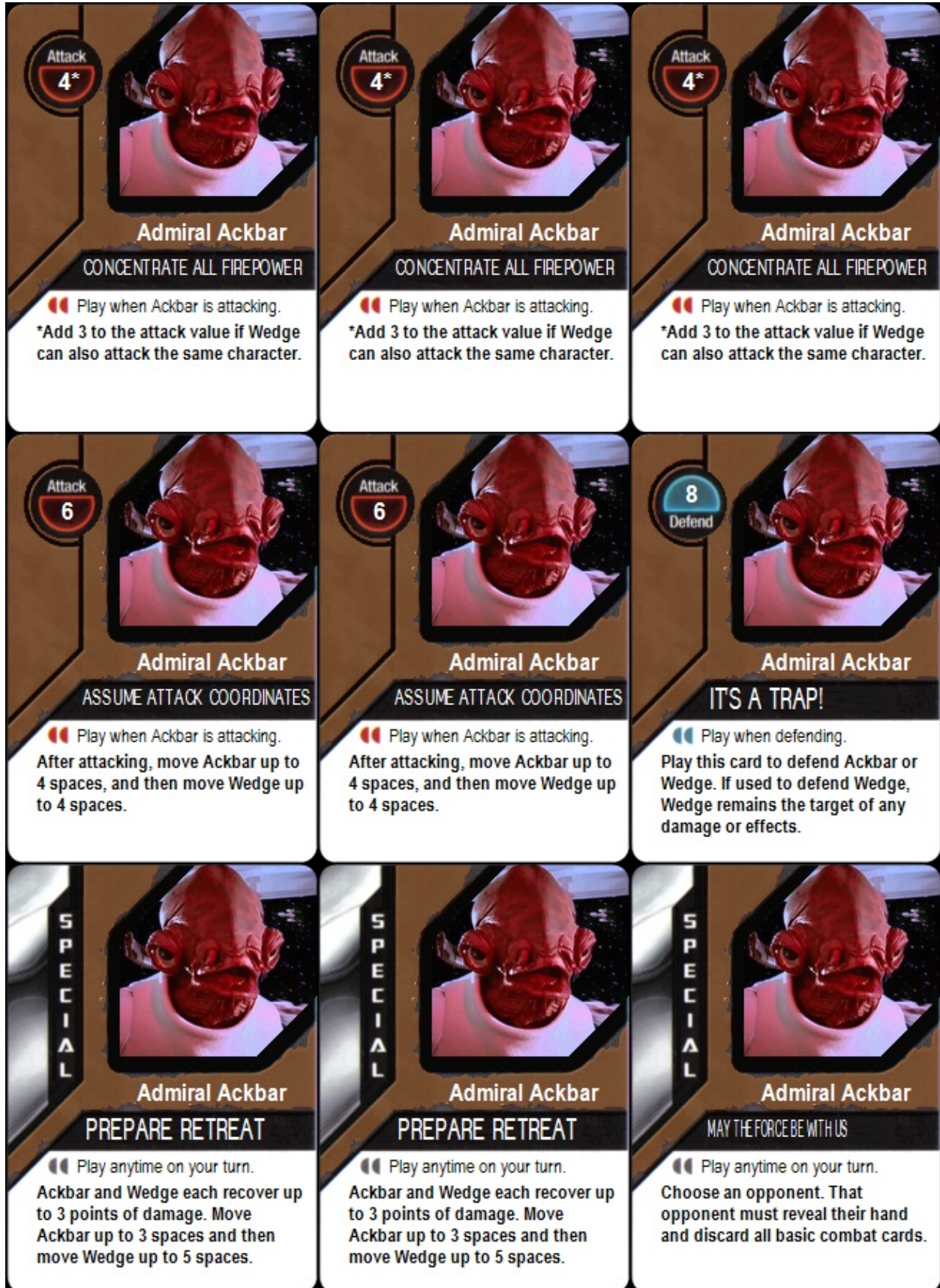


Wedge Antilles



●	1	2	3	4	5
6	7	8	9	●	





Attack  
4\*



**Admiral Ackbar**

**CONCENTRATE ALL FIREPOWER**

Play when Ackbar is attacking.  
\*Add 3 to the attack value if Wedge can also attack the same character.

Attack  
4\*



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\*Add 3 to the attack value if Wedge can also attack the same character.

Attack  
6



**Admiral Ackbar**

**ASSUME ATTACK COORDINATES**

Play when Ackbar is attacking.  
After attacking, move Ackbar up to 4 spaces, and then move Wedge up to 4 spaces.

Attack  
6



**Admiral Ackbar**

**ASSUME ATTACK COORDINATES**

Play when Ackbar is attacking.  
After attacking, move Ackbar up to 4 spaces, and then move Wedge up to 4 spaces.

Defend  
8



**Admiral Ackbar**

**IT'S A TRAP!**

Play when defending.  
Play this card to defend Ackbar or Wedge. If used to defend Wedge, Wedge remains the target of any damage or effects.

SPECIAL



**Admiral Ackbar**

**PREPARE RETREAT**

Play anytime on your turn.  
Ackbar and Wedge each recover up to 3 points of damage. Move Ackbar up to 3 spaces and then move Wedge up to 5 spaces.

SPECIAL



**Admiral Ackbar**

**PREPARE RETREAT**

Play anytime on your turn.  
Ackbar and Wedge each recover up to 3 points of damage. Move Ackbar up to 3 spaces and then move Wedge up to 5 spaces.

SPECIAL



**Admiral Ackbar**

**MAY THE FORCE BE WITH US**

Play anytime on your turn.  
Choose an opponent. That opponent must reveal their hand and discard all basic combat cards.



Attack  
4\*

Wedge Antilles

I'LL TAKE THE LEADER

Play when Wedge is attacking.  
\*If the target is a major character then the attack value of this card is 8.



Attack  
4\*

Wedge Antilles

I'LL TAKE THE LEADER

Play when Wedge is attacking.  
\*If the target is a major character then the attack value of this card is 8.



Attack  
8

Wedge Antilles

COPY GOLD LEADER

Play when Antilles is attacking.  
Double the value of any basic combat card played as defense.



Attack  
4  
Defend  
1



Attack  
4  
Defend  
1



Attack  
4  
Defend  
1



Attack  
3  
Defend  
1



Attack  
3  
Defend  
1



Attack  
3  
Defend  
2



Attack 2  
Defend 3

Attack 2  
Defend 3

Attack 1  
Defend 4

Attack 1  
Defend 4

**SPECIAL**

**Wedge Antilles**  
**SORRY!**

Play anytime on your turn.  
Draw 5 cards. Then remove Wedge from the game. Playing this card does not count as an action.

