

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	●	



 <p>Attack 4</p> <p>Admiral Ackbar ASSUME ATTACK COORDINATES</p> <p>Play when Ackbar is attacking. After attacking, move Ackbar up to 4 spaces, and then move Wedge up to 4 spaces.</p>	 <p>Attack 4</p> <p>Admiral Ackbar ASSUME ATTACK COORDINATES</p> <p>Play when Ackbar is attacking. After attacking, move Ackbar up to 4 spaces, and then move Wedge up to 4 spaces.</p>	 <p>Attack 4</p> <p>Admiral Ackbar ASSUME ATTACK COORDINATES</p> <p>Play when Ackbar is attacking. After attacking, move Ackbar up to 4 spaces, and then move Wedge up to 4 spaces.</p>
 <p>Attack 6*</p> <p>Admiral Ackbar CONCENTRATE ALL FIREPOWER</p> <p>Play when Ackbar is attacking. *Add 2 to the attack value if Wedge can also attack the same character.</p>	 <p>Attack 6*</p> <p>Admiral Ackbar CONCENTRATE ALL FIREPOWER</p> <p>Play when Ackbar is attacking. *Add 2 to the attack value if Wedge can also attack the same character.</p>	 <p>Defend 8</p> <p>Admiral Ackbar IT'S A TRAP!</p> <p>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.</p>
<p>SPECIAL</p>  <p>Admiral Ackbar PREPARE RETREAT</p> <p>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.</p>	<p>SPECIAL</p>  <p>Admiral Ackbar PREPARE RETREAT</p> <p>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.</p>	<p>SPECIAL</p>  <p>Admiral Ackbar MAY THE FORCE BE WITH US</p> <p>Play anytime on your turn. Choose an opponent. That opponent must reveal their hand and discard all basic combat cards.</p>



Attack
4*

Wedge Antilles

I'LL TAKE THE LEADER

Play when Wedge is attacking.
*Add 2 to the attack value if the target is a major character.



Attack
4*

Wedge Antilles

I'LL TAKE THE LEADER

Play when Wedge is attacking.
*Add 2 to the attack value if the target is a major character.



Attack
7

Wedge Antilles

ATTACK RUN

Play when Antilles is attacking.
Play this card face up. Move Wedge in a straight line up to 7 spaces, and over enemies. Each enemy Wedge moves over is attacked by this card and may defend.



Attack
4
Defend
1



Attack
4
Defend
1



Attack
4
Defend
1



Attack
3
Defend
1



Attack
3
Defend
1



Attack
3
Defend
2





