

	EVENT	
	MEDAL CEREMONY	
	REBEL	
Give an Experience token to each friendly REBEL unit that attacked this phase.		
ARIO MURTI SWU CHALLENGES: REBEL UNSLAUGHT		

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EVENT

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LEADER UNIT

GROUND

◆ **SABINE WREN**

GALVANIZED REVOLUTIONARY

2

5

On Attack: Deal 1 damage to each enemy base.

76 BASE → LOWEST POWER

ESLAM ABDSHADY

SWU CHALLENGES: REBEL ONSLAUGHT

BASE

25

ENERGY CONVERSION LAB

EADU

- : Play card from hand; it gains **AMBUSH** for this phase → [•].
- : Deploy leader → play card from hand → attack.
- : Attack → play card from hand → deploy leader.

ADRIEN GIRD

SWM CHALLENGES: REBEL ONSLAUGHT

UNIT GROUND

1 **SPECFORCE SOLDIER**



2 **REBEL • TROOPER** **2**

When Played: The unit with the highest remaining HP among enemy units with **SENTINEL** loses **SENTINEL** for this phase.

38 BASE → LOWEST REMAINING HP

DIDIER NGUYEN SWU CHALLENGES: REBEL ONSLAUGHT

UNIT GROUND

1 **SPECFORCE SOLDIER**



2 **REBEL • TROOPER** **2**

When Played: The unit with the highest remaining HP among enemy units with **SENTINEL** loses **SENTINEL** for this phase.

38 BASE → LOWEST REMAINING HP

DIDIER NGUYEN SWU CHALLENGES: REBEL ONSLAUGHT

UNIT GROUND

1 **✦ BENTHIC "TWO TUBES"**
PARTISAN LIEUTENANT



2 **REBEL • TROOPER** **2**

On Attack: The friendly  unit with the highest attack speed lower than this unit's attack speed gains **RAID 2** for this phase. (It gets +2/+0 while attacking.)

86 BASE → LOWEST POWER

OMERCAN CIRIT SWU CHALLENGES: REBEL ONSLAUGHT

UNIT GROUND

2 **BATTLEFIELD MARINE**



3 **REBEL • TROOPER** **3**

63 BASE → LOWEST REMAINING HP

DAVID BUISAN SWU CHALLENGES: REBEL ONSLAUGHT

UNIT GROUND

2 **BATTLEFIELD MARINE**



3 **REBEL • TROOPER** **3**

63 BASE → LOWEST REMAINING HP

DAVID BUISAN SWU CHALLENGES: REBEL ONSLAUGHT

UNIT GROUND

2 **BATTLEFIELD MARINE**



3 **REBEL • TROOPER** **3**

63 BASE → LOWEST REMAINING HP

DAVID BUISAN SWU CHALLENGES: REBEL ONSLAUGHT

UNIT SPACE

2 **GREEN SQUADRON A-WING**



1 **REBEL • VEHICLE • FIGHTER** **3**

RAID 2 (This unit gets +2/+0 while attacking.)

91 BASE → LOWEST POWER

FRANCOIS CANNELS SWU CHALLENGES: REBEL ONSLAUGHT

UNIT SPACE

2 **GREEN SQUADRON A-WING**



1 **REBEL • VEHICLE • FIGHTER** **3**

RAID 2 (This unit gets +2/+0 while attacking.)

91 BASE → LOWEST POWER

FRANCOIS CANNELS SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT SPACE

GREEN SQUADRON A-WING



1 REBEL • VEHICLE • FIGHTER **3**

RAID 2 (This unit gets +2/+0 while attacking.)

91 BASE → LOWEST POWER

FRANCOIS CANNELS SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT GROUND

♦ **SABINE WREN**
EXPLOSIVES ARTIST



2 MANDALORIAN • REBEL • SPECTRE **3**

While there are at least 3 different aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

On Attack: Deal 1 damage to the defender and 1 damage to the defending player's base.

77 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

REBECCA FARROW SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT GROUND

♦ **SABINE WREN**
EXPLOSIVES ARTIST



2 MANDALORIAN • REBEL • SPECTRE **3**

While there are at least 3 different aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

On Attack: Deal 1 damage to the defender and 1 damage to the defending player's base.

77 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

REBECCA FARROW SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT GROUND

♦ **SABINE WREN**
EXPLOSIVES ARTIST



2 MANDALORIAN • REBEL • SPECTRE **3**

While there are at least 3 different aspects among other friendly units, this unit can't be attacked (unless she gains Sentinel).

On Attack: Deal 1 damage to the defender and 1 damage to the defending player's base.

77 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

REBECCA FARROW SWU CHALLENGES: REBEL ONSLAUGHT

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.)

24 BASE → LOWEST POWER

JOSHUA CARSON SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT GROUND

♦ **WOLFFE**
SUSPICIOUS VETERAN



3 FRINGE • CLONE **2**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When Played/On Attack: Bases can't be healed for this phase.

71 BASE → LOWEST POWER

ELENA SKITALETIS SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT SPACE

ALLIANCE X-WING



2 REBEL • VEHICLE • FIGHTER **3**

51 UNIT WITH SHIELD TOKEN → LOWEST POWER

FRANCOIS CANNELS SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT GROUND

REBEL PATHFINDER



2 REBEL • TROOPER **3**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

88 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

JOSHUA CARSON SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT GROUND

REBEL PATHFINDER



2 **REBEL • TROOPER** **3**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

88 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

JOSHUA CARSON SWU CHALLENGES: REBEL ONSLAUGHT

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.)

7 BASE

THOMAS WIEVEG SWU CHALLENGES: REBEL ONSLAUGHT

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.)

7 BASE

THOMAS WIEVEG SWU CHALLENGES: REBEL ONSLAUGHT

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.)

7 BASE

THOMAS WIEVEG SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT GROUND

FIGHTERS FOR FREEDOM



3 **REBEL • TROOPER** **4**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When you play another  card: Deal 1 damage to each enemy base.

30 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

YVETTE CHUA SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT GROUND

FIGHTERS FOR FREEDOM



3 **REBEL • TROOPER** **4**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When you play another  card: Deal 1 damage to each enemy base.

30 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

YVETTE CHUA SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT GROUND

FIGHTERS FOR FREEDOM



3 **REBEL • TROOPER** **4**

SABOTEUR (When this unit attacks, ignore Sentinel and defeat the defender's Shields.)

When you play another  card: Deal 1 damage to each enemy base.

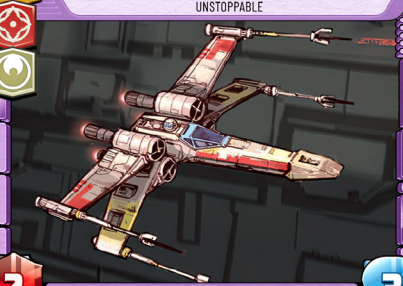
30 UNIT WITH SHIELD TOKEN → BASE → LOWEST POWER

YVETTE CHUA SWU CHALLENGES: REBEL ONSLAUGHT

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**.

54 BASE → LOWEST POWER

FERNANDO CORREA SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT SPACE

♦ **RED THREE**
UNSTOPPABLE



2 **3**
REBEL • VEHICLE • FIGHTER

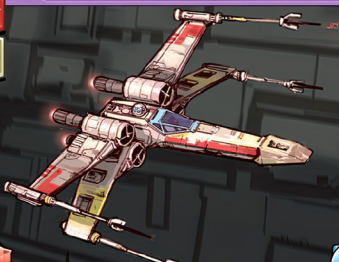
RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

54 BASE → LOWEST POWER

FERNANDO CORREA SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT SPACE

♦ **RED THREE**
UNSTOPPABLE



2 **3**
REBEL • VEHICLE • FIGHTER

RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

54 BASE → LOWEST POWER

FERNANDO CORREA SWU CHALLENGES: REBEL ONSLAUGHT

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 each enemy base.
Put the revealed cards on the bottom
of your deck in a random order.



ERIC HIBBELER SWU CHALLENGES: REBEL ONSLAUGHT

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 each enemy base.
Put the revealed cards on the bottom
of your deck in a random order.



ERIC HIBBELER SWU CHALLENGES: REBEL ONSLAUGHT

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 each enemy base.
Put the revealed cards on the bottom
of your deck in a random order.



ERIC HIBBELER SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT SPACE

DISABLING FANG FIGHTER



3 **2**
MANDALORIAN • VEHICLE • FIGHTER

When Played: Defeat an upgrade on an
enemy leader → a Shield token on an enemy
unit → an upgrade on an enemy unit.

53 UPGRADED UNIT → LOWEST REMAINING HP

CHRISTIAN PAPAZOBLAKIS SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT GROUND

FLEET LIEUTENANT



3 **3**
REBEL • TROOPER

When Played: Attack with the ready unit with
the highest power. If it's a **REBEL** unit, it gets
2/0 for this attack.

56 LEADER WITH NO SHIELD TOKEN → BASE →
LOWEST REMAINING HP

HOAN NGUYEN SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT GROUND

FLEET LIEUTENANT



3 **3**
REBEL • TROOPER

When Played: Attack with the ready unit with
the highest power. If it's a **REBEL** unit, it gets
2/0 for this attack.

56 LEADER WITH NO SHIELD TOKEN → BASE →
LOWEST REMAINING HP

HOAN NGUYEN SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT GROUND

FLEET LIEUTENANT



3 REBEL • TROOPER **3**

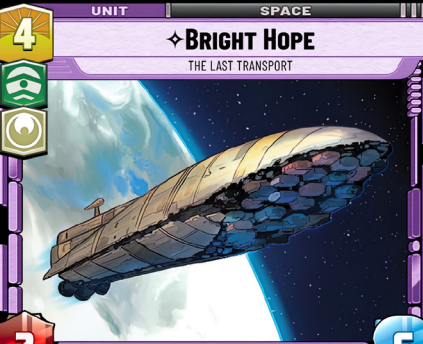
When Played: Attack with the ready unit with the highest power. If it's a **REBEL** unit, it gets for this attack.

56 LEADER WITH NO SHIELD TOKEN → BASE → LOWEST REMAINING HP

HOAN NGUYEN SWU CHALLENGES: REBEL ONSLAUGHT

4 UNIT SPACE

♦ BRIGHT HOPE
THE LAST TRANSPORT



2 REBEL • VEHICLE • TRANSPORT **6**

SENTINEL

When Played: Take the unit with the lowest remaining HP among friendly damaged non-leader ground units and place it on the bottom of your hand. If you do, draw a card.

10 BASE

RANDALL MACKEY SWU CHALLENGES: REBEL ONSLAUGHT

4 UNIT GROUND

♦ K-2SO
CASSIAN'S COUNTERPART



4 REBEL • DROID **4**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

When Defeated: Deal 2 damage to each enemy base. Then, each opponent discards a card from their hand.

57 LOWEST REMAINING HP

ROSS TAYLOR SWU CHALLENGES: REBEL ONSLAUGHT

4 UNIT GROUND

♦ K-2SO
CASSIAN'S COUNTERPART



4 REBEL • DROID **4**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

When Defeated: Deal 2 damage to each enemy base. Then, each opponent discards a card from their hand.

57 LOWEST REMAINING HP

ROSS TAYLOR SWU CHALLENGES: REBEL ONSLAUGHT

4 UNIT GROUND

♦ K-2SO
CASSIAN'S COUNTERPART



4 REBEL • DROID **4**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

When Defeated: Deal 2 damage to each enemy base. Then, each opponent discards a card from their hand.

57 LOWEST REMAINING HP

ROSS TAYLOR SWU CHALLENGES: REBEL ONSLAUGHT

4 UNIT GROUND

♦ GENERAL DODONNA
MASSASSI GROUP COMMANDER



4 REBEL • OFFICIAL **4**

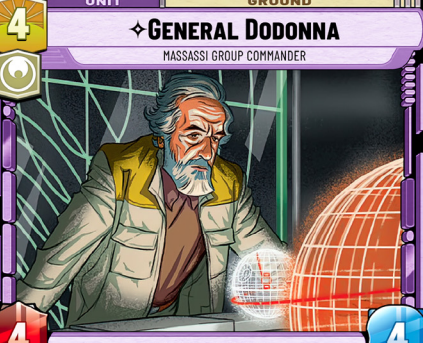
Other friendly **REBEL** units get .

18 BASE → LOWEST POWER

STEVE MORRIS SWU CHALLENGES: REBEL ONSLAUGHT

4 UNIT GROUND

♦ GENERAL DODONNA
MASSASSI GROUP COMMANDER



4 REBEL • OFFICIAL **4**

Other friendly **REBEL** units get .

18 BASE → LOWEST POWER

STEVE MORRIS SWU CHALLENGES: REBEL ONSLAUGHT

5 UNIT GROUND

STEADFAST BATTALION



5 TROOPER **5**

OVERWHELM (When attacking an enemy unit, deal excess damage to the opponent's base.)

On Attack: If you control a leader unit, this unit gets for this phase.

79 LEADER WITH NO SHIELD TOKEN → **RESTORE** → LOWEST REMAINING HP

KEVIN LIBRANDA SWU CHALLENGES: REBEL ONSLAUGHT

5

UNIT GROUND

✦ ZEB ORRELIOS
HEADSTRONG WARRIOR

5

REBEL • SPECTRE

5

When this unit completes an attack:
If the defender was defeated, deal 4 damage to an enemy leader unit → the enemy ground unit with the lowest remaining HP.

81 LEADER WITH NO SHIELD TOKEN → LOWEST POWER

AITOR PRIETO

SWU CHALLENGES: REBEL ONSLAUGHT

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.

82

LEADER NO SHIELD TOKEN → BASE → HIGHEST REMAINING HP

FRENCH CARLOMAGNO

SWU CHALLENGES: REBEL ONSLAUGHT

7

EVENT	
 	U-WING REINFORCEMENT SUPPLY Probe the top 10 cards of your deck for up to 3 units that each cost 3 or less and play them for free in the order they were revealed. (<i>Put the other cards on the bottom of your deck in a random order.</i>)
CHALLENGE	