

SWU CHALLENGES
REBEL ONSLAUGHT

BASE

ENERGY CONVERSION LAB

25

SWU CHALLENGES: REBEL ONSLAUGHT

EADU

ADREN GORD

Play card from hand: it gains **AMBUSH** for this phase → (A-B).
Deploy leader → play card from hand → attack.
Attack → play card from hand → deploy leader.

EVENT

0

MEDAL CEREMONY

REBEL

Give an Experience token to each friendly **REBEL** unit that attacked this phase.

ARIO MURTI

SWU CHALLENGES: REBEL ONSLAUGHT

EVENT

0

MEDAL CEREMONY

REBEL

Give an Experience token to each friendly **REBEL** unit that attacked this phase.

ARIO MURTI

SWU CHALLENGES: REBEL ONSLAUGHT

EVENT

1

REBEL ASSAULT

REBEL • TACTIC

Attack with the **REBEL** unit with the highest attack speed, even if it's exhausted.
Then, attack with the **REBEL** unit with the lowest attack speed, even if it's exhausted.

FRENCH CARLOMAGNO

SWU CHALLENGES: REBEL ONSLAUGHT

EVENT

1

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REBEL • TACTIC

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Then, attack with the **REBEL** unit with the lowest attack speed, even if it's exhausted.

FRENCH CARLOMAGNO

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

LEADER

4

SABINE WREN

GALVANIZED REVOLUTIONARY

When an opponent takes the initiative: Deal 1 damage to each base.

Epic Action: If you control 4 or more resources, deploy this leader.

2/5

MANDALORIAN • REBEL • SPECTRE

ESLAM ABOSHADY

SWU CHALLENGES: REBEL ONSLAUGHT

LEADER UNIT

GROUND

4

SABINE WREN

GALVANIZED REVOLUTIONARY

2

MANDALORIAN • REBEL • SPECTRE

5

On Attack: Deal 1 damage to each enemy base.

76 BASE → LOWEST POWER

ESLAM ABOSHADY

SWU CHALLENGES: REBEL ONSLAUGHT

1 UNIT GROUND

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

1 UNIT GROUND

♦ **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

Omecan Cirit SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT GROUND

BATTLEFIELD MARINE



3 REBEL • TROOPER **3**

63 BASE → LOWEST REMAINING HP

David Buisan SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT GROUND

BATTLEFIELD MARINE



3 REBEL • TROOPER **3**

63 BASE → LOWEST REMAINING HP

David Buisan SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT GROUND

BATTLEFIELD MARINE



3 REBEL • TROOPER **3**

63 BASE → LOWEST REMAINING HP

David Buisan SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT SPACE

GREEN SQUADRON A-WING



1 REBEL • VEHICLE • FIGHTER **3**

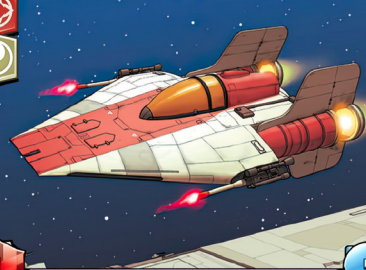
RAID 2 (This unit gets +2/+0 while attacking.)

91 BASE → LOWEST POWER

Francois Cannels SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT SPACE

GREEN SQUADRON A-WING



1 REBEL • VEHICLE • FIGHTER **3**

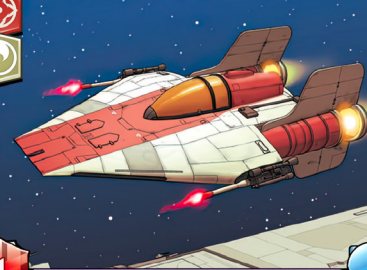
RAID 2 (This unit gets +2/+0 while attacking.)

91 BASE → LOWEST POWER

Francois Cannels SWU CHALLENGES: REBEL ONSLAUGHT

2 UNIT 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 SKITALETS 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 WIEVEGG SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT GROUND

ECHO BASE DEFENDER



4 REBEL • TROOPER **3**

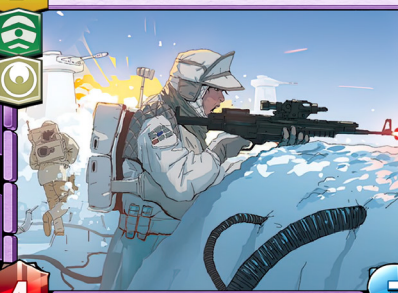
SENTINEL (Units in this arena can't attack your non-Sentinel units or your base.)

7 BASE

THOMAS WIEVEGG 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 WIEGEG 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.)

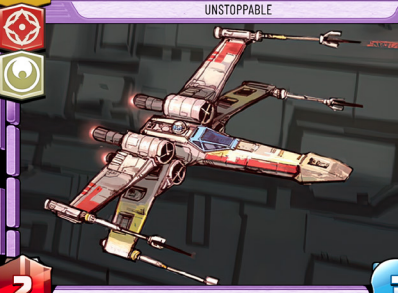
When you play another  card: Deal 1 damage to each enemy base.

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**

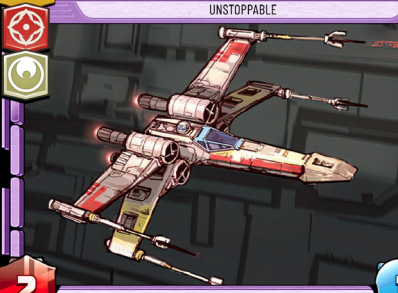
RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

54 BASE → LOWEST POWER

FERNANDO CORREA SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT SPACE

♦RED THREE
UNSTOPPABLE



2 REBEL • VEHICLE • FIGHTER **3**

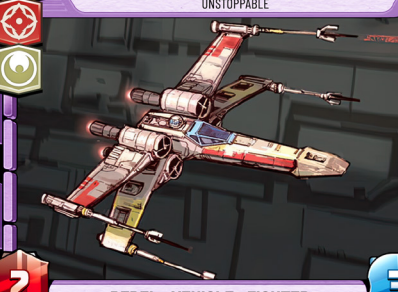
RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

54 BASE → LOWEST POWER

FERNANDO CORREA SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT SPACE

♦RED THREE
UNSTOPPABLE



2 REBEL • VEHICLE • FIGHTER **3**

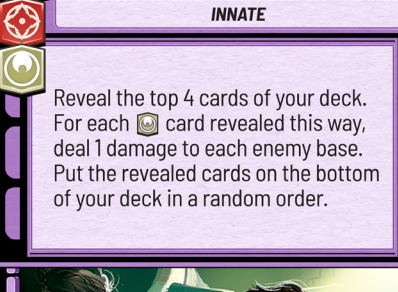
RAID 1 (This unit gets +1/+0 while attacking.)
Each other friendly  unit gains **RAID 1**.

54 BASE → LOWEST POWER

FERNANDO CORREA SWU CHALLENGES: REBEL ONSLAUGHT

3 EVENT

FOR A CAUSE I BELIEVE IN
INNATE

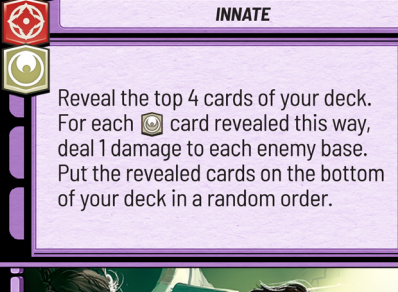


Reveal the top 4 cards of your deck.
For each  card revealed this way, deal 1 damage to each enemy base.
Put the revealed cards on the bottom of your deck in a random order.

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

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ERIC HIBBELER SWU CHALLENGES: REBEL ONSLAUGHT

3 UNIT SPACE

DISABLING FANG FIGHTER



3 MANDALORIAN • VEHICLE • FIGHTER **2**

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 PAPAZOGLAKIS 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 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 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 2/0 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 MACKAY 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.)

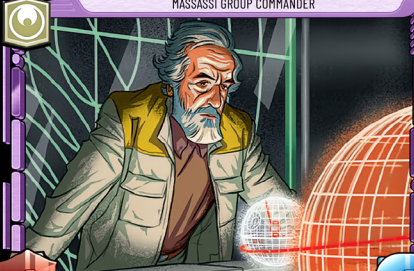
When Defeated: Deal 2 damage to each enemy base. Then, each opponent discards a card from their hand.

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 +1/+1 .

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 +1/+1 .

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 +2/+2 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

5 UNIT GROUND

◆ **ZEB ORRELIOS**
HEADSTRONG WARRIOR



5 **REBEL • SPECTRE** **5**

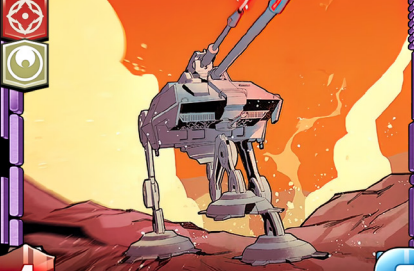
When this unit completes an attack:
If the defender was defeated, deal 4 damage to an enemy leader unit → the enemy ground unit with the lowest remaining HP.

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**

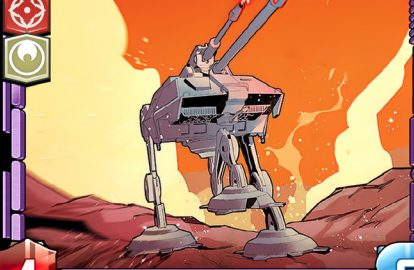
GRIT (This unit gets +1/+0 for each damage on it.)
When Played: If a base has 15 or more damage on it, ready this unit.

82 LEADER WITH NO SHIELD TOKEN → BASE → HIGHEST REMAINING HP

FRENCH CARLOMAGNO SWU CHALLENGES: REBEL ONSLAUGHT

6 UNIT GROUND

GUERRILLA ATTACK POD



4 **REBEL • VEHICLE • WALKER** **6**

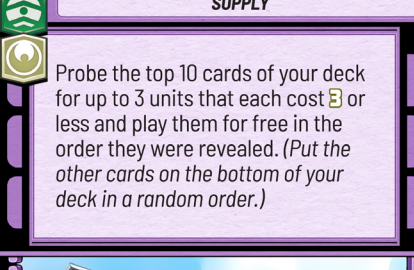
GRIT (This unit gets +1/+0 for each damage on it.)
When Played: If a base has 15 or more damage on it, ready this unit.

82 LEADER WITH NO SHIELD TOKEN → BASE → HIGHEST REMAINING HP

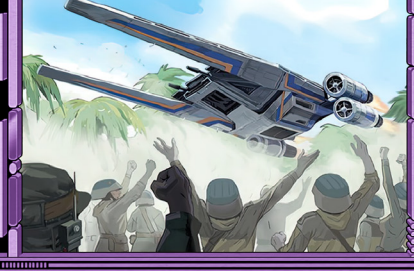
FRENCH CARLOMAGNO SWU CHALLENGES: REBEL ONSLAUGHT

7 EVENT

U-WING REINFORCEMENT
SUPPLY



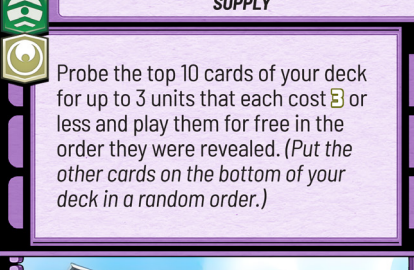
Probe the top 10 cards of your deck for up to 3 units that each cost 3 or less and play them for free in the order they were revealed. (Put the other cards on the bottom of your deck in a random order.)



AMAD MIR 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. (Put the other cards on the bottom of your deck in a random order.)



AMAD MIR SWU CHALLENGES: REBEL ONSLAUGHT