



STAY SHARP

Play when attacking.

For each Flametrooper within 3 spaces of the target, add 2 to the Attack Value of this card.



Captain Phasma

STAY SHARP

Play when attacking.

For each Flametrooper within 3 spaces of the target, add 2 to the Attack Value of this card.



Play when attacking.

For each Flametrooper within 3 spaces of the target, add 2 to the Attack Value of this card.



Captain Phasma

STAY SHARP

Play when attacking.

For each Flametrooper within 3 spaces of the target, add 2 to the Attack Value of this card.



Captain Phasma

PHALANX TACTICS

Play when defending.

For each Flametrooper within 3 spaces of Captain Phasma, add 2 to the Defense Value of this card.



Captain Phasma

PHALANX TACTICS

Play when defending.

For each Flametrooper within 3 spaces of Captain Phasma, add 2 to the Defense Value of this card.



Captain Phasma

BURN IT DOWN

Play anytime on your turn. Each character within 3 spaces of a Flametrooper receives a Burn Counter. A Burn Counter deals 1 damage at the end of each turn. Any player may use an action to discard 1 card to remove a Burn Counter.



Captain Phasma

BURN IT DOWN

Play anytime on your turn. Each character within 3 spaces of a Flametrooper receives a Burn Counter. A Burn Counter deals 1 damage at the end of each turn. Any player may use an action to discard 1 card to remove a Burn Counter.



CUT OFF SUPPLIES

Play anytime on your turn.

No player may discard a card to remove a Burn Counter until the start of your next tum. Draw 2 cards.







