

## Fateful Showdown



### Enchantment



Player's can't cast spells during combat.

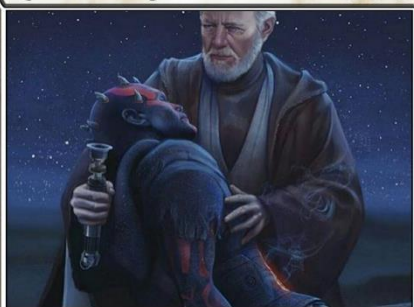
**1** : Target attacking creature gains first strike until end of turn.

*"I am no Jedi" — Ahsoka Tano*

001/030 U  
RBL • EN • DAVID ALONSO LARA

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## Quiet Ending



### Sorcery



Choose one or more —

- Exile target tapped creature.
- Exile target enchantment.
- Exile target card from a graveyard.

*Only in death could Maul finally find peace.*

002/030 C  
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## Trooper Medic



### Creature — Human Trooper



Trooper creatures you control have lifelink.

*Clone medics go above and beyond to save their brothers.*

3/3

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## Spark of Rebellion



### Sorcery



Look at the top six cards of your library. You may reveal a legendary card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If no card was revealed this way, create two 1/1 white Rebel creature tokens.

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## Evade the Empire



### Instant



Target creature you control gets +0/+1 and gains hexproof until end of turn. That creature can't be blocked this turn.

*Between signature cloaking and the best pilot in the galaxy, nothing can catch the Ghost.*

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## Fulcrum Intelligence



### Enchantment



Enchant player

You may look at the top card of enchanted player's library at anytime.

Sacrifice Fulcrum Intelligence: Each player shuffles their library.

*Created by Bail Organa and Ahsoka Tano, Fulcrum spies provided the rebellion with vital information*

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## Imperial Hotshot



### Creature — Human Pilot



Whenever Imperial Hotshot attacks, it gains spaceflight until end of turn if you control another attacking creature with spaceflight.

*She makes quick work of her rebel targets.*

2/1

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## Imperial Inquisition



### Sorcery



Create a 2/1 black Sith creature token with menace named Inquisitor, then lose 1 life.

At the beginning of your end step, you may exile two other cards from your graveyard. If you do, return Imperial Inquisition from your graveyard to your hand.

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## Imperial Security Officer



### Creature — Human Advisor



Menace, haste

Whenever Imperial Security Officer becomes untapped, target opponent may discard a card. If that player doesn't, they lose 1 life.

3/2

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**Recover** 2

**Sorcery**

Return target creature card from your graveyard to your hand.  
Draw a card.

*In the World Between Worlds, Ezra reached through time to save a friend.*

010/030 C  
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**Demolitions Trooper** 2

**Creature — Human Trooper**

Trooper creatures you control have “2, Sacrifice this creature: Destroy target artifact.”

*Avoiding the blast is harder than it looks.*

1/1

011/030 U  
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**Hera Syndulla** 1

**Legendary Creature — Twi'lek Rebel**

At the beginning of combat on your turn, target creature you control with spaceflight gets +1/+1 until end of turn.

Whenever one or more creatures you control with spaceflight deal combat damage to an opponent, you may draw two cards. If you do, discard a card at random.

2/1

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**Feral Loth-Cat** 1

**Creature — Cat Beast**

Feral Loth-Cat must be blocked if able.

When Feral Loth-Cat dies, put a +1/+1 counter on another target creature you control.

2/1

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**Saved by the Rebellion** 1

**Instant**

Put a +1/+1 counter on target creature you control. That creature gains protection from blue, black, and red until end of turn.

*The Rebellion fights for those in need on every front they can.*

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**Ahsoka Tano, Rogue Jedi** 3

**Legendary Creature — Togruta Jedi**

Double strike, vigilance, haste

1, : Remove target attacking or blocking creature from combat.

2\*: Ahsoka Tano, Rogue Jedi gets +1/+1 until end of turn.

3/3

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**CT-7567, Captain Rex** 2

**Legendary Creature — Human Trooper**

Trooper creatures you control have “When this creature enters the battlefield, you may draw a card and gain 1 life.”

3/3

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**Ezra Bridger** 2

**Legendary Creature — Human Jedi Rebel**

When Ezra Bridger enters the battlefield, create a 1/1 white Rebel creature token.

Whenever Ezra Bridger attacks, put a +1/+1 counter on another target rebel creature you control.

Meditate 1: (Return this creature to its owners hand. Meditate only as a sorcery)

3/3

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**Garazeb Orrelios** 1

**Legendary Planeswalker — Garazeb**

When a creature with a counter on it dies, place up to one counter of a kind on it when it died on another target creature its owner controls.

+1: Put a +1/+1 counter on up to one target creature you control.

-2: Target creature you control fights another target creature you don't control.

3

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**Grand Admiral Thrawn** 1



**Legendary Creature — Chiss Advisor**

Whenever one or more creatures attack, each opponent loses 1 life.

3: Target creature attacks this turn if able. That creature doesn't untap during its controller's next untap step.

*Every move calculated. Every attack part of his plan.*

2/3

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**Heart of the Rebellion**



**Enchantment**

Rebel creatures you control get +1/+1.

1: Target creature you control becomes a rebel in addition to its other types until end of turn.

3: Create a 1/1 white Rebel creature token.

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**Imperial Power Play** 2



**Instant**

This spell costs 2 less to cast if a creature died this turn.

All creatures get -2/-2 until end of turn.

Draw a card.

*The vacuum of space is nothing next to the vacuum of power.*

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**Kallus, Imperial Traitor** 1



**Legendary Creature — Human Rebel**

Lifelink, haste

Creatures your opponents control have haste.

At the beginning of each opponent's end step, they lose 1 life for each untapped creature they control.

3/2

022/030 R  
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**Kanan Jarrus, Hidden Jedi** 4



**Legendary Creature—Human Jedi Rebel**

Whenever a player casts a spell, put a +1/+1 counter on Kanan Jarrus, Hidden Jedi.

When Kanan leaves the battlefield, create a 2/2 green Wolf Beast creature token. Then distribute X +1/+1 counters among any number of target creatures you control, where X was the number of +1/+1 counters on Kanan as it left the battlefield.

2/2

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**Loth-Wolf Pack** 3



**Creature — Wolf Beast**

When Loth-Wolf Pack enters or leaves the battlefield, create a 2/2 green Wolf Beast creature token, then scry 1.

*They are more deeply connected to the force than even most Jedi.*

2/2

024/030 U  
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**Sabine Wren** 2



**Legendary Creature — Human Rebel**

Vigilance, haste

When Sabine Wren enters the battlefield, gain control of target artifact. Untap that artifact. It gains haste until the end of turn. At the beginning of your end step, sacrifice that artifact.

3/3

025/030 R  
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**Savage Smash** 1



**Sorcery**

Target creature you control gets +2/+2 until end of turn. It fights target creature you don't control.

*"There's nothing to fear on this backwater planet you cowards!" — Outer rim Imperial garrison commander, last words.*

026/030 U  
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**Rebel Astromechs** 3



**Artifact Creature — Droid Rebel**

Sacrifice Rebel Astromechs: Gain 3 life.

Repair 3 (When this creature dies, put three repair counters on it. At the beginning of your upkeep, remove a repair counter. Whenever the last is removed, you may cast it from your graveyard until the end of turn)

1/3

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The Darksaber

5

Legendary Artifact — Equipment

When The Darksaber enters the battlefield, attach it to target creature you control. If you do, you become the monarch.

Equipped creature gets +1/+1 and has menace, first strike, and trample.

Equip 3

028/030 M

RBL • EN

ALMAGRE

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The Ghost

4

Legendary Artifact Creature — Rebel Starship

Vigilance, Spaceflight

When The Ghost enters the battlefield, you may search your library for a Jedi or Rebel card, reveal it, then shuffle and put that card on top.

☛☛☛: Put a +1/+1 counter on target creature you control.

029/030 R

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Island

Basic Land

Island

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RBL •

Star Wars Rebels

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REBEL

Token Creature — Rebel

1/1

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RBL • EN

RYAN BARGER

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REBEL

Token Creature — Rebel

1/1

001/004 T

RBL • EN

RYAN BARGER

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INQUISITOR

Token Creature — Sith

Menace

2/1

002/004 T

RBL • EN

ALEXANDR ELICHEV

For noncommercial purposes only

WOLF BEAST

Token Creature — Wolf Beast

2/2

003/004 T

RBL • EN

HERCKEIM

For noncommercial purposes only

WOLF BEAST

Token Creature — Wolf Beast

2/2

003/004 T

RBL • EN

HERCKEIM

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THE MONARCH

The Monarch

At the beginning of your end step, draw a card.

Whenever a creature deals combat damage to you, its controller becomes the monarch.

004/004 T

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ELI HYDER

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