







Commander Bly



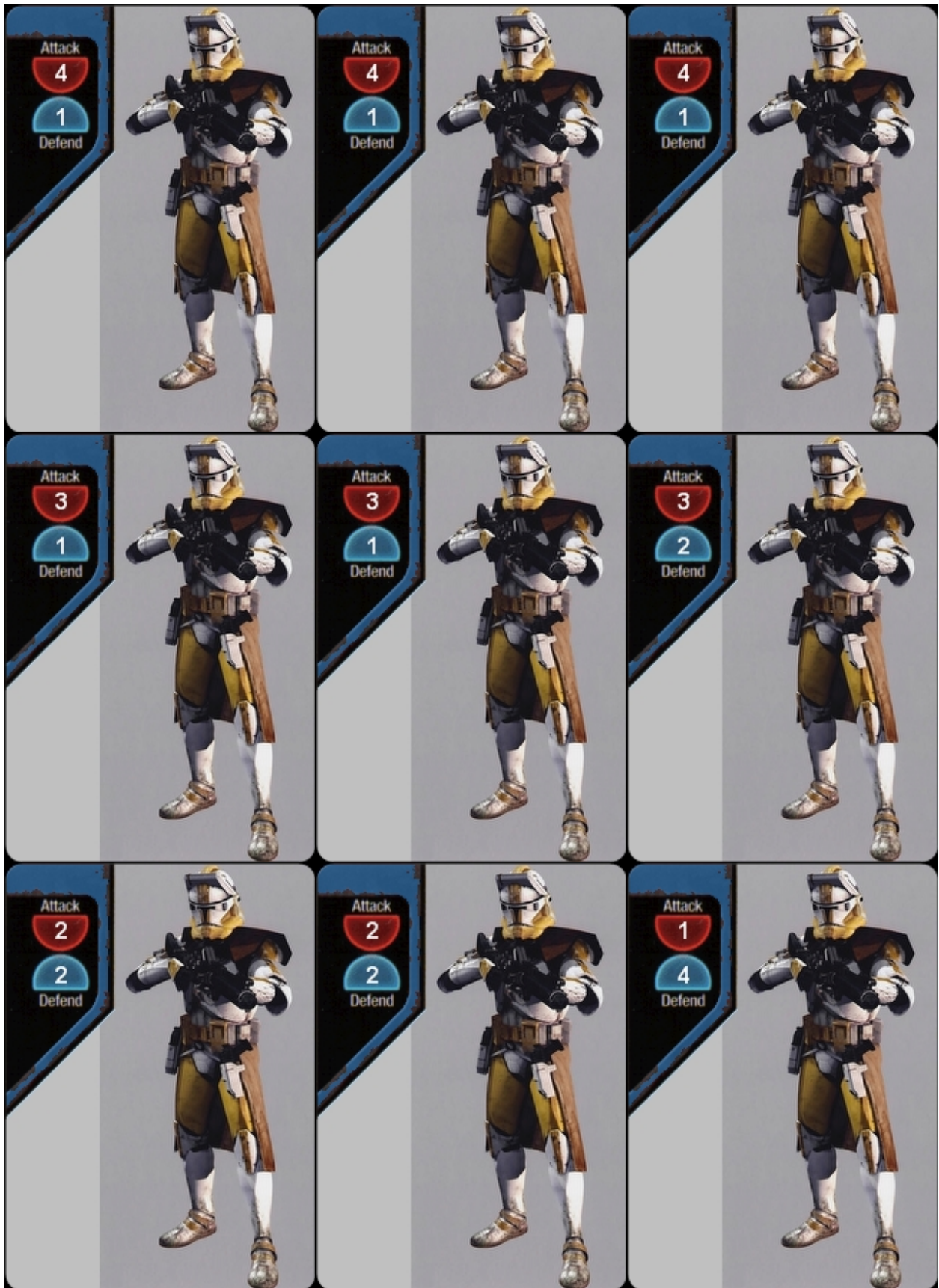
	1	2	3	4	5
6	7	8	9	10	11
					

ARC Trooper 1



	1	2	3	4	5
6	7				







<div> <div>Attack</div> <div>1</div> <div>4</div> <div>Defend</div> </div> 	<div> <div>Attack</div> <div>6</div> </div>  <div> Commander Bly PLX-1 MISSILE LAUNCHER </div> <div> Play when Bly is attacking. The attacked character and all characters adjacent to that character receive 2 damage. If Bly has moved this turn, after attacking discard every card in your hand, except one card. </div>	<div> <div>Attack</div> <div>6</div> </div>  <div> Commander Bly PLX-1 MISSILE LAUNCHER </div> <div> Play when Bly is attacking. The attacked character and all characters adjacent to that character receive 2 damage. If Bly has moved this turn, after attacking discard every card in your hand, except one card. </div>
<div> <div>Attack</div> <div>4*</div> </div>  <div> Commander Bly WESTAR-M5 BLASTER RIFLE </div> <div> Play when Bly is attacking. *Add 2 to the attack value of this card for each ARC Trooper that can attack the attacked character. Draw a card. </div>	<div> <div>Attack</div> <div>4*</div> </div>  <div> Commander Bly WESTAR-M5 BLASTER RIFLE </div> <div> Play when Bly is attacking. *Add 2 to the attack value of this card for each ARC Trooper that can attack the attacked character. Draw a card. </div>	<div> <div>7</div> <div>Defend</div> </div>  <div> Commander Bly COVER FIRE </div> <div> Play when Bly is defending. Draw 1 card for each ARC Trooper adjacent to Bly. </div>
<div> <div>7</div> <div>Defend</div> </div>  <div> Commander Bly COVER FIRE </div> <div> Play when Bly is defending. Draw 1 card for each ARC Trooper adjacent to Bly. </div>	<div> <div>SPECIAL</div> </div>  <div> Commander Bly COMMANDING PRESENCE </div> <div> Play anytime on your turn. Bly recovers up to 4 damage. Then all friendly characters adjacent to Bly recover up to 2 damage. </div>	<div> <div>SPECIAL</div> </div>  <div> Commander Bly SUPPRESSION FIRE </div> <div> Play anytime on your turn. Turn any character that Bly can attack on its side. This character cannot move, attack, or play Special cards. On the player controlling this character's turn, after movement, he/she may forfeit 1 action for each ARC Trooper in play to stand this character back up. </div>



