



Luke Skywalker, Jedi Knight



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	



Tamtel Skreej



	1	2	3	4	5
6	7	8			









SPECIAL



Luke Skywalker
GET THE GUN, POINT IT AT THE DECK!

Play anytime on your turn.
Deal 4 damage to each adjacent character. Then move Luke up to 3 spaces, disregarding opponents and terrain.



Luke Skywalker
JEDI LEAP

Play when Skywalker is defending.
After the attack is resolved, move Luke 3 spaces disregarding opponents and terrain. Draw a card.



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SPECIAL



Luke Skywalker
SARLACC PIT

Play anytime on your turn.
Choose an adjacent character. That character cannot move until they discard a total of 5 attack points. The target also receives 2 damage at the end of each of their turns until they move.



Luke Skywalker
LUKE, JEDI KNIGHT

Attack 7

Play when Skywalker is attacking.
After attacking, draw a card. If Tamtel has been destroyed, move Luke 3 spaces disregarding opponents and terrain.



Luke Skywalker
LUKE, JEDI KNIGHT

Attack 7

Play when Skywalker is attacking.
After attacking, draw a card. If Tamtel has been destroyed, move Luke 3 spaces disregarding opponents and terrain.



Luke Skywalker
FREE US OR DIE

Attack 9*

Play when Skywalker is attacking.
After attack is resolved, the target may reduce the damage by 1 for every card they discard. Additionally, Luke & Tamtel can each move 1 space for every card the target discards.

SPECIAL



Tamtel Skreej

INFILTRATE

☐☐ Play anytime on your turn.
Trade places with any opponent's minor charter. Draw 2 cards.

SPECIAL



Tamtel Skreej

INFILTRATE

☐☐ Play anytime on your turn.
Trade places with any opponent's minor charter. Draw 2 cards.

Attack
5



Tamtel Skreej

WE'RE ON OUR WAY

☐☐ Play when Skreej is attacking.
After attacking, move Luke and Lando up to 5 spaces each.

Attack
5



Tamtel Skreej

WE'RE ON OUR WAY

☐☐ Play when Skreej is attacking.
After attacking, move Luke and Lando up to 5 spaces each.

