


|                |                 |                 |
|----------------|-----------------|-----------------|
|                |                 |                 |
| <b>Primary</b> | <b>Minor #1</b> | <b>Minor #2</b> |
| <b>Primary</b> | <b>Minor #1</b> | <b>Minor #2</b> |
|                |                 |                 |

Name


|    |    |    |   |   |
|----|----|----|---|---|
|    | 1  | 2  | 3 | 4 |
| 5  | 6  | 7  | 8 | 9 |
| 10 | 11 | 12 |   |   |

Dengar



|   |   |   |   |   |  |
|---|---|---|---|---|--|
|   | 1 | 2 | 3 | 4 |  |
| 5 | 6 | 7 | 8 | 9 |  |

**SPECIAL**



Yoda™

**FORCE™ LIFT**

Play any time on your turn.

Turn any character on its side. This character cannot move, attack, or defend. At any time, the player controlling this character may discard 3 cards to stand this character up.

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Attack **8**




Yoda™

**FORCE STRIKE**

Play when Yoda is attacking.

Draw a card.

Attack **5**




Darth Vader™

**DARK SIDE DRAIN**

Play when Darth Vader is attacking

If Vader does damage to a character with this card, Vader recovers the amount of damage done to the character.

Attack **5**




Darth Vader™

**DARK SIDE DRAIN**

Play when Darth Vader is attacking

If Vader does damage to a character with this card, Vader recovers the amount of damage done to the character.

Attack **9\***



Darth Vader™

**ALL TOO EASY**

Play when Darth Vader is attacking

\* If this card is not blocked, the attacked character takes 20 damage instead of 9.

Attack **8**



Yoda™

**FORCE STRIKE**

Play when Yoda is attacking.

Draw a card.

Attack  
9




Jango Fett™

**KAMINO SABER DART**

Play when Jango is attacking.  
If the defending character is destroyed, draw 3 cards.

Attack  
\*




Zam Wesell™

**SNIPER SHOT**

Play when Zam is attacking.  
\* Attack value is equal to the number of spaces between Zam and the attacked character, add 2 if on a diagonal.

Attack  
\*




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Play when Zam is attacking.  
\* Attack value is equal to the number of spaces between Zam and the attacked character, add 2 to if on a diagonal.

Attack  
\*



Zam Wesell™

**SNIPER SHOT**

Play when Zam is attacking.  
\* Attack value is equal to the number of spaces between Zam and the attacked character, add 2 to if on a diagonal.

Attack  
6



Mace Windu™

**MASTERFUL FIGHTING**

Play when Mace is attacking.  
Draw a card.

Attack  
6



Mace Windu™

**MASTERFUL FIGHTING**

Play when Mace is attacking.  
Draw a card.

Attack  
6



Mace Windu™

**MASTERFUL FIGHTING**

Play when Mace Windu is attacking.  
Draw a card.

Attack  
6



Mace Windu™

**MASTERFUL FIGHTING**

Play when Mace Windu is attacking.  
Draw a card.

Attack  
5



Obi-Wan Kenobi™

**FORCE™ CONTROL**

Play when Obi-Wan is attacking.  
After attacking, you may move Obi-Wan and the attacked character up to 3 spaces each.

Attack  
5




Obi-Wan Kenobi™

**FORCE™ CONTROL**

Play when Obi-Wan is attacking.  
After attacking, you may move Obi-Wan and the attacked character up to 3 spaces each.

SPECIAL




Count Dooku™

**GIVE ORDERS**

Play any time on your turn.  
Move Dooku up to 4 spaces. Then move Super Battledroid 1 up to 4 spaces and move Super Battledroid 2 up to 4 spaces. Draw a card.

SPECIAL



Count Dooku™

**GIVE ORDERS**

Play any time on your turn.  
Move Dooku up to 4 spaces. Then move Super Battledroid 1 up to 4 spaces and move Super Battledroid 2 up to 4 spaces. Draw a card.

Attack  
6\*



Luke Skywalker™

**JUSTICE**

Play any time on your turn.  
If Leia has been destroyed, the attack value of this card is 10.

Attack  
6\*




Luke Skywalker™

**JUSTICE**

Play any time on your turn.  
If Leia has been destroyed, the attack value of this card is 10.

SPECIAL



Princess Leia Organa™

**LUKE'S IN TROUBLE**

Play any time on your turn.  
Move Leia adjacent to Luke. Luke recovers 4 damage. If Luke has been destroyed, Leia recovers 4 damage.

SPECIAL




Princess Leia Organa™

**LUKE'S IN TROUBLE**

Play any time on your turn.  
Move Leia adjacent to Luke. Luke recovers 4 damage. If Luke has been destroyed, Leia recovers 4 damage.

**SPECIAL**




**Count Dooku™**

**FORCE™ PUSH**

Play any time on your turn.

Move any character adjacent to Dooku to any empty space. That character receives 2 damage.

**SPECIAL**




**Count Dooku™**

**FORCE™ PUSH**

Play any time on your turn.

Move any character adjacent to Dooku to any empty space. That character receives 2 damage.

**SPECIAL**




**Count Dooku™**

**DARK LIGHTNING**

Play any time on your turn.

Choose any character. That character receives 3 damage. The player controlling this character must choose and discard a card.

**SPECIAL**



**Count Dooku™**

**DARK LIGHTNING**

Play any time on your turn.

Choose any character. That character receives 3 damage. The player controlling this character must choose and discard a card.

Attack **5**



**Dengar**

**GRUDGE**

Play when Dengar is attacking.

Draw a card. If the character you attacked has a name and a blaster, draw 2 more cards.

Attack **7**




**Dengar**

**UNCONTROLLED RAGE**

Play when Dengar is attacking.

Dengar takes 2 damage.

Defend **\***



**Dengar**

**PAYBACK**

Play when Dengar is defending.

Dengar takes full damage from the attack. If Dengar survives the attack, he does an equal amount of damage back to the attacker.

Attack **3**

Defend **2**



