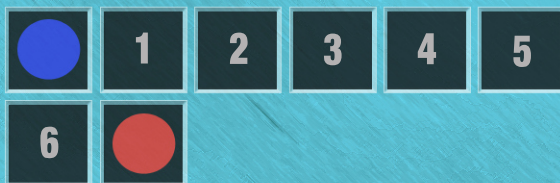


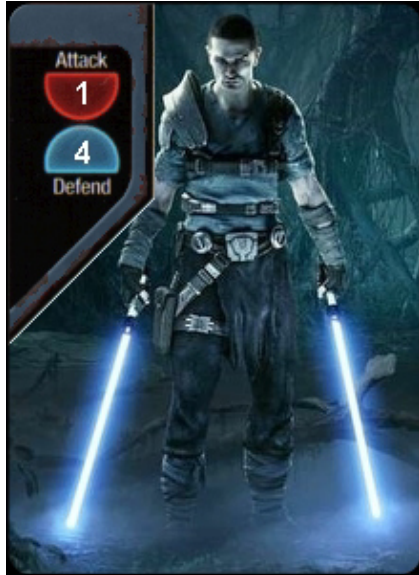
Galen Marek (Starkiller)™



Juno Eclipse™









Attack

1

4

Defend



SPECIAL

Galen Marek

FORCE GRIP

Play anytime on your turn.

Choose an adjacent character, turn that character on their side. He/She cannot attack, defend or move. At any time, the player controlling that character may discard 3 cards to stand this character up.



SPECIAL

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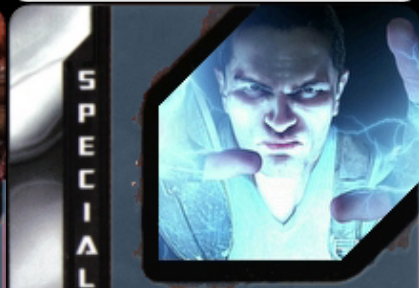
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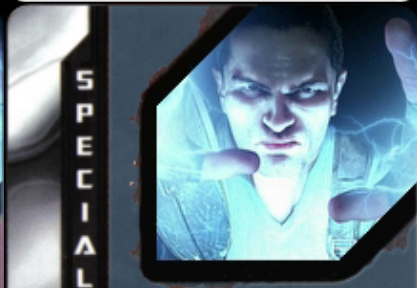
SPECIAL

Starkiller

MÆLSTROM

Play anytime on your turn.

Move all enemy characters up to 1 space. They all take 3-X damage where X is the number of empty spaces between you and that opponent.



SPECIAL

Starkiller

MÆLSTROM

Play anytime on your turn.

Move all enemy characters up to 1 space. They all take 3-X damage where X is the number of empty spaces between you and that opponent.



Attack

7

Juno Eclipse

IMPERIAL TRAINING

Play when Eclipse is attacking.

Draw a card.



SPECIAL

Juno Eclipse

ONE BRIGHT SPOT

Play anytime on your turn.

Until the beginning of your next turn, double the defend values of all cards you play. Playing this card doesn't count as an action.



SPECIAL

Juno Eclipse

ONE BRIGHT SPOT

Play anytime on your turn.

Until the beginning of your next turn, double the defend values of all cards you play. Playing this card doesn't count as an action.

SPECIAL



Galen Marek
FORCE LIGHTNING

Play anytime on your turn.
Choose any character Galen can attack at range, that character receives 3 damage.

SPECIAL



Galen Marek
FORCE LIGHTNING

Play anytime on your turn.
Choose any character Galen can attack at range, that character receives 3 damage.

Attack
6



Galen Marek
REVERSE SHIEN STRIKE

Play when Marek is attacking.
All adjacent opponents except the target take 1 damage.
You may move Starkiller next to Juno.

Attack
6



Galen Marek
REVERSE SHIEN STRIKE

Play when Marek is attacking.
All adjacent opponents except the target take 1 damage.
You may move Starkiller next to Juno.

