

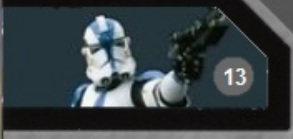


Even Piell

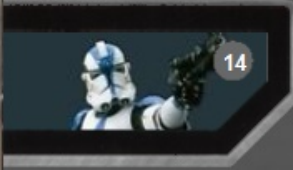


	1	2	3	4	5
6	7	8	9	10	11
12	13	14			

Clone Troopers



	1	2	3	
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	1	2	3	
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**SPECIAL**




Even Piell

**NEXUS ROUTE**

Play anytime on your turn.  
Move Even and each of his Clone Troopers up to 4 spaces. Draw a card.

**SPECIAL**



Even Piell

**NEXUS ROUTE**

Play anytime on your turn.  
Move Even and each of his Clone Troopers up to 4 spaces. Draw a card.



Attack 5

Defend 1



Attack 5

Defend 1



Attack 4

Defend 1



Attack 4

Defend 2



Attack 4

Defend 2



Attack 3

Defend 3



Attack 3

Defend 3



Even Piell

### BATTLE TACTICS

Play when attacking or defending.  
If this card is used to attack, you may play BATTLE TACTICS face up to move up to 3 spaces before attacking. If used to defend, draw a card.



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Attack  
**3**

Even Piell

**FORCE FREEZE**

Play when Piell is attacking.  
The defending character cannot move on their next turn. Even may move 1 space.



Attack  
**3**

Even Piell

**FORCE FREEZE**

Play when Piell is attacking.  
The defending character cannot move on their next turn. Even may move 1 space.



Attack  
**2**

Defend  
**1**



Attack  
**2**

Defend  
**1**



Attack  
**2**

Defend  
**1**



SPECIAL

Even Piell

**THE CITADEL**

Play anytime on your turn.  
Even and one adjacent ally may each heal up to 3 damage.



SPECIAL

Even Piell

**THE CITADEL**

Play anytime on your turn.  
Even and one adjacent ally may each heal up to 3 damage.



Attack  
**1**

Defend  
**2**




Attack  
**1**

Defend  
**2**



SPECIAL




Even Piell

**FORCE PUSH**

Play anytime on your turn.  
Move a character adjacent to Even to any empty space. That character receives 1 damage.

SPECIAL



Even Piell

**FORCE PUSH**

Play anytime on your turn.  
Move a character adjacent to Even to any empty space. That character receives 1 damage.

