

Attack  
4



Jedi General Yoda™

**INVIGORATED ATTACK**

Play when Yoda is attacking.

Playing this card does not count as an action.

Attack  
4



Jedi General Yoda™

**INVIGORATED ATTACK**

Play when Yoda is attacking.

Playing this card does not count as an action.

Attack  
4



Jedi General Yoda™

**INVIGORATED ATTACK**

Play when Yoda is attacking.

Playing this card does not count as an action.

Attack  
\*



Jedi General Yoda™

**LIGHTSABER™ THROW**

Play when Yoda is attacking.

\*Play this card face-up and name your target. You may play any basic combat card (face-down) against that target at long-range as if it were a blaster shot.

Draw a card.

Attack  
\*



Jedi General Yoda™


**LIGHTSABER™ THROW**

Play when Yoda is attacking.

\*Play this card face-up and name your target. You may play any basic combat card (face-down) against that target at long-range as if it were a blaster shot.

Draw a card.

Attack  
10




Jedi General Yoda™

**ORDER 66**

Play when Yoda is attacking.

This card can only be used if Yoda has at least one Clone Trooper in play. After playing this card, remove all of Yoda's Clone Troopers from play.

6\*  
Defend



Jedi General Yoda™

**JEDI™ BLOCK**

Play when Yoda is defending.

\*If the attacking character is from the Dark Side, then the defense value of this card is 10 instead of 6.

Draw a card.

6\*  
Defend



Jedi General Yoda™


**JEDI™ BLOCK**

Play when Yoda is defending.

\*If the attacking character is from the Dark Side, then the defense value of this card is 10 instead of 6.

Draw a card.

SPECIAL



Jedi General Yoda™


**FORCE™ PUSH**

Play anytime on your turn.

Move all characters adjacent to Yoda up to 3 spaces each. Each character you choose to move receives 2 damage.

Draw a card.

SPECIAL



Jedi General Yoda™


**FORCE™ PUSH**

Play anytime on your turn.

Move all characters adjacent to Yoda up to 3 spaces each. Each character you choose to move receives 2 damage.

Draw a card.

SPECIAL



Jedi General Yoda™

**BAIL'S RESCUE**

Play anytime on your turn.

Yoda recovers up to 4 damage.  
Move Yoda up to 6 spaces.

SPECIAL



Jedi General Yoda™

**BAIL'S RESCUE**

Play anytime on your turn.

Yoda recovers up to 4 damage.  
Move Yoda up to 6 spaces.

Attack 5

Defend 1



Attack 5

Defend 1



Attack 4

Defend 1



Attack 4

Defend 2



Attack 4

Defend 2



Attack 3

Defend 3









Jedi General Yoda™

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

Clone Troopers™

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●	1	2	3	4	●
●	1	2	3	4	●



