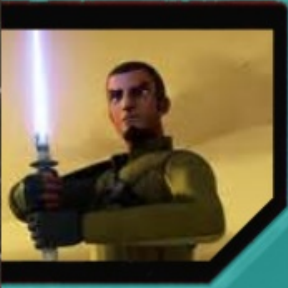


Kanan Jarrus



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

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Ezra Bridger



●	1	2	3	4	5
6	7	8	9	●	

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Attack
3*



Kanan Jarrus
ASSEMBLE LIGHTSABER

Play when Kanan is attacking.
*If used for your second action, the attack value is 6.

Attack
3*



Kanan Jarrus
ASSEMBLE LIGHTSABER

Play when Kanan is attacking.
*If used for your second action, the attack value is 6.

SPECIAL



Kanan Jarrus
TACTICAL SURPRISE

Play anytime on your turn.
Move Kanan and Ezra up to 4 spaces ignoring enemies and obstacles. If they both end adjacent to one enemy, that enemy takes 2 damage.

SPECIAL



Kanan Jarrus
TACTICAL SURPRISE

Play anytime on your turn.
Move Kanan and Ezra up to 4 spaces ignoring enemies and obstacles. If they both end adjacent to one enemy, that enemy takes 2 damage.

6
Defend



Kanan Jarrus
DEFENSIVE MASTER

Play when Kanan is defending.
Draw a card.

6
Defend



Kanan Jarrus
DEFENSIVE MASTER

Play when Kanan is defending.
Draw a card.

Attack
6


6
Defend



Kanan Jarrus
THE LAST JEDI

Play when attacking or defending.
After combat resolves, move Kanan to any empty space. Draw 2 cards.


SPECIAL



Ezra Bridger
BECOMING A JEDI

Play anytime on your turn.
You get an additional action this turn. Playing this card does not count as an action. Draw a card.

SPECIAL



Ezra Bridger
BECOMING A JEDI

Play anytime on your turn.
You get an additional action this turn. Playing this card does not count as an action. Draw a card.



Attack
6

Ezra Bridger
PADAWAN INITIATIVE

Play when Bridger is attacking.
You may move Kanan adjacent to Ezra. If Kanan is dead, Ezra heals 4. Draw a card.

SPECIAL



Ezra Bridger
EZRA'S SLINGSHOT

Play anytime on your turn.
Choose an opponent Ezra can attack at range. That opponent takes 2 damage and loses one action on their next turn.

SPECIAL



Ezra Bridger
EZRA'S SLINGSHOT

Play anytime on your turn.
Choose an opponent Ezra can attack at range. That opponent takes 2 damage and loses one action on their next turn.

Attack
5

Defend
1



Attack
4

Defend
2



Attack
4

Defend
2



Attack
3

Defend
2



Attack
3

Defend
2



Attack
2

Defend
3



