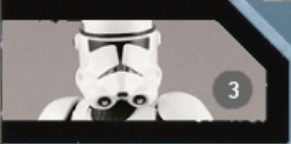


Aayla Secura



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

-Clone Trooper



| | | | | |
|--|---|---|---|--|
| | 1 | 2 | 3 | |
|--|---|---|---|--|



| | | | | |
|--|---|---|---|--|
| | 1 | 2 | 3 | |
|--|---|---|---|--|





Attack 4
Defend 4

Aayla Secura
SELF CONFIDENCE

Play when attacking or defending.
Draw a card.

Defend 1

Aayla Secura
UNDERCOVER OPERATIVE

Play when Aayla is defending.
Aayla may switch places with any character besides the attacker. That character becomes the target of the attack and all its effects and may play a defense card.

SPECIAL

Aayla Secura
MEMORIES RETURN

Play anytime on your turn.
Reshuffle your discard pile into your draw pile. Draw 3 cards.

Attack 5
Defend 1

Attack 5
Defend 1

Attack 5
Defend 1

Attack 5
Defend 1

Attack 4
Defend 2

Attack 4
Defend 2





