

Luke Rebel Commando



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

Rebel Commando



●	1	2	3	●
---	---	---	---	---



●	1	2	3	●
---	---	---	---	---





SPECIAL



Luke Skywalker

LEVITATION

Play anytime on your turn.
Choose any allied character in Luke's line of sight, or choose Luke. Move the chosen character to any vacant space in Luke's line of sight. Draw a card.

SPECIAL



Luke Skywalker

EXPLOSIVE CHARGE

Play anytime on your turn.
Choose a Rebel Commando. All characters adjacent to the Rebel Commando take 4 damage. Then, remove the Rebel Commando from the game.

SPECIAL



Luke Skywalker

JEDI MIND TRICK

Play anytime on your turn.
Choose a character in Luke's line of sight. That character cannot move or attack until Luke's next turn.



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**





