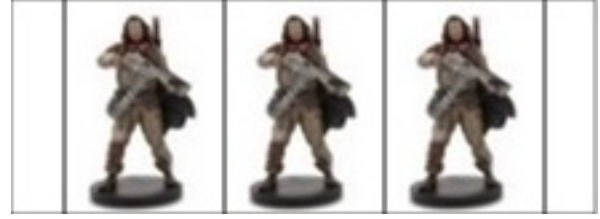
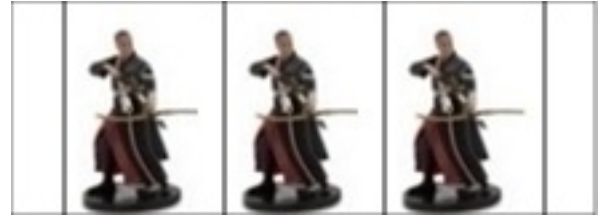


Chirrut Imwe



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



Baze Malbus



	1	2	3	4	5
6	7	8	9		





Attack 4<sup>+</sup>

Defend 4<sup>+</sup>

**Chirrut Imwe**

**I AM ONE WITH THE FORCE**

Play when attacking or defending.

\*If use against a minor character, add 2 to the attack and defense values.



Attack 4<sup>+</sup>

Defend 4<sup>+</sup>

**Chirrut Imwe**

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Attack 4<sup>+</sup>

Defend 4<sup>+</sup>

**Chirrut Imwe**

**I AM ONE WITH THE FORCE**

Play when attacking or defending.

\*If use against a minor character, add 2 to the attack and defense values.



Attack 5<sup>+</sup>

**Chirrut Imwe**

**AND THE FORCE IS WITH ME**

Play when Chirrut is attacking.

\*If I AM ONE WITH THE FORCE is on top of your discard pile, add 2 to the attack value.



Attack 5<sup>+</sup>

**Chirrut Imwe**

**AND THE FORCE IS WITH ME**

Play when Chirrut is attacking.

\*If I AM ONE WITH THE FORCE is on top of your discard pile, add 2 to the attack value.



Attack 5<sup>+</sup>

**Chirrut Imwe**

**AND THE FORCE IS WITH ME**

Play when Chirrut is attacking.

\*If I AM ONE WITH THE FORCE is on top of your discard pile, add 2 to the attack value.

SPECIAL



**Chirrut Imwe**

**I DON'T NEED LUCK**

Play anytime on your turn.

Move Chirrut adjacent to Baze or move Baze adjacent to Chirrut. Playing this card does not count as an action.

SPECIAL



**Chirrut Imwe**

**I DON'T NEED LUCK**

Play anytime on your turn.

Move Chirrut adjacent to Baze or move Baze adjacent to Chirrut. Playing this card does not count as an action.

Attack 8



**Baze Malbus**

**POWER SHOT**

Play when Baze is attacking.

Draw a card.



Attack 3

**Baze Malbus**

**MULTI SHOT**

Play when Baze is attacking.  
After attacking, Baze may attack any other characters he can attack with this card. They may defend.



Attack 3

**Baze Malbus**

**MULTI SHOT**

Play when Baze is attacking.  
After attacking, Baze may attack any other characters he can attack with this card. They may defend.

SPECIAL



**Baze Malbus**

**GUARDIAN OF THE WHILLS**

Play anytime on your turn.  
Baze recovers up to 4 damage.  
Move Baze up to 4 spaces.



Attack 5

Defend 1



Attack 4

Defend 1



Attack 4

Defend 1



Attack 4

Defend 2



Attack 4

Defend 2



Attack 3

Defend 2





