

Luke Skywalker Grand Master



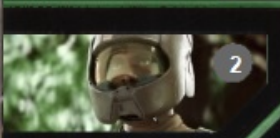
	1	2	3	4	5
6	7	8	9	10	11
12	13				



Resistance Soldiers



	1	2	3	
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	1	2	3	
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 <p>Attack 0</p> <p>Luke Grand Master ILLUSIONARY STRIKE</p> <p>Play when Luke is attacking. After attack is resolved, ILLUSIONARY STRIKE does 3 damage to the defending character.</p>	 <p>Attack 0</p> <p>Luke Grand Master ILLUSIONARY STRIKE</p> <p>Play when Luke is attacking. After attack is resolved, ILLUSIONARY STRIKE does 3 damage to the defending character.</p>	 <p>Attack 0</p> <p>Luke Grand Master ILLUSIONARY STRIKE</p> <p>Play when Luke is attacking. After attack is resolved, ILLUSIONARY STRIKE does 3 damage to the defending character.</p>
 <p>Attack 2*</p> <p>Luke Skywalker MASTER SWEEP</p> <p>Play when Luke is attacking. *Add 2 to the attack value for each enemy adjacent to Luke before attack is played. After attacking, Luke may attack each other enemy he can attack with this card, going clockwise. They may defend.</p>	 <p>Attack 2*</p> <p>Luke Skywalker MASTER SWEEP</p> <p>Play when Luke is attacking. *Add 2 to the attack value for each enemy adjacent to Luke before attack is played. After attacking, Luke may attack each other enemy he can attack with this card, going clockwise. They may defend.</p>	 <p>Defend</p> <p>Luke Grand Master AVATAR PROJECTION</p> <p>Play when Luke is defending. Luke takes no damage from the attack. Then move Luke to any vacant space.</p>
 <p>Defend 4</p> <p>Luke Grand Master TURN AGGRESSION</p> <p>Play when Luke is defending. The player controlling the attacking character chooses and discards a card for each point of damage Luke takes.</p>	 <p>Defend 4</p> <p>Luke Grand Master TURN AGGRESSION</p> <p>Play when Luke is defending. The player controlling the attacking character chooses and discards a card for each point of damage Luke takes.</p>	<p>SPECIAL</p>  <p>Luke Grand Master I WILL NOT FIGHT YOU</p> <p>Play anytime on your turn. Choose an opponent. You and the opponent reveal your hands and discard all attack cards greater than 2.</p>



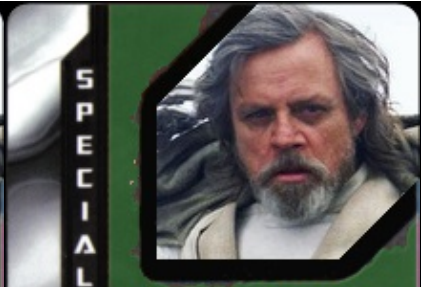
SPECIAL

Luke Grand Master

LEVITATION

Play anytime on your turn.

Choose an empty space that Luke could attack if he had a blaster. Then choose any allied character Luke could otherwise attack with a blaster, or choose Luke. Move the chosen character to the chosen space.



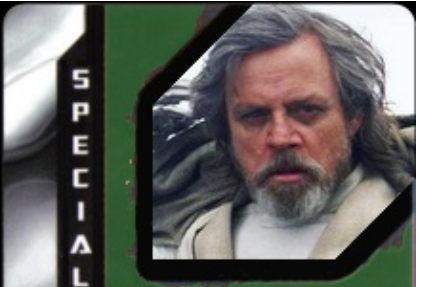
SPECIAL

Luke Grand Master

LEVITATION

Play anytime on your turn.

Choose an empty space that Luke could attack if he had a blaster. Then choose any allied character Luke could otherwise attack with a blaster, or choose Luke. Move the chosen character to the chosen space.



SPECIAL

Luke Grand Master

MASTER OF THE FORCE

Play anytime on your turn.

Choose any number of cards from your hand, including this one, and discard them. Then, draw an equal number of new cards.



Attack
4
2
Defend



Attack
4
2
Defend



Attack
4
2
Defend



Attack
4
2
Defend



Attack
3
3
Defend



Attack
3
3
Defend





