

The Jedi Exile



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
					

Atton Rand & Bao L.




	1	2	3	4	
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	1	2	3	4	
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 <p>Attack 3</p> <p>Jedi Exile</p> <p>CONTENTION</p> <p>Play when Exile is attacking. *After attacking, attack the same character again with an attack value of 3.</p>	 <p>Attack 3</p> <p>Jedi Exile</p> <p>CONTENTION</p> <p>Play when Exile is attacking. *After attacking, attack the same character again with an attack value of 3.</p>	 <p>Attack 3</p> <p>Jedi Exile</p> <p>CONTENTION</p> <p>Play when Exile is attacking. *After attacking, attack the same character again with an attack value of 3.</p>
 <p>Attack 5</p> <p>Jedi Exile</p> <p>AGGRESSION AND RESILENCE</p> <p>Play when Exile is attacking. Until your next turn, and for all of your characters, add 2 to the value of all attacks played against adjacent characters, and to all defense.</p>	 <p>Attack 5</p> <p>Jedi Exile</p> <p>AGGRESSION AND RESILENCE</p> <p>Play when Exile is attacking. Until your next turn, and for all of your characters, add 2 to the value of all attacks played against adjacent characters, and to all defense.</p>	 <p>Attack 5</p> <p>Jedi Exile</p> <p>AGGRESSION AND RESILENCE</p> <p>Play when Exile is attacking. Until your next turn, and for all of your characters, add 2 to the value of all attacks played against adjacent characters, and to all defense.</p>
<p>SPECIAL</p>  <p>Jedi Exile</p> <p>FEROCITY</p> <p>Play anytime on your turn. For the rest of this turn, all Jedi Exile basic combat cards played do not count as an action. Draw a card.</p>	<p>SPECIAL</p>  <p>Jedi Exile</p> <p>FORCE WOUND</p> <p>Play anytime on your turn. Choose an opponent. You and your opponent reveal your hands and discard all Power Combat cards. Then, reshuffle all CONTENTION cards into the draw pile.</p>	 <p>Attack 2</p> <p>Atton Rand</p> <p>MORE WHERE THAT CAME FROM</p> <p>Play when Rand is attacking. After attacking, attack the same character again two more times, each with an attack value of 2. Each additional attack may be defended.</p>



Attack 6

Atton or Bao-Dur
THE LOST JEDI

Play when Atton/Bao-Dur is attacking.
This attack can only be played against adjacent enemies.



Attack 6

Atton or Bao-Dur
THE LOST JEDI

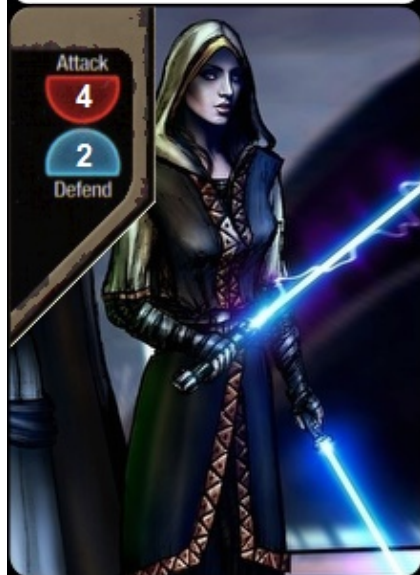
Play when Atton/Bao-Dur is attacking.
This attack can only be played against adjacent enemies.

SPECIAL




Bao-Dur
SHIELD BREAKER

Play anytime on your turn.
Choose a character adjacent to Bao-Dur. That opponent reveals their hand and discards the highest defense card for that character.



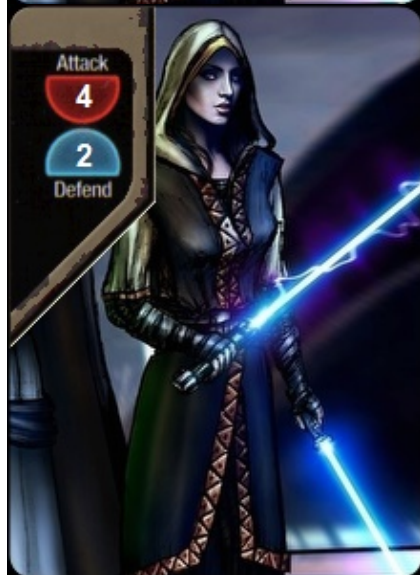
Attack 4
Defend 2



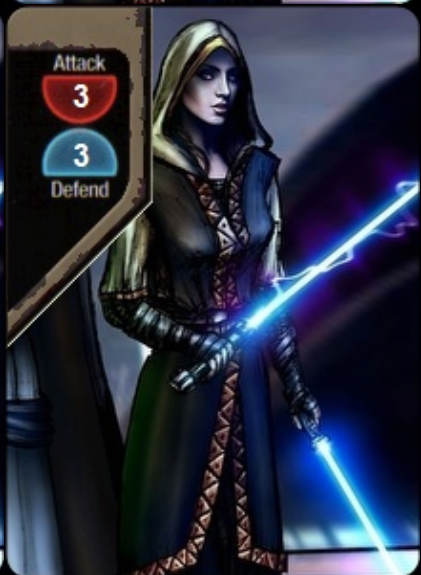
Attack 4
Defend 2



Attack 4
Defend 2



Attack 4
Defend 2



Attack 3
Defend 3



Attack 3
Defend 3

