

Luminara Unduli



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



Barriss Offee



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**SPECIAL**

**Luminara Unduli**  
**FORCE MASTERY**

Play anytime on your turn.  
Choose any character. That character receives 2 damage. If Barriss is adjacent to Luminara, the chosen character may not move until the end of his/her next turn.

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Choose any player. That player discards a card at random. Then that player chooses and discards a card.

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**8**  
**Defend**

**Luminara Unduli**  
**FORCE DEFLECTION**

Play when Luminara is defending.  
If Barriss is adjacent to Luminara, she may play this card as if it were her own. Any time a character would receive damage from a Special card, you may discard this card. If you do, reduce the damage to that character to 0.

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**Attack**  
**6**

**Barriss Ofee**  
**SABER APPRENTICE**

Play when Barriss is attacking.  
If Luminara is adjacent to the defending character, the player controlling the defending character must choose and discard a card.



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☛ Play when Barriss is attacking.  
**If Luminara is adjacent to the defending character, the player controlling the defending character must choose and discard a card.**



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UNITY

☛ Play anytime on your turn.  
**Move Luminara and Barriss up to 4 spaces each, then draw a card. Until the end of your next turn, any time you roll the movement die, the result is treated as an "All."**



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