

Tarful



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

-Chewbacca



●	1	2	3	4	5
6	7	8	9	10	11
12	13	●			



 <p>Attack 4*</p> <p>Tarfful</p> <p>WOOKE MIGHT</p> <p>Play when Tarfful is attacking. *If Tarfful is adjacent to Chewbacca then the attack value is 6.</p>	 <p>Attack 4*</p> <p>Tarfful</p> <p>WOOKE MIGHT</p> <p>Play when Tarfful is attacking. *If Tarfful is adjacent to Chewbacca then the attack value is 6.</p>	 <p>Attack 4*</p> <p>Tarfful</p> <p>WOOKE MIGHT</p> <p>Play when Tarfful is attacking. *If Tarfful is adjacent to Chewbacca then the attack value is 6.</p>
 <p>Attack 8*</p> <p>Tarfful</p> <p>POINT BLANK SHOT</p> <p>Play when Tarfful is attacking. *Subtract 1 from the attack value for every space between Tarfful and the defending character.</p>	<p>SPECIAL</p>  <p>Tarfful</p> <p>WOOKE CHARGE</p> <p>Play anytime on your turn. Move Tarfful and Chewbacca up to 4 spaces each. Draw a card.</p>	<p>SPECIAL</p>  <p>Tarfful</p> <p>WOOKE CHARGE</p> <p>Play anytime on your turn. Move Tarfful and Chewbacca up to 4 spaces each. Draw a card.</p>
<p>SPECIAL</p>  <p>Tarfful</p> <p>WOOKE HEALING</p> <p>Play anytime on your turn. Tarfful may recover up to 3 damage. If Chewbacca is adjacent to Tarfful, Chewbacca can recover up to 3 damage instead of Tarfful.</p>	<p>SPECIAL</p>  <p>Tarfful & Chewbacca</p> <p>LIMB FROM LIMB</p> <p>Play anytime on your turn. Tarfful and Chewbacca each do 2 damage to each enemy character adjacent to him.</p>	<p>SPECIAL</p>  <p>Tarfful & Chewbacca</p> <p>LIMB FROM LIMB</p> <p>Play anytime on your turn. Tarfful and Chewbacca each do 2 damage to each enemy character adjacent to him.</p>







