Ahsoka Tano & Captain Rex by Roman
Ki-Adi-Mundi & 2 Clone Troopers by Mike Maloney
Lando Calrissian and 2 Bespin Wing Guards by Scott Hagarty
Luminara Unduli and Bariss Offee by Geektopia (tweaked)
Qui-Gon Jinn & Jar-Jar Binks by Sultan
R2-D2 & C-3P0 by Mike Maloney

Asajj Ventress & 2 Battle Droids by Sultan
Cad Bane & 2 Assassin Droids by Palamon
General Grievous & 2 Magna Guards by Geektopia
Grand Moff Tarkin & 2 Stormtroopers by Scott Hagarty
Jabba the Hutt & Bib Fortuna by Mike Maloney
Nute Gunray & 2 Droidekas by Geektopia (tweaked)

Bastilla Shan & Carth Onasi
Dash Rendar & 2 Bothan Spies
Kyle Katarn & Jan Ors
Solo Twins Jaina & Jacen
Mara Jade Skywalker & Anakin Solo
Talon Kardde & Shada Du’kai

Admiral Thrawn & Rukh
Darth Bane & Darth Zannah
Darth Malak & 2 Sith Troopers
Exar Kun & Ulic Qel-Droma
Nom Anor & 2 Yuzzhem Vong
Prince Xizor & Guri

Ahsoka Tano – 15 HP – Red Deck – Melee

Captain Rex – 10 HP – Strong Deck – Range

**Ahsoka Tano**

3x Headstrong
A8\*

\*Subtract 2 from the attack value for each HEADSTRONG in your discard pile.

2x Advanced Abilities
A5

You may play this card face up to move Ahsoka up to 5 spaces before attacking.

2x Feint and Switch
D5

You may reshuffle your discard pile into your draw pile.

1x Lightsaber Sweep

Special

Ahsoka does 2 damage to all characters she can attack. Then, move Ahsoka up to 6 spaces.

**Captain Rex**

3x Dual Pistols
A3\*

\*After attacking, Rex may attack again with another card without using an action.

1x Captain or Sir
A6

After attacking, move Rex to any vacant space.

Lando – 14 HP – Yellow+ Deck – Range

2x Bespin Wing Guards – 4 HP Each – Weak Deck – Range

**Lando Calrissian**

3x Ambush Attack
A6\*

\*Add 1 to the attack value for each Wing Guard that can also attack the same target.

2x Lucky Shot
A4\*

\*Roll the die. If green, add the amount shown on the die to the attack value. If purple, subtract the amount shown on the die from the attack value.

2x Scoundrel’s Defense
D0\*

\*If any allies remain, Lando may exchange places with one target ally, and Lando takes no damage from the attack.  The target ally takes the attack instead and may defend as normal.

2x Gambler

Special
Choose any character, then roll the die. If green, the target receives damage equal to the number on the die. If purple, nothing happens.

2x Smuggler’s Disguise
Special

Move Lando to any empty space.  Draw a card.

1x Con-Man
Special

During the rest of this turn, if you roll the die, you may re-roll once if purple comes up. This card does not count as an action.

Qui-Gon Jinn – 16 HP – Blue Deck – Melee

Jar-Jar Binks – 8 HP – Strong Deck – Ranged

**Qui-Gon Jinn**

3x Feel Don’t Think

A5

The player controlling the target character must discard a card at random.

2x Force Control

A7

**After attacking move Qui-Gon and the defending character up to 3 spaces each.**

2x Mindful of the Living Force

Special

Draw 3 cards

1x Will of the Force

D\*

If the damage from the attack is enough to destroy Qui-Gon resolve the attack normally. If not, the attacker receives damage equal to the attack value on the attacker’s card.

1x Force Quickness

Special

Move Qui-Gon up to 8 spaces and draw a card.

**Jar-Jar Binks**

1x Tossin’ Da Bomba

A7

All opponent characters adjacent to the target take 2 damage.

1x You’sa Saved My Again

D2

After taking the attacker’s damage, if any, move Jar-Jar adjacent to Qui-Gon Jinn. If Qui-Gon has been destroyed, move Jar-Jar to any empty space.

1x Mesa No Watchin’

Special

Jar-Jar does 2 damage to all opponent characters he can attack.

Luminara Unduli – 15 HP – Blue Deck – Melee

Barriss Offee – 10 HP – Minor Blue Deck – Melee

**Luminara Unduli**

3x Jedi Agility
A3/D3.

If used as an attack, this does not count as an action.  If used as defense, draw a card.

1x Blade of the Heart

A8/D8.  You must discard one of Luminara’s basic combat cards or this card is not valid.

**Barriss Offee**

1x Force Control

A6

Move Barriss and target up to 2 spaces each.

1x Kiss of Death

A4

If this attack is not blocked, look at target opponent’s hand and choose a card for him/her to discard.

1x Jedi Healing
Special

Heal Barriss up 3 to hit points.  If Luminara is adjacent to Barriss, you may heal Luminara up 3 hit points instead of Barriss.

**Shared Cards**

1x. Tandem Fighting
A3/D3

If Luminara are both adjacent to target or attacker, attack and defend values triple.

2x Jedi Leap

Special
Move Luminara and Barriss up to 5 spaces each, ignoring obstacles and opposing characters.  If Luminara and Barriss are adjacent before and after moving, draw a card.

2x Force Bubble

Any character adjacent to either Luminara or Barriss takes 2 points of damage, not including each other.  Luminara and Barriss cannot take damage until their next turn.

Ki-Adi-Mundi – HP 18 – Blue Deck – Melee

2x Clone Troopers – HP 4 – Weak Deck – Ranged

**Ki-Adi-Mundi**

3x Jedi Watchman

A5/D5

If a Special or Power Combat card is the top card of your discard pile, you may replace it with any other card from your discard pile. After this card is played, place it on the bottom of your discard pile.

2x Force Trance - Combat

A5

If this card is the top card of your discard pile, increase the attack values of all your combat cards by 2.

2x Force Trance - Recovery

Special

Ki-Adi-Mundi recovers up to 2 damage. If this card is the top card of your discard pile, any time Ki-Adi-Mundi receives damage from an attack card, reduce that damage by 2.

1x Force Trance - Enlightenment

Special

Draw 2 cards. If this card is the top card of your discard pile, you may draw a card before you roll the movement die at the beginning of your turn.

1x Force Trance - Clairvoyance

Special

Choose any player. The chosen player must discard a card at random. If this card is the top card of your discard pile, the chosen player must discard a card before you roll the movement die at the beginning of your turn.

2x Hero of Cerea

Special

Choose and place up to 3 cards on the bottom of your discard pile. Choose any character. For every card discarded, the chosen character receives 1 damage. After this card is played, place it on the bottom of your discard pile.

1x Binary Brain Insight

Special

Search your draw pile for any 2 cards. Put one in your hand and discard the other. Then shuffle your draw pile. After this card is played, place it on the bottom of your draw pile.

R2-D2 – HP 16 – Blue Deck – Melee

C-3PO – HP 10 – Strong Deck – Melee

**R2-D2**

3x Stun Arm

A4

The player controlling the defending character gets 1 less action on his/her next turn.

2x Cable Gun

A3

The player controlling the defending character cannot draw cards during his/her next turn.

2x Sensor Sweep

A2

Draw 3 cards.

1x Weapon Compartment

Special

Choose any player. Take any combat card from that player’s discard pile and put that card in his/her hand.

**C-3PO**

2x Mindless Philosopher

Special

Choose an opponent. You and the chosen opponent reveal your hands. Both of you shuffle all cards with an attack value greater than 3 into your draw piles.

2x Made to Suffer

Special

Turn C-3PO on his side. While he is on his side, he cannot move and enemy characters cannot attack any major characters. At any time, any player may discard 3 cards at random to stand this character back up.

Cad Bane – 15 HP – Yellow Deck – Ranged

2x Assassin Droids – 5 HP – Strong+ Deck – Ranged

**Cad Bane**

3x Quick Draw
A4

Draw a card. If played directly after a Cad Bane attack this turn, draw an additional card.

3x Ransom

Special

Choose any character Cad can attack. That character receives 4 damage unless the player controlling that character discards 2 cards at random.

2x Let’s Make This Interesting
A7\*

Subtract the number of cards the player controlling the defender has from the number of cards you have, and add this value, up to 4, to the attack.

2x Rocket Boots

Special

You may move Cad Bane to any empty space. Draw 2 cards.

2x I Make the Rules Now
Special

Choose an opponent. Divide up to 6 spaces of movement between all of that opponent's characters. Draw 2 cards.

Asajj Ventress – 15 HP – Red Deck - Melee

2x Battle Droids – 3 HP – Weak Deck - Ranged

**Asajj Ventress**

3x Double Saber Strike

A5

After attacking you may immediately attack with any Asajj basic combat card, which can be defended normally.

3x Force Blast

Special

Choose a character Asajj could attack at range. Move that character up to 3 spaces. That character takes 2 points of damage.

2x Parry and Strike

D4

After the attack is resolved, if Asajj survives and her attacker is adjacent, immediately attack with any Asajj basic combat card, which can be defended normally.

2x Martial Leap

Special

Move Asajj to any empty space. All characters adjacent to that space take 1 point of damage.

1x Feint

A6\*

\*If this attack is defended, look at the defending player’s hand. You may replace the defense card with any other valid defense card in that player’s hand, returning the unused card to his/her hand.

1x Sith Intuition

D0\*

\*Asajj and the attacker both take half the damage from this attack. Round up for Asajj, down for the attacker.

General Grievous – 16HP/4 Arms – Blue Deck – Melee

2x Magna Guards – 5 HP – Minor Blue Deck – Melee

Grievous has 4 arms and loses 1 arm for every 4 points of damage he takes.

**General Grievous**

3x Jedi Hunter

A2\*

Multiply this value by the number of arms Grievous currently has.

3x General’s Orders

Special

Move Grievous up to 5 spaces. Then move Magnaguard 1 up to 5 spaces.  Then move Magnaguard 2 up to 5 spaces. Draw a card.

2x Cowardly Defense

D\*

\*If any Magnaguards are still alive, Grievous exchanges places with one of them, and takes no damage from the attack. Instead, the moved Magnaguard becomes the target of the attack but may not defend.

2x Twirling Saber Charge

Special

Move Grievous up to 3 spaces. Any characters adjacent to any square in Grievous’ path (includes starting and ending spaces) receive 3 damage (only once per character).

1x Unorthdox Attack
A6

Any defense played against this card is reduced in half, rounding down.

1x You Lose Jedi
A5

After this attack is resolved, move Grievous to any unoccupied space.

Grand Moff Tarkin – 14 HP – Yellow Deck – Ranged

2x Storm Troopers – 4 HP – Weak Deck – Ranged

**Grand Moff Tarkin**

1x Our Moment of Triumph

A10

If this attack did not damage the defending character, then destroy all Stormtroopers in play.

3x Fire When Ready
Special
All allied Stormtroopers each do 2 damage to all enemy characters they can attack.

2x Military Strategist

Special
Move Tarkin and all allied Stormtroopers up to 5 spaces each. Draw a card.

2x Reinforcements
Special

Place any destroyed, allied Stormtroopers back in play on any empty space and at full health.

2x All Sections on Alert

Special
Choose an opponent.  That opponent must discard 2 cards at random. Then, if any allied Stormtroopers can attack that opponent’s characters, opponent must choose and discard an additional card.

2x Imperial Medic
Heal up to 3 damage to Tarkin.  Draw 2 cards.

Jabba the Hutt – 15 HP – Blue Deck – Melee

Bib Fortuna – 10 HP – Strong Deck – Ranged

**Jabba the Hutt**

4x Crime Lord

Special

Choose any player. That player chooses 2 cards. Put the chosen cards in your hand. When those cards are discarded, put them into the owner’s discard pile.

3x There Will Be No Bargain

Special

Choose and discard up to 2 cards. Choose any character. For every card discarded, the chosen character receives 2 damage.

1x Smuggling Ring

Special

Choose and discard up to 2 cards. For every card discarded, draw 2 cards.

**Bib Fortuna**

3x Cloak and Dagger

A3

The player controlling the defending character must choose and discard 2 cards.

1x Majordomo’s Influence

A8\*

\*Decrease the attack value of this card by 1 for every 2 cards in the player controlling the defending character’s hand after a defense card is played (if any).

Nute Gunray – 12 HP – Yellow Deck – Ranged

2x Droidekas – 8 HP – Strong++ Deck – Ranged

**Nute Gunray**

3x Shoot Her or Something
Special

Choose a character that can be attacked by Nute or a Droideka. That character takes 3 damage

2x This Is Too Close
A5

After attacking, move Nute to any vacant space.

1x Where Are Those Droidekas
Special

Put a destroyed Droideka back on the board, at full hit points, adjacent to Nute.

1x Beg For Mercy
D\*

Nute takes no damage from the attack.  Discard all your cards but one.

**Droidekas**

3x No Match For Droidekas
A4\*

\*If the Droidekas are adjacent to each other, attack value is 7.

2x Tuck and Roll

A5

After attacking, Droideka may move up to 5 spaces.

Bastila Shan – 15 HP – Blue Deck – Melee

Carth Onasi – 12 HP – Strong Deck – Ranged

**Bastila Shan**

3x Battle Meditation

Special

Move all characters in play besides Bastila up to 4 spaces each. Draw a card.

2x Force Healing

Special

Either Bastila or one adjacent ally recovers up to 3 health.

2x The Force Fights With Me

A6

Draw a card.

**Carth Onasi**

2x Rapid Shot

A3

Playing this card does not count as an action.

2x Concussion Grenades

Special

CONCUSSION GRENADE does 2 damage to any one character Carth can attack. All characters adjacent to that character also receive 2 damage. Any player with a character damaged by CONCUSSION GRENADE loses an action on his/her next turn.

1x Power Blast

A7

Any character along the same target path beyond the target character is also attacked by POWER BLAST. Reduce the attack value by 2 for each subsequent character. POWER BLAST does not penetrate obstacles but does pass over lowered areas.

Dash Rendar – 14 HP – Yellow Deck – Ranged

2x Bothan Spys – 3 HP – Weak Deck – Ranged

**Dash Rendar**

3x Set Blasters to Cook
A3\*

\*The defender takes double any damage from this attack.

2x Shot on the Run
A6

Move Dash up to 6 Spaces.

2x I Wouldn’t Bet On It
D2\*

\*You may discard a Dash basic card to add its defense value to this card. Draw a card.

2x Ease Up, You’ll Blow a Fuse

Special
Choose an opponent to choose and discard 2 cards. That player loses an action on his/her next turn.

2x Bravado

Special
Play the next three cards off the top of your draw pile in any order. If any card cannot currently be played, reveal the card then put it in your hand.

1x Smuggler’s Fortune

Special
Take any 3 cards from your discard pile and put them on your draw pile in any order. (This card is discarded after you have chosen your 3 cards, not before.)

Kyle Katarn – 17 HP – Orange Deck – Ranged
Jan Ors – 10 HP – Strong Deck – Ranged

**Kyle Katarn**

3x Flowing Water Attack

A4\*
\*This attack must be played against an adjacent target. If this attack is completely blocked, the defending character receives 2 damage.

1x Battlemaster

**A3\***\*This attack must be played against an adjacent target. You may discard up to two Kyle basic combat cards to add their attack values to BATTLEMASTER.

2x Rapid Fire

**A4**
Playing this card does not count as an action.

3x Force Grip x3
Special

Choose any character Kyle could attack. That character receives 2 damage and may not move until your next turn.

**Jan Ors**

1x Intelligence
Look at the top 5 cards of your draw pile. Choose one card and put in your hand. Put the remaining cards on top of your draw pile in any order.

1x Extraction
Move Kyle adjacent to Jan. Draw 3 cards.

1x Moldy Crow
**A9.**

After resolving this attack, you may move Jan to any empty space. You may then move Kyle to any empty space adjacent to Jan.

Mara Jade Skywalker – 15 HP – Blue Deck – Melee

Anakin Solo – **10 HP** – Minor Green – Melee

(Anakin’s battle card states 12 HP but it should be adjusted to 10)

**Mara Jade Skywalker**

3x Glowball

A7/D7

Draw a card.

2x Jedi Speed

A3

Playing this card does not count as an action.

2x Infiltration

Special

Move Mara adjacent to any character. Playing this card does not count as an action.

2x Jedi Precision

Special

Pick 2 cards at random from an opponent’s hand. That player must discard those 2 cards.

**Anakin Solo**

1x Beacon of Light

A\*

\*The attack value is equal to the amount of damage Anakin has sustained.

2x Force Push

Special

Move any character adjacent to Anakin to any empty space on the board. That character receives 3 damage.

1x Sacrifice

Special

Discard all Anakin basic combat cards in your hand. Anakin and all opponent characters adjacent to Anakin receive damage equal to the number of cards discarded from SACRIFICE.

Jaina Solo – 13 HP – Brown Deck without a 5/1 – Melee

Jacen Solo – 13 HP – Brown Deck without a 5/1 – Melee

Shared Basic Card: 3/3

**Jaina Solo**

2x Pragmatic Temper
A0/D6

If this card is played after Jacen has been destroyed, switch the attack and defend values. Draw a card.

1x Grief

A2\*

\*If Jacen has been destroyed, add 2 to the attack value of this card, then discard all shared Jaina & Jacen cards in your hand. Add 1 to the attack value for each card you discard.

1x Power of Will

Special

Draw 4 cards.

**Jacen Solo**

2x Master Swordsman

A3\*

After this attack is revealed, you may discard a basic Jacen attack card to add its attack value to the value of this card.

1x Flow Walking

Special

Search your draw pile for any card, and place it in your hand. Then reshuffle your draw pile.

**Shared Cards**

3x Force Bond
A3\*/D3\*

\*If both Jacen and Jaina are adjacent to the target (if attacking) or attacker (if defending), the value of this card is doubled.

2x Children of the Force

Special

Jaina and Jacen may each move up to 6 spaces. If Jaina and Jacen end their movement adjacent to each other, draw 2 cards.

Tallon Karrde – 14 HP – Yellow Deck – Ranged

Shada Du’kai – 10 HP – Minor Blue Deck – Melee

**Tallon Kardde**

3x Applied Intelligence

A3\*

\*Reduce the defense value of any card played against APPLIED INTELLIGENCE by 2 and ignore any secondary effects of the defense card.

2x Sabotage
Choose an opponent. Look at the top 5 cards on that opponent's deck. Discard one
and put the remaining 4 back in any order. Draw a card.

1x Sturm and Drang

A6\*

\*Talon Kardde must be adjacent to the target of this attack. If the target is a Jedi, Sith or other Force User, the attack value is 10.

1x Databomb

Special

Choose a character Tallon could attack. That character takes 1 point of damage for every card in
the player’s hand **up to 6**. The player may choose and discard as many cards as they wish to reduce the damage an equal amount.

1x Tip-Off

D8

Draw a card.

**Shada Du’kai**

2x Zenji Needles

Special

Shada deals 3 points of damage to any character she could attack at range. Draw
a card.

1x Shadow Guard

A7

Draw a card.

1x Move In Shdaow
Move Shada adjacent to any character. If that character is not allied with Shada, he/she receives 3 damage.

Admiral Thrawn – 14 HP – Yellow Deck – Ranged
Rukh – 13 HP – Minor Red Deck – Melee

**Admiral Thrawn**

3x Insightful Attack
A5\*

\*If you have seen the card in your opponent’s hand, you may choose the card that the character uses for defense.

2x Creative Tactics
A6/D6
After the attack is resolved, you may move the character that CREATIVE TACTICS is played against up to 4 spaces.

2x Artistic Insight
Special

Reveal an opponent’s hand. Opponent may not draw cards on their next turn.

1x Ysalimiri
Special

All opponents controlling a character adjacent to Thrawn must reveal their hands and discard all Special and Power Combat cards. Until your next turn, Thrawn may not be the target of special or power combat cards.

**Rukh**

2x Pounce
Move Rukh up to 5 spaces. After moving, deal 3 damage to one character Rukh can attack.

1x Assassin's Blade

A7\*

\*If the target does not play a defense card, Assassin's Blade does 12 damage instead of 7.

Noghri Bodyguard x1
D7

Play when Thrawn or Rukh are defending. Move Rukh adjacent to the attacker. If used to defend Thrawn, Thrawn remains the target of the attack and any damage not blocked or effects are applied to Thrawn. If Thrawn is destroyed the defense value is 3.

**Notes:** INSIGHTFUL ATTACK plays off of cards you’ve seen, defined as cards you’ve seen through ARTISTIC INSIGHT or any card that causes your opponent to reveal his/her hand. You may not choose a copy of a defense card you’ve seen in your opponent’s hand if you haven’t seen the actual card. It is probably best to write down the cards you’ve seen of your opponents’ and cross them off as they are used. (You can use this sheet and a pen).

Darth Bane – 20 HP – Red Deck – Melee

Darth Zannah – 10 HP – Minor Red Deck – Melee

**Darth Bane**

3x Sith Attack
A4

The player controlling the target character loses an action on his/her next turn.

2x Dark Ambition
A6\*

\*If Darth Zannah has been destroyed, the attack value is 9.

2x Patience
Special

Choose an opponent. You and that player both lose an action on your next turn. Draw 3 cards.

1x Orbalisk Armor
D\*

Darth Bane takes no damage from the attack. After the attack is revealed, Darth Bane receives 1 damage

1x ...And One to Hold It
Special

Darth Bane and all characters adjacent to Darth Bane receive 3 damage. You may discard up to 3 cards to increase the damage by up to 1 for each card.

**Darth Zannah**

2x Dark Training
A3\*

\*Add 1 to DARK TRAINING for each Darth Zannah basic combat card in your discard pile.

1x One to Crave the Power
Special

Until the end of your turn, you may play any Darth Bane cards as though they were Darth Zannah cards. Playing this card does not count as an action.

Darth Malak – 18 HP – Red Deck – Melee

2x Sith Troopers – 4 HP – Weak Deck – Ranged

**Darth Malak**

4x Power of the Darkside

A5

Character must choose and discard a card for each point of damage taken.

2x Death Field

Special

Darth Malak does 2 damage to all enemies he could attack if he had a blaster. For each point of damage done, Malak recovers 1 damage.

2x Force Storm

Special

Darth Malak does 2 damage to every character up to 2 squares away, each player with a character set affected must discard a card at random.

2x Burst of Speed

Special

Move Darth Malak up 6 spaces, playing this card does not count as an action.

2 x Force Grip

Special

Choose an opponent, that character cannot move or attack his next turn, draw a card.

**Notes:** FORCE STORM affects characters up to 2 squares away, defined as movement squares (so only 1 diagonal square).

Exar Kun – 16 HP – Red Deck – Melee

Ulic Qel-Droma – 12 HP – Minor Blue Deck – Melee

**Exar Kun**

3x Double-Bladed Lightsaber
A3\*

\*After the defense is revealed you may discard a card to double the
attack value.

2 x Unorthadox Attack
A4\*

\*If this card is completely blocked, the defending character takes 2 damage.

2x Dark Side Blast

Special
Choose a character Exar Kun can attack at range. That character takes 3 damage and is moved to any open space; that piece must be no closer to Kun than before the Dark Side Blast.

1x Agent of Darkness
Search you're draw pile for VERGE OF DEATH and place it in your hand. Then reshuffle deck.

1 x Verge of Death
Draw 3 cards. If Exar has 8 or fewer health points remaining, he recovers 4 damage and you may draw an extra card.

**Ulic Qel-Droma**

3x Arrogance & Anger

A\*/D\*

\*Attack and defense values are equal to number of cards in opponents hand after any attack or defense cards are played.

**Notes:** Exar’s DARK SIDE BLAST says “no closer to Kun,” this is defined as movement spaces as if all spaces between Exar and the character were unoccupied.

Nom Anor – 17 HP – Blue Deck – Melee

Yuuzhan Vong Warrior – 5 HP – Minor Blue Deck – Melee

**Nom Anor**

3x Amphistaff Retaliation

A2

If the target plays a defense card, the card is discarded. All effects of the defense card are ignored and the defender takes full damage. If no defense card is played, playing this card does not count as an action.

3x Ooglith Masquer
Special

Exchange places between Nom and any character in play. Draw a card.

2x Plasma Eel
Special

Choose any character Nom could attack at range. That character takes 3 damage. That character receives 1 damage each time he/she moves for any reason before your next turn.

1x Outside the Force
Special

Play immediately following a special card. All effects of the special card are ignored. The player who played the special card draws a card.

2x Vodunn Crab Armor
D6

 If the defense value exceeds the attack value, Nom recovers health equal to the difference.

1x Plaeryin Bol
A4

Playing this card does not count as an action. If this attack is completely blocked, the defender receives 2 damage.

Prince Xizor – 13 HP – Yellow Deck – Ranged

Guri – 15 HP – Minor Blue Deck – Ranged

**Prince Xizor**

3x Martial Shot
A4

After attacking, move Xizor up to 5 spaces.

2x Black Sun Spynet
Special

Look at opponent's hand. Choose 1 card for him/her to discard.

2x Expert Marksman
A1\*

\*Add 1 to the attack value for each square between Xizor and the target.

**Guri**

2x Replicant Speed
A3

Playing this card does not count as an action.

Replicant Strength x2
A7\*

\*If this attack destroys the target, playing this card does not count as an action.
After attacking, you may move the target up to 3 spaces.

1x Not Quite Human
Move Guri up to 5 spaces. At the end of this move, Guri does 2 damage to all adjacent opponent characters.

**Notes:** When using Xizor’s EXPERT MARKSMAN, you still only count the “open spaces,” so diagonal attacks with this card rarely do more than 2-3 damage.