

Skeleton Crew™

Wim



●	1	2	3	4
5	6	7	●	

Fern



●	1	2	3	4
5	6	7	●	

Neel



●	1	2	3	4
5	●			

KB



●	1	2	3	4
5	●			

© 2002 Lucasfilm Ltd. All rights reserved.

 <p>Attack 4</p> <p>Fern</p> <p>BORN LEADER</p> <p>Play when Fern is attacking. After attacking move each member of the Crew up to 4 spaces.</p>	 <p>Attack 4</p> <p>Fern</p> <p>BORN LEADER</p> <p>Play when Fern is attacking. After attacking move each member of the Crew up to 4 spaces.</p>	 <p>Attack 4</p> <p>Fern</p> <p>BORN LEADER</p> <p>Play when Fern is attacking. After attacking move each member of the Crew up to 4 spaces.</p>
 <p>Attack 3*</p> <p>Wim</p> <p>PRODIGY</p> <p>Play when Wim is attacking. *Add 1 to the attack value for each card in the defending player's discard card, including any defense card played.</p>	 <p>Attack 3*</p> <p>Wim</p> <p>PRODIGY</p> <p>Play when Wim is attacking. *Add 1 to the attack value for each card in the defending player's discard card, including any defense card played.</p>	 <p>Defend 4</p> <p>Wim</p> <p>LOYALTY</p> <p>Play when Wim is defending. You may use this to defend any member of the Skeleton Crew. Neel takes any damage from the attack but the original target is the target of any effects.</p>
 <p>Defend 4</p> <p>Wim</p> <p>LOYALTY</p> <p>Play when Wim is defending. You may use this to defend any member of the Skeleton Crew. Neel takes any damage from the attack but the original target is the target of any effects.</p>	<p>SPECIAL</p>  <p>KB</p> <p>DISARMING INSIGHT</p> <p>Play anytime on your turn. Choose a character adjacent to KB. That player chooses and discards 3 cards.</p>	<p>SPECIAL</p>  <p>KB</p> <p>DISARMING INSIGHT</p> <p>Play anytime on your turn. Choose a character adjacent to KB. That player chooses and discards 3 cards.</p>



Attack
5*

Skeleton Crew

FOR THE CREW

Play when Crew is attacking.
*Add 2 to the attack value for each member of the Skeleton Crew who has been defeated.



Attack
5*

Skeleton Crew

FOR THE CREW

Play when Crew is attacking.
*Add 2 to the attack value for each member of the Skeleton Crew who has been defeated.



SPECIAL

Wim or Fern

A REAL ADVENTURE

Play anytime on your turn.
Each member of the Skeleton Crew may draw a card, then play one card or attack. This card counts as one action.



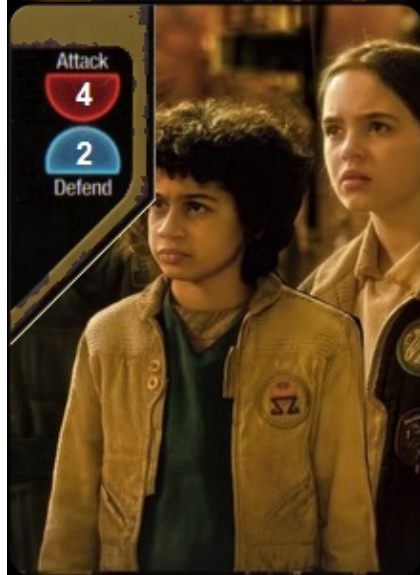
Attack
5
1
Defend



Attack
4
1
Defend



Attack
4
1
Defend



Attack
4
2
Defend



Attack
4
2
Defend



Attack
3
2
Defend





SPECIAL



Neel and KB

SPEEDER BIKES

Play anytime on your turn.
Move all of your characters up to 4 spaces each. Playing this card does not count as an action.

