

Kit Fisto



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



Clone Troopers



	1	2	3	
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	1	2	3	
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Attack
4



Defend
4

Kit Fisto

FORM 1: SHII-CHO

Play when attacking or defending.
If this card does damage, playing this card does not count as an action.
If this card blocks all damage, draw a card.

Attack
4



Defend
4

Kit Fisto

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If this card does damage, playing this card does not count as an action.
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Attack
4



Defend
4

Kit Fisto

FORM 1: SHII-CHO

Play when attacking or defending.
If this card does damage, playing this card does not count as an action.
If this card blocks all damage, draw a card.

Attack
8



Kit Fisto

MASTER SWORDPLAY

Play when Kit Fisto is attacking.
Draw a card

Attack
8



Kit Fisto

MASTER SWORDPLAY

Play when Kit Fisto is attacking.
Draw a card

Defend
7



Kit Fisto

CONSULAR ABILITIES

Play when Kit Fisto is defending.
You may move the attacking character to any open space adjacent to Kit Fisto.

Defend
7



Kit Fisto

CONSULAR ABILITIES

Play when Kit Fisto is defending.
You may move the attacking character to any open space adjacent to Kit Fisto.

SPECIAL



Kit Fisto

FORCE PUSH

Play anytime on your turn.
Move any character adjacent to Kit Fisto to any empty space. That character receives 1 damage.

SPECIAL



Kit Fisto

FORCE PUSH

Play anytime on your turn.
Move any character adjacent to Kit Fisto to any empty space. That character receives 1 damage.

SPECIAL



Kit Fisto

MANEUVERS

Play anytime on your turn.

Move Kit Fisto up to 6 spaces. You may select any adjacent character, that character recovers 3 damage.

SPECIAL



Kit Fisto

MANEUVERS

Play anytime on your turn.

Move Kit Fisto up to 6 spaces. You may select any adjacent character, that character recovers 3 damage.

SPECIAL



Kit Fisto

INSIGHT

Play anytime on your turn.

Choose any opponent. That opponent must reveal their hand. Then, they must choose and discard a card.

Attack

5

1

Defend



Attack

5

1

Defend



Attack

4

1

Defend



Attack

4

2

Defend



Attack

4

2

Defend



Attack

3

3

Defend







