

Garazeb Orrelios™



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



Sabine Wren™



	1	2	3	4	5
6	7	8	9		



 <p>Attack <b>7</b></p> <p>Garazeb Orrelios™</p> <p><b>VIOLENT SHOVE</b></p> <p>Play when Zeb is attacking. After attacking, you may move the attacked character up to 3 spaces.</p>	 <p>Attack <b>7</b></p> <p>Garazeb Orrelios™</p> <p><b>VIOLENT SHOVE</b></p> <p>Play when Zeb is attacking. After attacking, you may move the attacked character up to 3 spaces.</p>	 <p>Attack <b>7</b></p> <p>Garazeb Orrelios™</p> <p><b>VIOLENT SHOVE</b></p> <p>Play when Zeb is attacking. After attacking, you may move the attacked character up to 3 spaces.</p>
<p>SPECIAL</p>  <p>Garazeb Orrelios™</p> <p><b>LASAT BO-RIFLE</b></p> <p>Play anytime on your turn. Until the end of your turn, Zeb can play basic attack cards as if he could attack at range. Playing this card does not count as an action.</p>	<p>SPECIAL</p>  <p>Garazeb Orrelios™</p> <p><b>LASAT BO-RIFLE</b></p> <p>Play anytime on your turn. Until the end of your turn, Zeb can play basic attack cards as if he could attack at range. Playing this card does not count as an action.</p>	<p>SPECIAL</p>  <p>Garazeb Orrelios™</p> <p><b>BULL RUSH</b></p> <p>Play anytime on your turn. Move Zeb up to 4 spaces. Then, move 1 enemy adjacent to Zeb up to 1 space and move Zeb into the vacated space.</p>
<p>SPECIAL</p>  <p>Garazeb Orrelios™</p> <p><b>BULL RUSH</b></p> <p>Play anytime on your turn. Move Zeb up to 4 spaces. Then, move 1 enemy adjacent to Zeb up to 1 space and move Zeb into the vacated space.</p>	<p>SPECIAL</p>  <p>Sabine Wren™</p> <p><b>SET EXPLOSIVES</b></p> <p>Play anytime on your turn. Put up to 2 bombs within 2 spaces of Sabine. When a character enters a space with a bomb, remove the bomb. Then, that character and each adjacent character receives 4 damage.</p>	<p>SPECIAL</p>  <p>Sabine Wren™</p> <p><b>SET EXPLOSIVES</b></p> <p>Play anytime on your turn. Put up to 2 bombs within 2 spaces of Sabine. When a character enters a space with a bomb, remove the bomb. Then, that character and each adjacent character receives 4 damage.</p>



SPECIAL



Sabine Wren™

### SET EXPLOSIVES

Play anytime on your turn.  
Put up to 2 bombs within 2 spaces of Sabine. When a character enters a space with a bomb, remove the bomb. Then, that character and each adjacent character receives 4 damage.

Attack  
6



Sabine Wren™

### SHOT ON THE RUN

Play when Sabine is attacking.  
After attacking, you may move Sabine up to 6 spaces.

Attack  
6



Sabine Wren™

### SHOT ON THE RUN

Play when Sabine is attacking.  
After attacking, you may move Sabine up to 6 spaces.

Attack  
5  
Defend  
1



Attack  
5  
Defend  
1



Attack  
4  
Defend  
1



Attack  
4  
Defend  
2



Attack  
4  
Defend  
2



Attack  
3  
Defend  
3







