

Grand Admiral Thrawn



●	1	2	3	4	5
6	7	8	9	10	11
12	13	●			

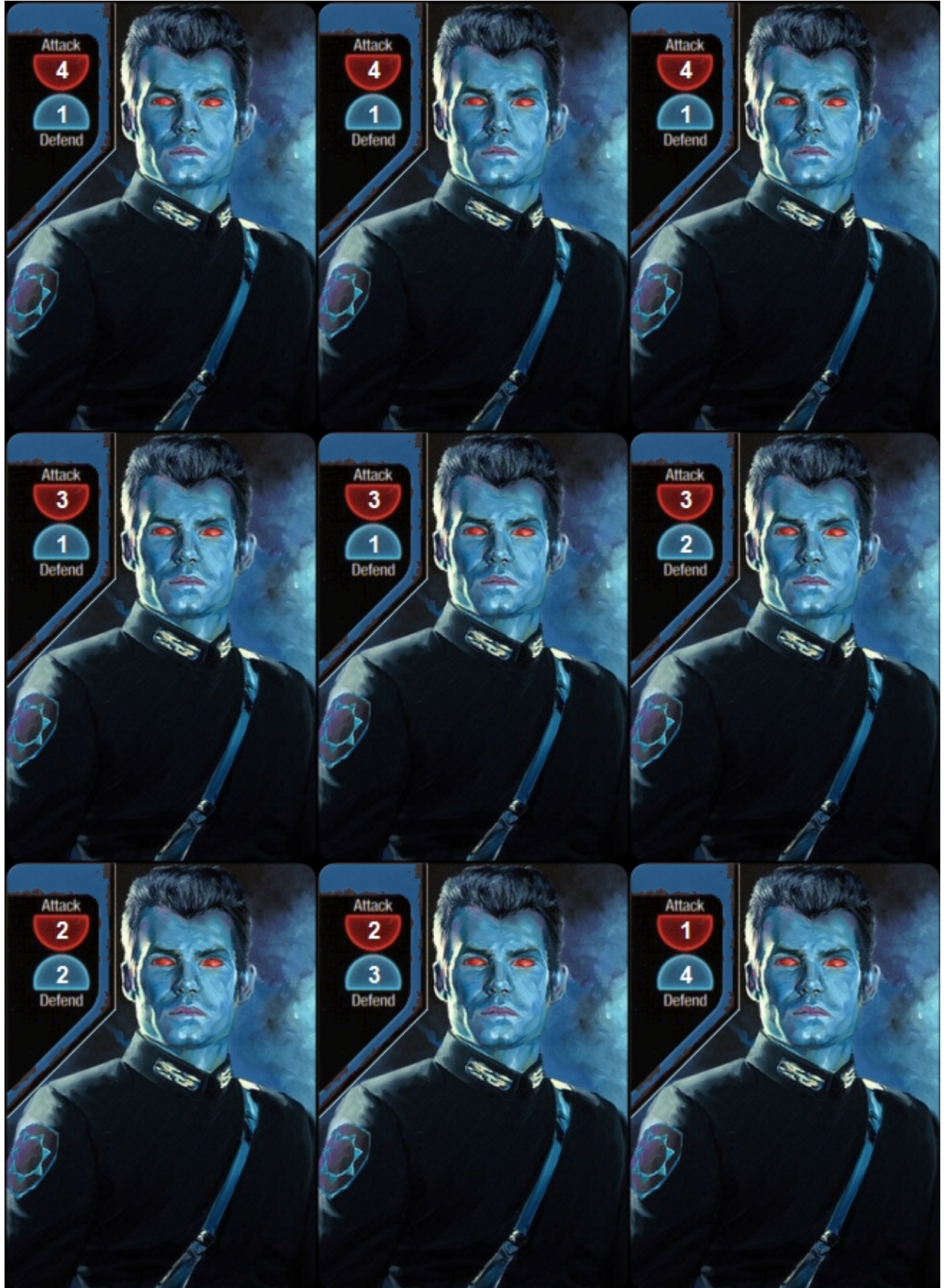
Rukh



●	1	2	3	4	5
6	7	8	9	10	11
12	●				

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Attack  
1

4  
Defend

SPECIAL

Thrawn

ARTISTIC INSIGHT

Play anytime on your turn.  
Choose an opponent to reveal their hand. That player may not draw cards on their next turn.

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SPECIAL

Thrawn

YSALAMIRI

Play anytime on your turn.  
All opponents controlling a character adjacent to Thrawn must reveal their hand and discard all Special and Power Combat cards. Until your next turn, Thrawn may not be the target of Special or Power Combat cards.

Attack  
6

6  
Defend

Thrawn

CREATIVE TACTICS

Play when attacking or defending.  
After the attack is resolved, you may move the character CREATIVE TACTICS is played against up to 4 spaces.

Attack  
6

6  
Defend

Thrawn

CREATIVE TACTICS

Play when attacking or defending.  
After the attack is resolved, you may move the character CREATIVE TACTICS is played against up to 4 spaces.

Attack  
5\*

Thrawn

INSIGHTFUL ATTACK

Play when Thrawn is attacking.  
\*If you have seen any cards in your opponent's hand that the target character could defend with, you may play this card face up and choose the card the character uses for defense.

Attack  
5\*

Thrawn

INSIGHTFUL ATTACK

Play when Thrawn is attacking.  
\*If you have seen any cards in your opponent's hand that the target character could defend with, you may play this card face up and choose the card the character uses for defense.

Attack  
5\*

Thrawn

INSIGHTFUL ATTACK

Play when Thrawn is attacking.  
\*If you have seen any cards in your opponent's hand that the target character could defend with, you may play this card face up and choose the card the character uses for defense.

 <p><b>Attack</b> <b>7*</b></p> <p><b>Rukh</b></p> <p><b>ASSASSIN'S BLADE</b></p> <p>Play when Rukh is attacking. *If the target does not play a defense card, ASSASSIN'S BLADE does 12 damage instead of 7.</p>	 <p><b>Defend</b> <b>7*</b></p> <p><b>Rukh</b></p> <p><b>NOGHRI BODYGUARD</b></p> <p>Play when Rukh is defending. *You may play this card to defend for Thrawn. Move Rukh adjacent to the attacker. If used to defend for Thrawn, Thrawn remains the target and takes any damage from the attack. If Thrawn has been destroyed, the defense value is 3.</p>	<p><b>SPECIAL</b></p>  <p><b>Rukh</b></p> <p><b>POUNCE</b></p> <p>Play anytime on your turn. Move Rukh up to 3 spaces. After moving, deal 3 damage to any one character adjacent to Rukh.</p>
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**SPECIAL**



**Rukh**

**POUNCE**

Play anytime on your turn.  
Move Rukh up to 3 spaces. After moving, deal 3 damage to any one character adjacent to Rukh.

