


Darth Marr



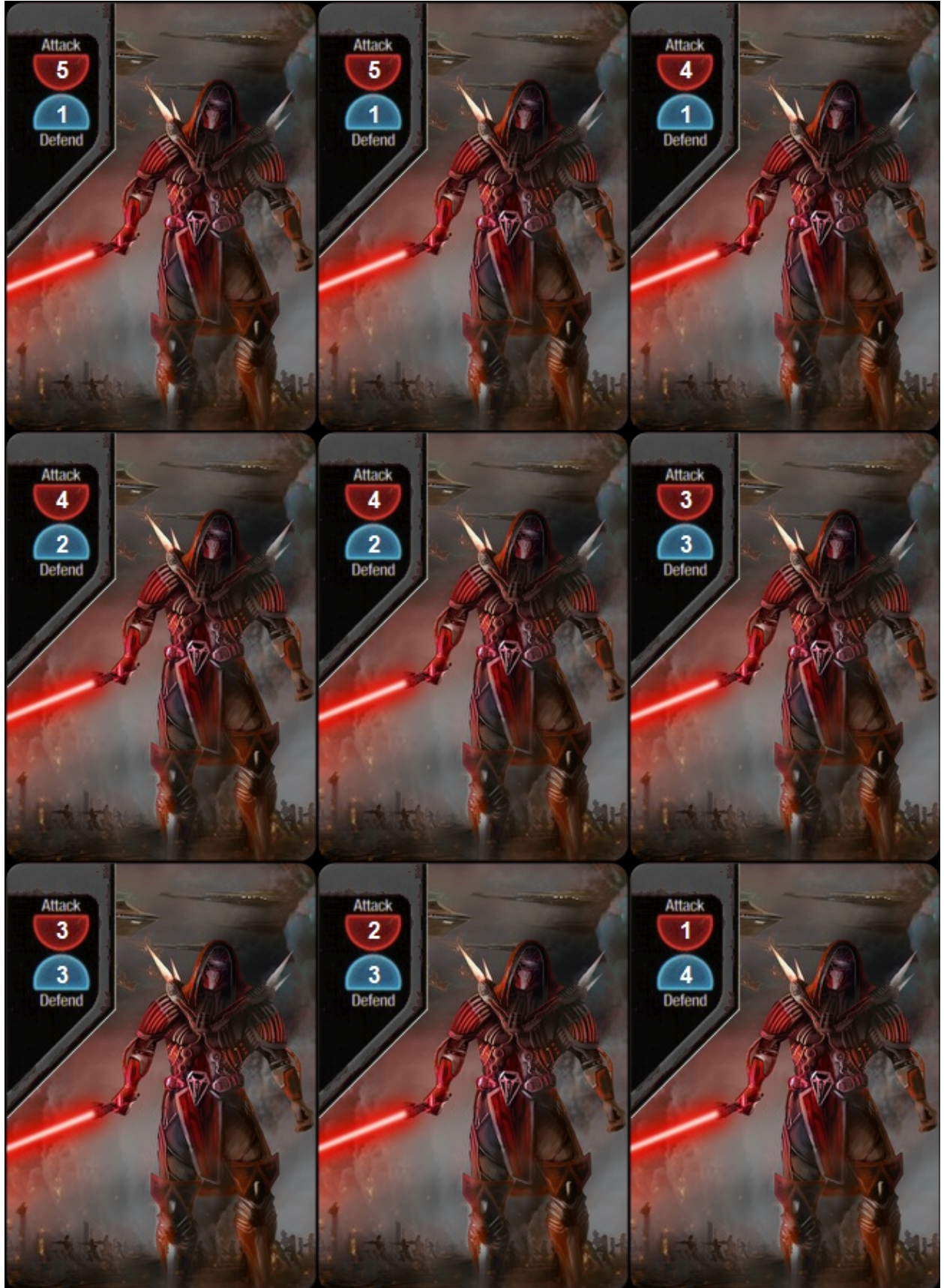
	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
					

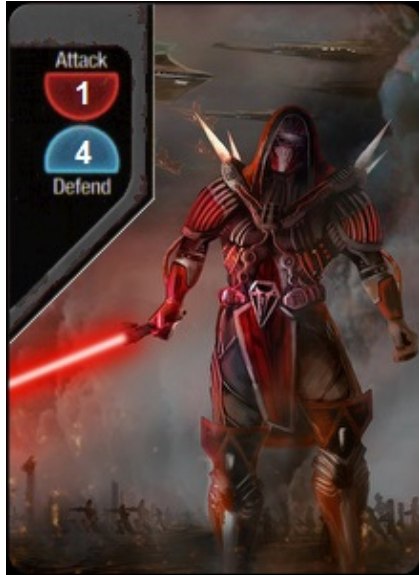


Lana Beniko



	1	2	3	4	5
6	7	8	9	10	11
					







Attack
1

4
Defend



Attack
4*

Lana Beniko

SITH LIGHTNING

Play when attacking.
This attack can be played at range. If it does damage, then the receiving character is unable to move on their next turn.



Attack
4*

Lana Beniko

SITH LIGHTNING

Play when attacking.
This attack can be played at range. If it does damage, then the receiving character is unable to move on their next turn.

SPECIAL



Lana Beniko

MASTER OF INTELLIGENCE

Play anytime on your turn.
Look into an opponent's hand and pick two cards to discard. Then draw a card.

SPECIAL



Lana Beniko

MASTER OF INTELLIGENCE

Play anytime on your turn.
Look into an opponent's hand and pick two cards to discard. Then draw a card.

SPECIAL



Darth Marr

HERO OF THE EMPIRE

Play anytime on your turn.
Move Marr and Lana up to four spaces each. Then draw three cards.

SPECIAL



Darth Marr

HERO OF THE EMPIRE

Play anytime on your turn.
Move Marr and Lana up to four spaces each. Then draw three cards.

SPECIAL



Darth Marr

DEFENDER OF THE EMPIRE

Play anytime on your turn.
Heal Marr and Lana up to four points each. Draw two cards.

Attack
4*



Darth Marr

ZEALOUS LEAP

Play when Marr is attacking.
The target must be within three spaces of melee range. After attacking target move Marr adjacent to the target.

Attack
4*



Darth Marr

ZEALOUS LEAP

Play when Marr is attacking.
The target must be within three spaces of melee range. After attacking move Marr adjacent to the target.

Attack
7



Darth Marr

VETERAN WARRIOR

Offense or Defense
Draw a card.

Attack
7



Darth Marr

VETERAN WARRIOR

Offense or Defense
Draw a card.

SPECIAL



Darth Marr

FORCE CRUSH

Play anytime on your turn.
Choose one opponent to suffer three damage. That opponent is then unable to move on their next turn.

