



Embo



●	1	2	3	4	5
6	7	8	9	10	11
12	13	●			

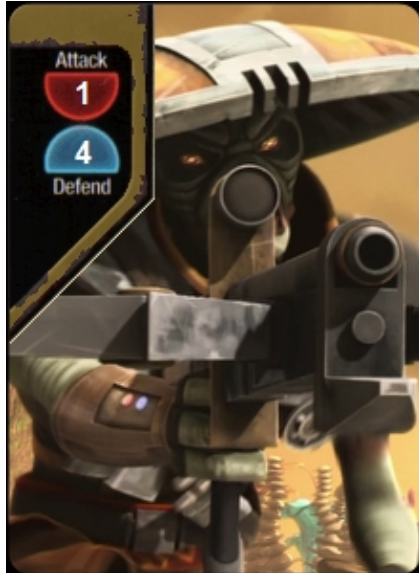
Marrok



●	1	2	3	4	5
6	7	8	9	●	









Attack
1
4
Defend



Attack
4*
3*
Defend

Embo

ARMORED HAT

Play when attacking or defending.
*If the opposing character is adjacent to Embo, the attack and defense values are 5.



Attack
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3*
Defend

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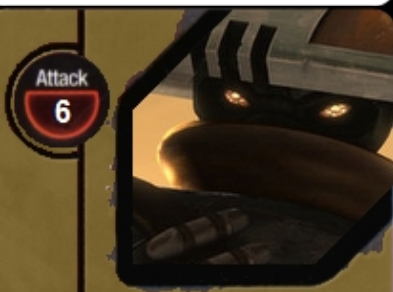


Attack
4*
3*
Defend

Embo

ARMORED HAT

Play when attacking or defending.
*If the opposing character is adjacent to Embo, the attack and defense values are 5.

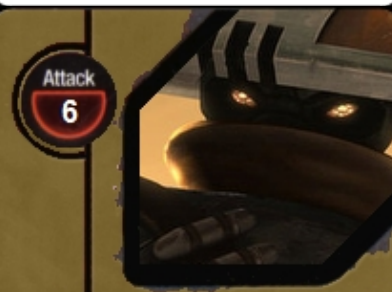


Attack
6

Embo

MASTER AND ANOOBA

Play when Embo is attacking.
After attacking, move Embo and Marrok up to a combined total of 6 spaces.

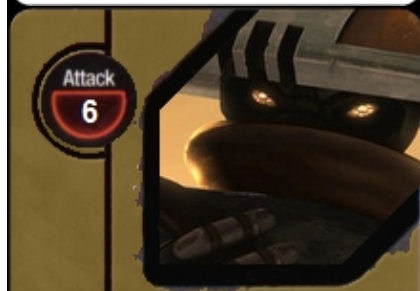


Attack
6

Embo

MASTER AND ANOOBA

Play when Embo is attacking.
After attacking, move Embo and Marrok up to a combined total of 6 spaces.

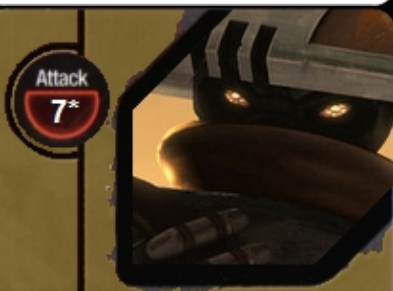


Attack
6

Embo

MASTER AND ANOOBA

Play when Embo is attacking.
After attacking, move Embo and Marrok up to a combined total of 6 spaces.



Attack
7*

Embo

EMBO'S BOWCASTER

Play when Embo is attacking.
*If Embo is not adjacent to the defending character, the attack value is 10.

Draw a card.




SPECIAL

Embo

MARTIAL ARTS ESCAPE

Play anytime on your turn.
All opposing characters adjacent to Embo receive 1 damage. Then move Embo up to 5 spaces, moving through enemies.

SPECIAL



Embo

MARTIAL ARTS ESCAPE

Play anytime on your turn. All opposing characters adjacent to Embo receive 1 damage. Then move Embo up to 5 spaces, moving through enemies.

SPECIAL



Marrok

TRACK PREY

Play anytime on your turn. Choose a character Marrok could attack if ranged. Move Marrok adjacent to that character, then move Embo to any space where he can attack that character.

SPECIAL



Marrok

TRACK PREY

Play anytime on your turn. Choose a character Marrok could attack if ranged. Move Marrok adjacent to that character, then move Embo to any space where he can attack that character.



Marrok

PIN PREY

Attack 3

Play when Marrok is attacking. After attacking, place the defending character on its side. That character may not move or attack until the player controlling that character chooses and discards 4 cards to stand it back up, or until Marrok is not adjacent.

