

Kit Fisto



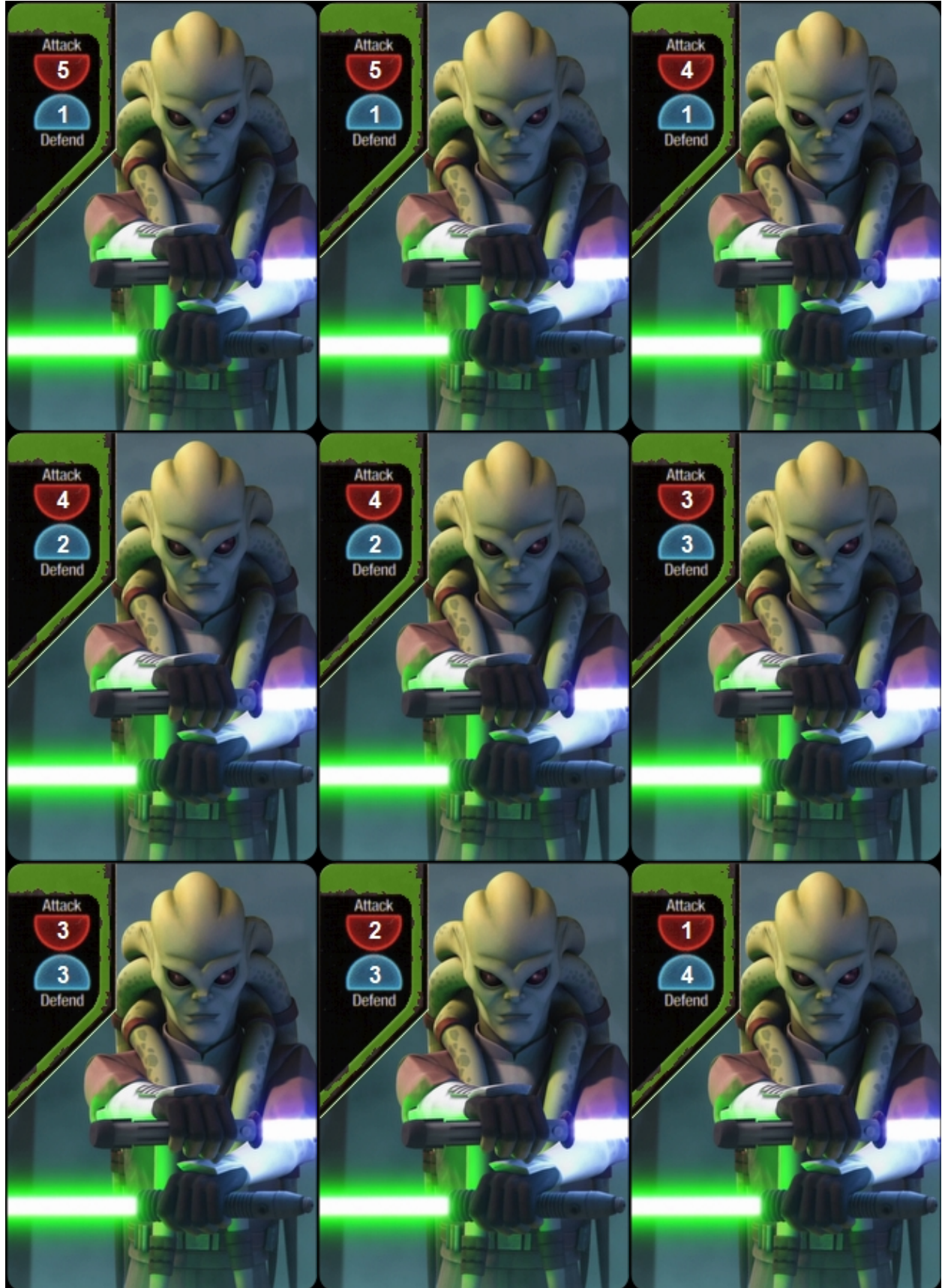
	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15		

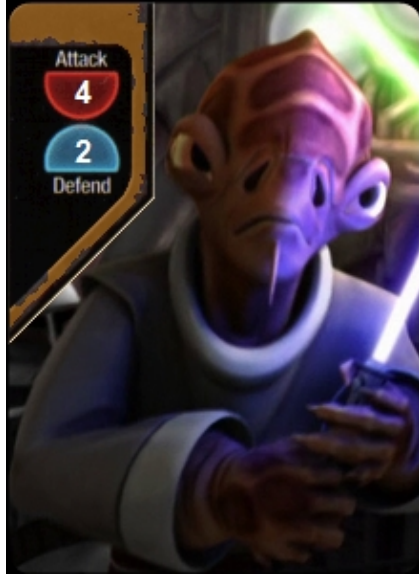
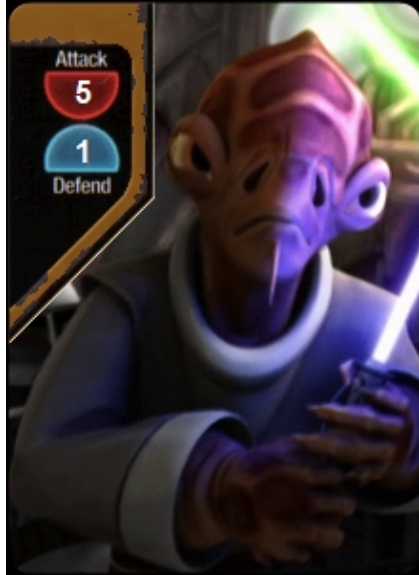


Nahdar Vebb



	1	2	3	4	5
6	7	8	9		

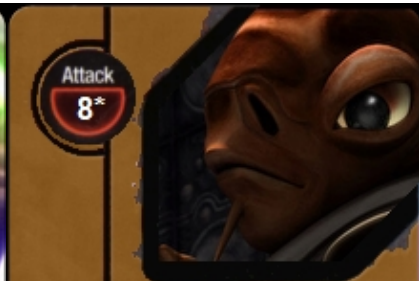






Attack  
1

4  
Defend



Attack  
8\*

**Nahdar Vebb**

**STRENGTH PREVAILS**

Play when Vebb is attacking.  
\*If this attack does not destroy the defending character, Nahdar receives 8 damage.




Attack  
5\*

**Nahdar Vebb**

**REVENGE**

Play when Vebb is attacking.  
\*If at least one allied character has been destroyed, the attack value is 6. If Fisto has been destroyed, the attack value is 8.



Attack  
5\*

**Nahdar Vebb**

**REVENGE**

Play when Vebb is attacking.  
\*If at least one allied character has been destroyed, the attack value is 6. If Fisto has been destroyed, the attack value is 8.

SPECIAL



**Kit Fisto**

**Pincer Ambush**

Play anytime on your turn. Choose an opposing character. Move Fisto and Nahdar adjacent to that character. Playing this card does not count as an action.



Attack  
5\*

**Kit Fisto**

**Jedi Resolve**

Play when Fisto is attacking.  
\*If Nahdar has been destroyed, the attack value of this card is 9.  
Draw a card.



Attack  
5\*

**Kit Fisto**

**Jedi Resolve**

Play when Fisto is attacking.  
\*If Nahdar has been destroyed, the attack value of this card is 9.  
Draw a card.



Attack  
3\*

**Kit Fisto**

**A Second Look Pays Off**

Play when Fisto is attacking.  
\*After revealing the attack, you may put this card back into your hand instead of resolving the attack. If you do, the opponent may return their defense card (if any) to their hand.

SPECIAL



**Kit Fisto**

**Force Push**

Play anytime on your turn. Choose a character adjacent to Fisto. Move that character to any empty space. That character receives 2 damage.

<p><b>SPECIAL</b></p>  <p><b>Kit Fisto</b></p> <p><b>FORCE PUSH</b></p> <p>Play anytime on your turn. Choose a character adjacent to Fisto. Move that character to any empty space. That character receives 2 damage.</p>	<p><b>6</b> Defend</p>  <p><b>Kit Fisto</b></p> <p><b>RICOCHET</b></p> <p>Play when Fisto is defending. After defending, Fisto does 2 damage to one character he could attack if ranged.</p>	<p><b>6</b> Defend</p>  <p><b>Kit Fisto</b></p> <p><b>RICOCHET</b></p> <p>Play when Fisto is defending. After defending, Fisto does 2 damage to one character he could attack if ranged.</p>
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**SPECIAL**



**Kit Fisto**

**GET BACK, NAHDAR!**

Play anytime on your turn.

If Nahdar is alive, move Fisto up to 6 spaces, then move Nahdar adjacent to Fisto. Nahdar recovers 2 damage.

If Nahdar is destroyed, move Fisto up to 8 spaces. Fisto recovers 2 damage.

