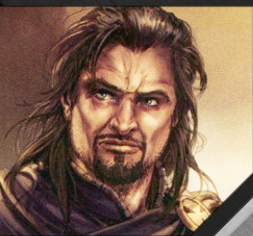
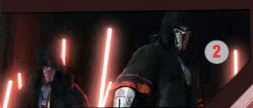
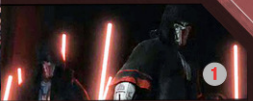


Lord Skere Kaan™



Sith Marauder™







Lord Kaan

BATTLEFIELD COMMANDER

Play anytime on your turn.

Move Kaan and all Sith up to 4 spaces each. If all existing Sith end their move adjacent to Kaan, playing this card does not count as an action.



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Lord Kaan

GRIM TACTICS

Play anytime on your turn.

Each Sith does 4 points of damage to every character he can attack. Each Sith also takes 4 damage.



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REINFORCEMENTS

Play anytime on your turn.

Restore all Sith to full health. If destroyed, put them back in any empty space adjacent to Kaan.



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Restore all Sith to full health. If destroyed, put them back in any empty space adjacent to Kaan.



Attack 5

Lord Kaan

RULE BY THE STRONG

Play when Kaan is attacking.

Deal 1 damage for each Sith that can also attack the target.



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Play when Kaan is attacking.

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Attack 5

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Play when Kaan is attacking.

Deal 1 damage for each Sith that can also attack the target.



Attack 10

Lord Kaan

THOUGHT BOMB

Play when Kaan is attacking.

If the target of **THOUGHT BOMB** is not destroyed after the attack, Kaan receives 4 damage.



Attack 5

Defend 1



Attack 5

Defend 1



Attack 5

Defend 1



Attack 4

Defend 1



Attack 4

Defend 2



