



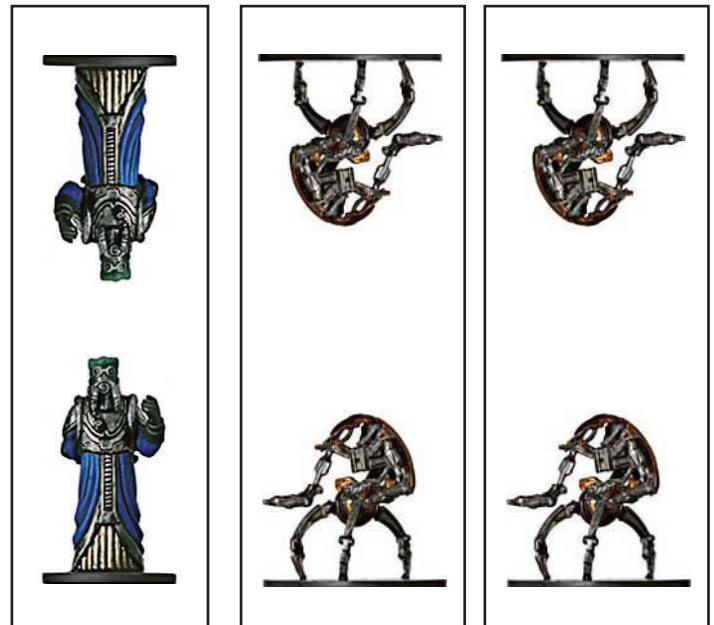
Wat Tambor

The Foremen of the Intergalactic Banking Clan gained his position through industry, espionage, and a little luck. Wat was one of the first to answer Dooku's call to form a new government, but not for any political ideals: Wat saw a chance to profit.

When the fighting started in earnest, the banking clan funded a large portion of Dooku's droid army, and in return Wat found favor with the Separatist Leader. But aside from money, Wat Tambor did little to further the Separatist cause, largely due to being focused on his own profits, but also because war was not his forte.

Wat Tambor here is the idealization of what the Banking Clan was to the Separatist movement: strong support, weak in direct confrontation. Use Wat's ability to move the Destroyers around the board to line up some well-placed *No Match For Us* attacks and the potentially devastating *Death Factory*. Activate the Destroyer's shields early, because Wat needs something to hide behind - he has no movement and only has *An Eye For Danger* as any real defense.

Gameplay: Droidekas have shields. You can activate or deactivate shields for one Droideka as an action. When shields are active, a Droideka can not move during the move phase of your turn (when you roll for movement), but talent cards move a shielded Droideka normally. Droidekas begin play with shields deactivated. Shields provide Droidekas with an automatic 2 defense against any attack, or a +2 defense on any defense card they play. Shields do not affect direct damage.



SPECIAL



Wat Tambor

SEND IN THE DESTROYERS

Play anytime on your turn.
Move all Droidekas in play up to 6 spaces each, then activate all Droideka shields.
Draw a card.

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Draw a card.

Defend



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AN EYE FOR DANGER

Play when Wat is defending.
Wat takes no damage from the attack, unless the damage would be enough to destroy Wat.
If Wat survives the attack, move Wat to any empty space.

SPECIAL



Wat Tambor

FRANTIC ORDERS

Play anytime on your turn.
You may activate or deactivate shields on each Droideka, or move each Droideka up to 3 spaces. Playing this card does not count as an action.

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BOTTOMLESS BANKROLL

Play anytime on your turn.
Remove all Droidekas from play, then add two Droidekas with deactivated shields to play adjacent to Wat. If after playing this card you have no cards in your hand, draw 5 cards.

SPECIAL



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BOTTOMLESS BANKROLL

Play anytime on your turn.
Remove all Droidekas from play, then add two Droidekas with deactivated shields to play adjacent to Wat. If after playing this card you have no cards in your hand, draw 5 cards.

SPECIAL



Wat Tambor

DEATH FACTORY

Play anytime on your turn.
You may discard any number of cards from your hand. For each card you discard, each Droideka does 1 damage to a character it can attack. If you are playing on Geonosis Droid Factory, you may reshuffle your discard pile into your draw pile.



Attack **3***

Wat Tambor

NO MATCH FOR US

Play when Wat is attacking.

*You may discard a Droideka basic combat card for each Droideka that can also attack the target. Add the attack values of the discarded cards to NO MATCH FOR US.



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Play when Wat is attacking.

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Attack **3***

Wat Tambor

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*You may discard a Droideka basic combat card for each Droideka that can also attack the target. Add the attack values of the discarded cards to NO MATCH FOR US.



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **2**



