



Emperor's Wrath



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

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Vette



	1	2	3	4	5
6	7	8			









Attack 10

**Emperor's Wrath**  
**RAVAGE**

Play when Wrath is attacking.  
If the target takes no damage, then the target must defend this attack again.

Attack 7

**Emperor's Wrath**  
**GORE**

Play when Wrath is attacking.  
After the attack is resolved, the defender takes 2 damage.

SPECIAL

**Emperor's Wrath**  
**FORCE SCREAM**

Play anytime on your turn.  
Choose an opponent within 3 spaces. That opponent takes 3 damage, and cannot move on their next turn.

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SPECIAL

**Emperor's Wrath**  
**SACRIFICE**

Play anytime on your turn.  
Vette is defeated. Remove up to 6 damage from Emperor's Wrath. If Vette is already defeated remove 2 damage instead.

SPECIAL

**Emperor's Wrath**  
**FRENZY**

Play anytime on your turn.  
Draw 4 cards. If any Emperor's Wrath cards are drawn they can be used against legal targets immediately with no action.

Attack 3

**Emperor's Wrath**  
**DUAL SABER THROW**

Play when Wrath is attacking.  
You can target anyone at range. This attack must be defended by the target twice.

Defend 4

**Emperor's Wrath**  
**CLOAK OF PAIN**

Play when Wrath is defending.  
If Emperor's Wrath takes damage, he deals an equal amount of damage back to the attacker.

 <p><b>4</b> Defend</p> <p><b>Emperor's Wrath</b></p> <p><b>CLOAK OF PAIN</b></p> <p>Play when Wrath is defending. If Emperor's Wrath takes damage, he deals an equal amount of damage back to the attacker.</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>SPECIAL</b></p>  <p><b>Emperor's Wrath</b></p> <p><b>MAD DASH</b></p> <p>Play anytime on your turn. Move Emperor's Wrath up to 5 squares. All opponents moved through must defend an Attack 4.</p>	 <p><b>Attack</b> <b>1</b></p> <p><b>Vette</b></p> <p><b>SPEWIE</b></p> <p>Play when Vette is attacking. This attack must be defended by the target 6 times.</p>
 <p><b>Attack</b> <b>6</b></p> <p><b>Vette</b></p> <p><b>GRAVE ROBBER</b></p> <p>Play when Vette is attacking. Play this card face-up. Choose a defense card from the opponent's discard pile. If none are available then they can defend normally.</p>		

