



Havoc Squad



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20			



--	--	--	--	--

--	--	--	--	--





Attack  
1  
4  
Defend

SPECIAL



### Havoc Squad YUUN PARR SUPPORT

Play anytime on your turn.  
On the next 3 following Havoc Squad turns, choose the dice roll for movement. Usable by Yuun only.

SPECIAL



### Havoc Squad ELARA DORNE SUPPORT

Play anytime on your turn.  
All Recharge & Reload cards used before the end of Havoc Squad's next turn remove 2 damage instead. No action. Usable by Elara only.



Attack  
8

### Havoc Squad ARIC JORGAN SUPPORT

Play when Aric is attacking.  
Move the other Havoc Squad members up to 4 spaces each. Usable by Aric only.

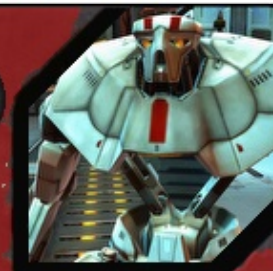
SPECIAL



### Havoc Squad TANNO VIK SUPPORT

Play anytime on your turn.  
Choose any target. That opponent and all adjacent characters take 3 damage. Usable by Tanno only.

6  
Defend



### Havoc Squad M1-4X SUPPORT

Play when Havoc defends.  
The attacker cannot target Havoc Squad again this turn. Usable only if M1-4X is remaining.



SPECIAL

### Havoc Squad HARPOON

Play anytime on your turn.  
Choose any opponent that Havoc Squad can attack at range. Move that opponent adjacent to that Havoc Squad member.

SPECIAL



### Havoc Squad HOLD THE LINE

Play anytime on your turn.  
Move all other allies up to 3 squares each. If Havoc Squad has no remaining allies then move Havoc Squad instead.

Attack  
4



### Havoc Squad SHOULDER CANNON

Play when Havoc attacks.  
After the attack is resolved, you may use up to 4 Recharge and Reload cards at no action.



