

Embo

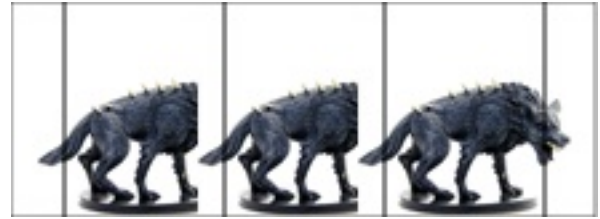


	1	2	3	4	5
6	7	8	9	10	11
12	13				

-Marrok



	1	2	3	4	5
6	7	8	9		









Attack
4

Embo

PINNING SHOT

Play when Embo is attacking.
If Embo did any damage with this attack, then the defender may not move until after the end of their controller's next turn.

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Play when Embo is attacking.
If Embo did any damage with this attack, then the defender may not move until after the end of their controller's next turn.

Attack
9*

Embo

BOWCASTER SHOT

Play when Embo is attacking.
*Play this card face-up in front of you without attacking as one action. On any turn after this one, you may use an action to attack with this card. Embo cannot move while a copy of this card is in front of you.

Attack
9*

Embo

BOWCASTER SHOT

Play when Embo is attacking.
*Play this card face-up in front of you without attacking as one action. On any turn after this one, you may use an action to attack with this card. Embo cannot move while a copy of this card is in front of you.

SPECIAL

Embo

BAIT

Play anytime on your turn.
Move any enemy character up to 3 spaces.
Draw a card.

Attack
7

Embo

COLLECT BOUNTY

Play when Embo is attacking.
If Embo destroyed the defender with this attack, then draw 3 cards.

4
Defend

Embo

COOL HAT

Play when Embo is defending.
Draw a card. At the cost of an action you can discard this card and have Embo do 2 damage to any character he can attack. The player controlling that character must choose and discard a card.



Attack
5

Marrok

DRAG AWAY

Play when Marrok is attacking.
After attacking, you may move Marrok up to 3 spaces then move the defender (if they were not destroyed by this attack) to any empty space adjacent to him.




Attack
5

Marrok

DRAG AWAY

Play when Marrok is attacking.
After attacking, you may move Marrok up to 3 spaces then move the defender (if they were not destroyed by this attack) to any empty space adjacent to him.

SPECIAL




Marrok

POUNCE

Play anytime on your turn.
Move Marrok up to 3 spaces. Then Marrok does 3 damage to a character he can attack.

SPECIAL



Marrok

POUNCE

Play anytime on your turn.
Move Marrok up to 3 spaces. Then Marrok does 3 damage to a character he can attack.

