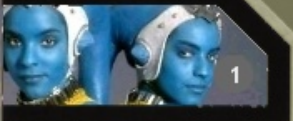


Sebulba

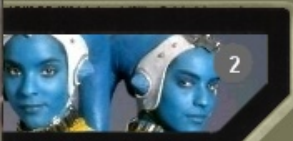




	1	2	3	4	5
6	7	8	9	10	11
12	13				

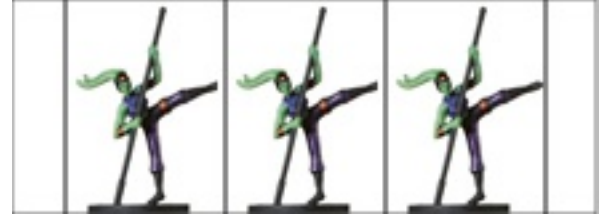
Ann/Tann Gella



	1	2	3	4	
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	1	2	3	4	
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 <p>Attack 5</p> <p>Sebulba</p> <p>YOU WON'T WALK AWAY</p> <p>Play when Sebulba is attacking. If Sebulba does damage with this attack, the defending character may not move next turn. Move Sebulba up to 3 spaces.</p>	 <p>Attack 5</p> <p>Sebulba</p> <p>YOU WON'T WALK AWAY</p> <p>Play when Sebulba is attacking. If Sebulba does damage with this attack, the defending character may not move next turn. Move Sebulba up to 3 spaces.</p>	 <p>Attack 5</p> <p>Sebulba</p> <p>YOU WON'T WALK AWAY</p> <p>Play when Sebulba is attacking. If Sebulba does damage with this attack, the defending character may not move next turn. Move Sebulba up to 3 spaces.</p>
<p>SPECIAL</p>  <p>Sebulba</p> <p>BANTHA POODOO</p> <p>Play anytime on your turn. Choose a character adjacent to Sebulba. That character may not attack or move next turn. Sebulba may move up to 5 spaces or draw a card.</p>	<p>SPECIAL</p>  <p>Sebulba</p> <p>BANTHA POODOO</p> <p>Play anytime on your turn. Choose a character adjacent to Sebulba. That character may not attack or move next turn. Sebulba may move up to 5 spaces or draw a card.</p>	<p>SPECIAL</p>  <p>Sebulba</p> <p>HEALING HANDS</p> <p>Play anytime on your turn. Sebulba recovers 2 damage for each Twi'lek sister adjacent to him.</p>
<p>SPECIAL</p>  <p>Sebulba</p> <p>HEALING HANDS</p> <p>Play anytime on your turn. Sebulba recovers 2 damage for each Twi'lek sister adjacent to him.</p>	<p>Attack 3*</p>  <p>Sebulba</p> <p>NECK GRAB</p> <p>Play when Sebulba is attacking. Use when attacking an adjacent character. If they remain adjacent for Sebulba's next turn, you may remove this card from your discard pile and play it again immediately without losing an action.</p>	<p>Attack 3*</p>  <p>Sebulba</p> <p>NECK GRAB</p> <p>Play when Sebulba is attacking. Use when attacking an adjacent character. If they remain adjacent for Sebulba's next turn, you may remove this card from your discard pile and play it again immediately without losing an action.</p>



Attack
8*

Sebulba

BESERKER

Play when Sebulba is attacking.
After attacking an adjacent character, neither Sebulba or the defending character may move until Sebulba's next turn.



Defend
6

Sebulba

DUG RESILIENCE

Play when Sebulba is defending.
Draw 2 cards.



Attack
5*

Sebulba

SOLAR PLEXUS KICK

Play when Sebulba is attacking.
After attacking an adjacent character, move the defending character 1 space directly away from Sebulba. If this is not possible, the defending character takes an extra 2 damage.



Attack
4
Defend
1



Attack
4
Defend
1



Attack
3
Defend
1



Attack
3
Defend
1



Attack
3
Defend
2



Attack
2
Defend
3





