

Wicket



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

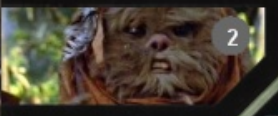
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Ewok Militia



	1	2	3	
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	1	2	3	
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SPECIAL

Wicket

LOG TRAP

Play anytime on your turn.

Place two markers on two adjacent empty spaces, no more than one space apart. If an opponent passes through or between these spaces, they receive three damage. After the damage is dealt, remove the markers.

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PIT TRAP

Play anytime on your turn.

Place a marker on any space adjacent to Wicket. If an opponent occupies this space, that character may not move again without first discarding three cards. Once the cards are discarded, remove the marker.

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Wicket

PIT TRAP

Play anytime on your turn.

Place a marker on any space adjacent to Wicket. If an opponent occupies this space, that character may not move again without first discarding three cards. Once the cards are discarded, remove the marker.

Attack 8

Wicket

BOULDER TRAP

Play when Wicket is attacking.

This card attacks all opponents up to four movement spaces in a straight line away from Wicket. All affected opponents may defend as normal.

SPECIAL

Wicket

HANG GLIDER ASSAULT

Play anytime on your turn.

Move Wicket up to five spaces. He may move over enemies and obstacles. All opponents Wicket moves over receive two damage.

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 <p>Attack 3</p> <p>1 Defend</p>	 <p>Attack 4</p> <p>1 Defend</p>	 <p>Attack 4</p> <p>1 Defend</p>
 <p>Attack 4</p> <p>1 Defend</p>	 <p>Attack 2</p> <p>3 Defend</p>	 <p>Attack 2</p> <p>3 Defend</p>
<p>SPECIAL</p>  <p>Wicket</p> <p>BAIT</p> <p>Play anytime on your turn. Move any opponent up to four spaces. Draw a card.</p>	<p>SPECIAL</p>  <p>Wicket</p> <p>BAIT</p> <p>Play anytime on your turn. Move any opponent up to four spaces. Draw a card.</p>	 <p>Attack 4*</p> <p>4* Defend</p> <p>Wicket</p> <p>BRAVERY</p> <p>Play when attacking or defending. Add 1 to the attack and defense value for each opponent in position to attack to Wicket.</p>

SPECIAL



Wicket

EWOK INGENUITY

Play anytime on your turn.

Until the end of your next turn, Ewok Militia may play all trap cards as if their name was Wicket. If an opponent causes this card to be discarded, that opponent receives 3 damage.

SPECIAL



Wicket

EWOK INGENUITY

Play anytime on your turn.

Until the end of your next turn, Ewok Militia may play all trap cards as if their name was Wicket. If an opponent causes this card to be discarded, that opponent receives 3 damage.



Attack
1

4
Defend

Attack
1

4
Defend



