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“TWEAK”



SPECIAL

Scarlet & Purple Padme™

CONFUSION
 ▶▶ Play on your turn.
 Choose one opposing player to discard 2 cards at random from their hand for each Padme in play. If both Padme are in play, they must exchange positions.

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ARTFUL DODGE

▶▶ Play when a Padme is attacked.

Padme takes no more than 2 points of damage, if any.

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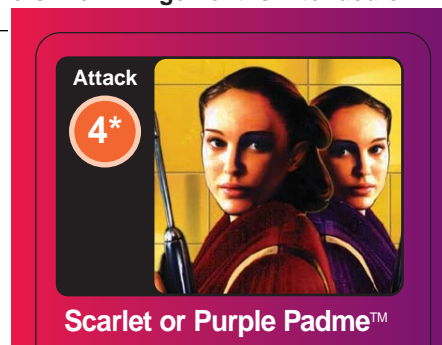
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UNEXPECTED ATTACK

▶▶ Play when a Padme is attacking.

You may choose to apply this card's Attack value against either the Attack value or the Defense value on the Defender's card, if any.

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IMPERIOUS BEHAVIOR

▶▶ Play on your turn.

Advance a Padme 3 spaces towards an opposing major character. The opposing player discards 5 cards -2 for each space between the Padme and the character.

"TWEAK"

Defense

3*



Scarlet or Purple Padme™

ONE STEP AHEAD

▶▶ Play when a Padme is attacked.

After resolving this card, move the Padme 1 space, including diagonally. Draw 2 cards.

Defense

3*



Scarlet or Purple Padme™

ONE STEP AHEAD

▶▶ Play when a Padme is attacked.

After resolving this card, move the Padme 1 space, including diagonally. Draw 2 cards.

Defense

3*



Captain Panaka™

DEFEND THE QUEEN!

▶▶ Play when a Padme is attacked.

If a Padme is under attack AND Panaka is adjacent to either the attacking figure or the defending Padme, then the attack is conducted against Panaka instead.

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Attack

4*



Captain Panaka™

CROSSFIRE

▶▶ Play when Panaka is attacking.

The Attack value is 4 points. If ONE Padme can also attack Panaka's target, add 2 points. If BOTH Padme can attack Panaka's target, add 4 points.

Attack

4*



Captain Panaka™

CROSSFIRE

▶▶ Play when Panaka is attacking.

The Attack value is 4 points. If ONE Padme can also attack Panaka's target, add 2 points. If BOTH Padme can attack Panaka's target, add 4 points.

Defense

3*



Captain Panaka™

DEFEND THE QUEEN!

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Attack

1

4

Defense



Captain Panaka™

Attack

2

4

Defense



Captain Panaka™

TWEAK
SPECIAL



Captain Panaka™

PAUSE TO RELOAD

▶▶ Play on your turn.

You may draw 2 cards for each of your characters (from this deck) in play IF Panaka is also one of the characters in play.

“TWEAK”



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**How to Use
“TWEAK” Cards...**

“TWEAK” cards are extra cards that may be used to fine-tune a particular deck to a player’s tastes or to address unseen balance issues within the deck itself and against other decks. Tweak cards are NOT a part of the standard deck for a particular character. Tweak cards may only be introduced if all players in a game agree to use one, some, or all of them. When introducing a Tweak card into a deck, another card within the original deck must be dropped out to make room for it. The dropped card may not be used or play in the upcoming game.



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Scarlet & Purple Padme™

S	1	2	3	4	5	●
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P	1	2	3	4	5	●
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Note: Both Padme figures represent the Queen Amidala and her double, "Padme." Together they are the "Major Character." Either Padme may be used to play their cards, but generally only one Padme can use the card in play unless it specifically says that they both do. It doesn't matter for the game which Padme is the Queen and who is her double: if you can keep just one of them alive, you keep Queen alive and in the game!



Captain Panaka™

●	1	2	3	4	5	6
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7	8	9	10	11	●
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