



Thrawn



Rukh



Thrawn



Rukh

Grand Admrial Thrawn

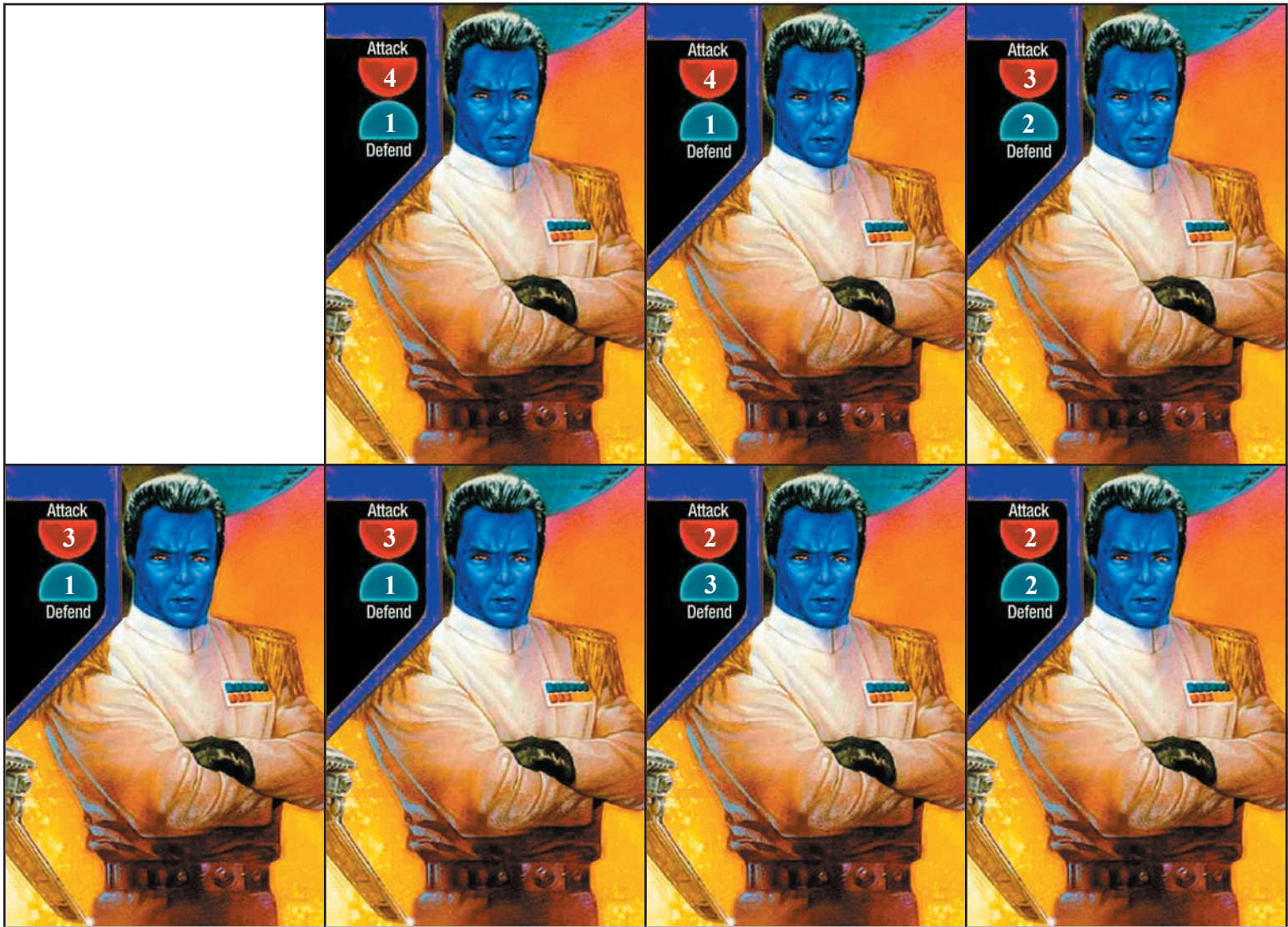


	1	2	3	4	5
6	7	8	9	10	11
12					

Rukh



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





			
 <p>Thrawn Sacrifice Pawns</p> <p>Instead of placing this card in the discard pile, player may choose 2 cards to discard.</p>	 <p>Thrawn Study Art</p> <p>Choose an opponent. That opponent must reveal his hand. All attack cards played by opponent against Thrawn must be played face up, including future drawn cards. On any turn, opponent may forfeit 2 actions to remove this effect.</p>	 <p>Thrawn Study Art</p> <p>Choose an opponent. That opponent must reveal his hand. All attack cards played by opponent against Thrawn must be played face up, including future drawn cards. On any turn, opponent may forfeit 2 actions to remove this effect.</p>	 <p>Thrawn Study Art</p> <p>Choose an opponent. That opponent must reveal his hand. All attack cards played by opponent against Thrawn must be played face up, including future drawn cards. On any turn, opponent may forfeit 2 actions to remove this effect.</p>

  <p>Thrawn Cool Under Fire</p> <p>Attack value is reduced to 2. Draw a card.</p>	  <p>Thrawn Cool Under Fire</p> <p>Attack value is reduced to 2. Draw a card.</p>	  <p>Thrawn Ysalimiri</p> <p>All Jedi within a 2 square radius (diagonal counts as 2) of Thrawn must reveal their hand and discard all Special Cards and Power Combat Cards. Until Thrawn's next turn, Jedi may not attack Thrawn and no player besides Thrawn may use Special or Power Combat cards.</p>	  <p>Thrawn Analyze Resources</p> <p>Play anytime during your turn. Thrawn may search through his draw pile and put any card into his hand. Reshuffle the draw pile.</p>
  <p>Rukh Assassin's Blade</p> <p>Does 12 damage if not blocked.</p>	  <p>Rukh Pounce</p> <p>Move Rukh up to 5 spaces. Rukh does 3 damage to any one character he can attack.</p>	  <p>Rukh Pounce</p> <p>Move Rukh up to 5 spaces. Rukh does 3 damage to any one character he can attack.</p>	  <p>Rukh Noghri Bodyguard</p> <p>Play when Thrawn or Rukh are attacked. Rukh may move adjacent to Thrawn. This card cannot be played if Thrawn has been destroyed.</p>

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