

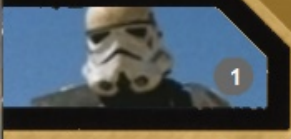
Inquisitor Reva



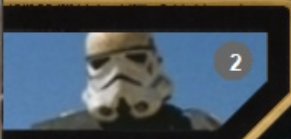
●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	●



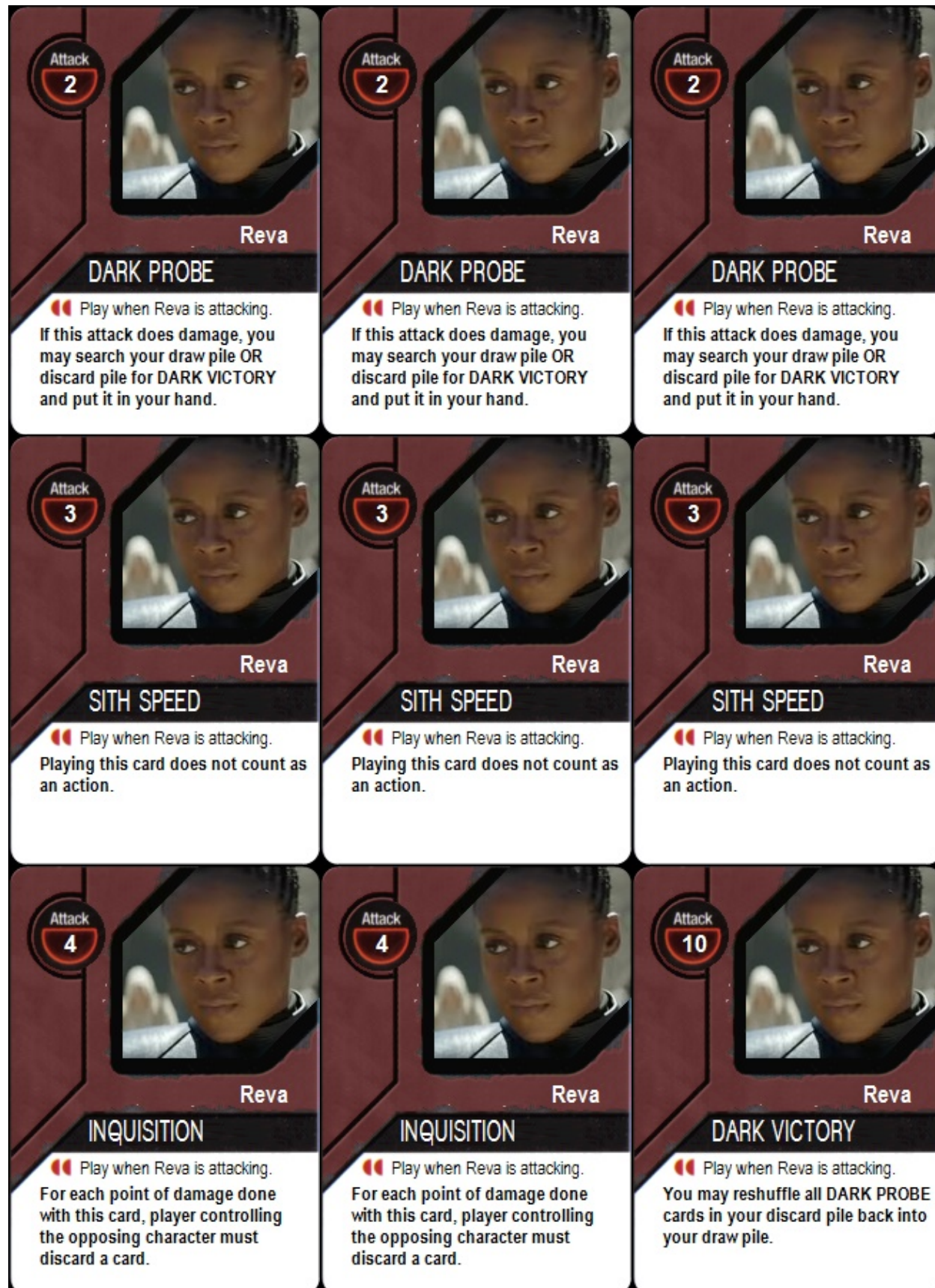
Stormtroopers



●	1	2	3	●
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●	1	2	3	●
---	---	---	---	---



Attack
2



Reva

DARK PROBE

Play when Reva is attacking.
If this attack does damage, you may search your draw pile OR discard pile for DARK VICTORY and put it in your hand.

Attack
2



Reva

DARK PROBE

Play when Reva is attacking.
If this attack does damage, you may search your draw pile OR discard pile for DARK VICTORY and put it in your hand.

Attack
2



Reva

DARK PROBE

Play when Reva is attacking.
If this attack does damage, you may search your draw pile OR discard pile for DARK VICTORY and put it in your hand.

Attack
3



Reva

SITH SPEED

Play when Reva is attacking.
Playing this card does not count as an action.

Attack
3



Reva

SITH SPEED

Play when Reva is attacking.
Playing this card does not count as an action.

Attack
3



Reva

SITH SPEED

Play when Reva is attacking.
Playing this card does not count as an action.

Attack
4



Reva

INQUISITION

Play when Reva is attacking.
For each point of damage done with this card, player controlling the opposing character must discard a card.

Attack
4



Reva

INQUISITION

Play when Reva is attacking.
For each point of damage done with this card, player controlling the opposing character must discard a card.

Attack
10



Reva

DARK VICTORY

Play when Reva is attacking.
You may reshuffle all DARK PROBE cards in your discard pile back into your draw pile.



8
Defend



Reva

NOT FAR ENOUGH

Play when Reva is defending.
For each point of damage defended, player controlling the attacking character must reveal a card.

8
Defend



Reva

NOT FAR ENOUGH

Play when Reva is defending.
For each point of damage defended, player controlling the attacking character must reveal a card.

SPECIAL



Reva

HUNT

Play anytime on your turn.
Move Reva and her Storm Troopers up to 4 spaces each. Then every player with a character next to one of your characters must discard a card.

Attack
5
1
Defend



Attack
5
1
Defend



Attack
5
1
Defend



Attack
5
1
Defend



Attack
4
1
Defend



Attack
4
2
Defend







