

Baylan Skoll



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17



HK-37 Assassin Dro



	1	2	3	4	
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	1	2	3	4	
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 <p>Attack 6*</p> <p>Baylan Skoll DESTROY TO CREATE</p> <p>Play when Skoll is attacking. *After seeing the defense card, you may discard up to 3 cards and add 1 to the attack value for each card you discard.</p>	 <p>Attack 6*</p> <p>Baylan Skoll DESTROY TO CREATE</p> <p>Play when Skoll is attacking. *After seeing the defense card, you may discard up to 3 cards and add 1 to the attack value for each card you discard.</p>	 <p>Attack 6*</p> <p>Baylan Skoll DESTROY TO CREATE</p> <p>Play when Skoll is attacking. *After seeing the defense card, you may discard up to 3 cards and add 1 to the attack value for each card you discard.</p>
 <p>Attack *</p> <p>Baylan Skoll POWER AS NEVER DREAMED</p> <p>Play when Skoll is attacking. *Attack value is equal to one half the number of cards in your discard pile, rounded down.</p>	<p>SPECIAL</p>  <p>Baylan Skoll CONTROLLED RAGE</p> <p>Play anytime on your turn. All enemies adjacent to Baylan take 3 damage. Discard a card and draw a card.</p>	<p>SPECIAL</p>  <p>Baylan Skoll CONTROLLED RAGE</p> <p>Play anytime on your turn. All enemies adjacent to Baylan take 3 damage. Discard a card and draw a card.</p>
<p>SPECIAL</p>  <p>Baylan Skoll CHOKER</p> <p>Play anytime on your turn. Choose a minor character to take 5 damage.</p>	<p>SPECIAL</p>  <p>Baylan Skoll CHOKER</p> <p>Play anytime on your turn. Choose a minor character to take 5 damage.</p>	<p>SPECIAL</p>  <p>Baylan Skoll SECURE THE FUTURE</p> <p>Play anytime on your turn. Look at the top 5 cards of your draw pile. Put 3 in your hand and discard the others.</p>

SPECIAL




Baylan Skoll

SECURE THE FUTURE

Play anytime on your turn.
Look at the top 5 cards of your draw pile. Put 3 in your hand and discard the others.

SPECIAL



Baylan Skoll

GENERAL'S ORDERS

Play anytime on your turn.
Move Baylan and his Droids up to 4 spaces each. You may discard a card to draw a card.

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Play anytime on your turn.
Move Baylan and his Droids up to 4 spaces each. You may discard a card to draw a card.



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**



Attack **3**

Defend **3**





