



Play when Droids is attacking.

After attacking, do 1 damage to an adjacent character. Then you may play any or all SUPER STRENGTH cards in your hand.



KX Security Droids

Play when Droids is attacking.

After attacking, do 1 damage to an adjacent character. Then you may play any or all SUPER STRENGTH cards in your hand.



Play when Droids is attacking.

After attacking, do 1 damage to an adjacent character. Then you may play any or all SUPER STRENGTH cards in your hand.



**KX Security Droids** 

**SECURITY** 

Play anytime on your turn.

Each KX does 1 damage to all adjacent enemies. Then you may play any or all SUPER STRENGTH cards in your hand.



**KX Security Droids** 

SECURITY

5

E

C

ı

Δ

Play anytime on your turn.

Each KX does 1 damage to all adjacent enemies. Then you may play any or all SUPER STRENGTH cards in your hand.



**KX Security Droids** 

SECURITY

Play anytime on your turn.

Each KX does 1 damage to all adjacent enemies. Then you may play any or all SUPER STRENGTH cards in your hand.



MARCHING ORDERS

Play anytime on your turn.
Move each KX droid up to 4 spaces each. Then you may play any or all SUPER STRENGTH cards in your hand.



KX Security Droids

MARCHING ORDERS

Play anytime on your turn.

Move each KX droid up to 4 spaces each. Then you may play any or all SUPER STRENGTH cards in your hand.



KX Security Droids MARCHING ORDERS

Play anytime on your turn.

Move each KX droid up to 4 spaces each. Then you may play any or all SUPER STRENGTH cards in your hand.



Play anytime on your turn.

Do 1 damage to an adjacent character. Playing this card does not count as an action when another card lets you play it.

SUPER STRENGTH

Play anytime on your turn.

Do 1 damage to an adjacent character. Playing this card does not count as an action when another card lets you play it.

SUPER STRENGTH

Play anytime on your turn.

Do 1 damage to an adjacent character. Playing this card does not count as an action when another card lets you play it.











